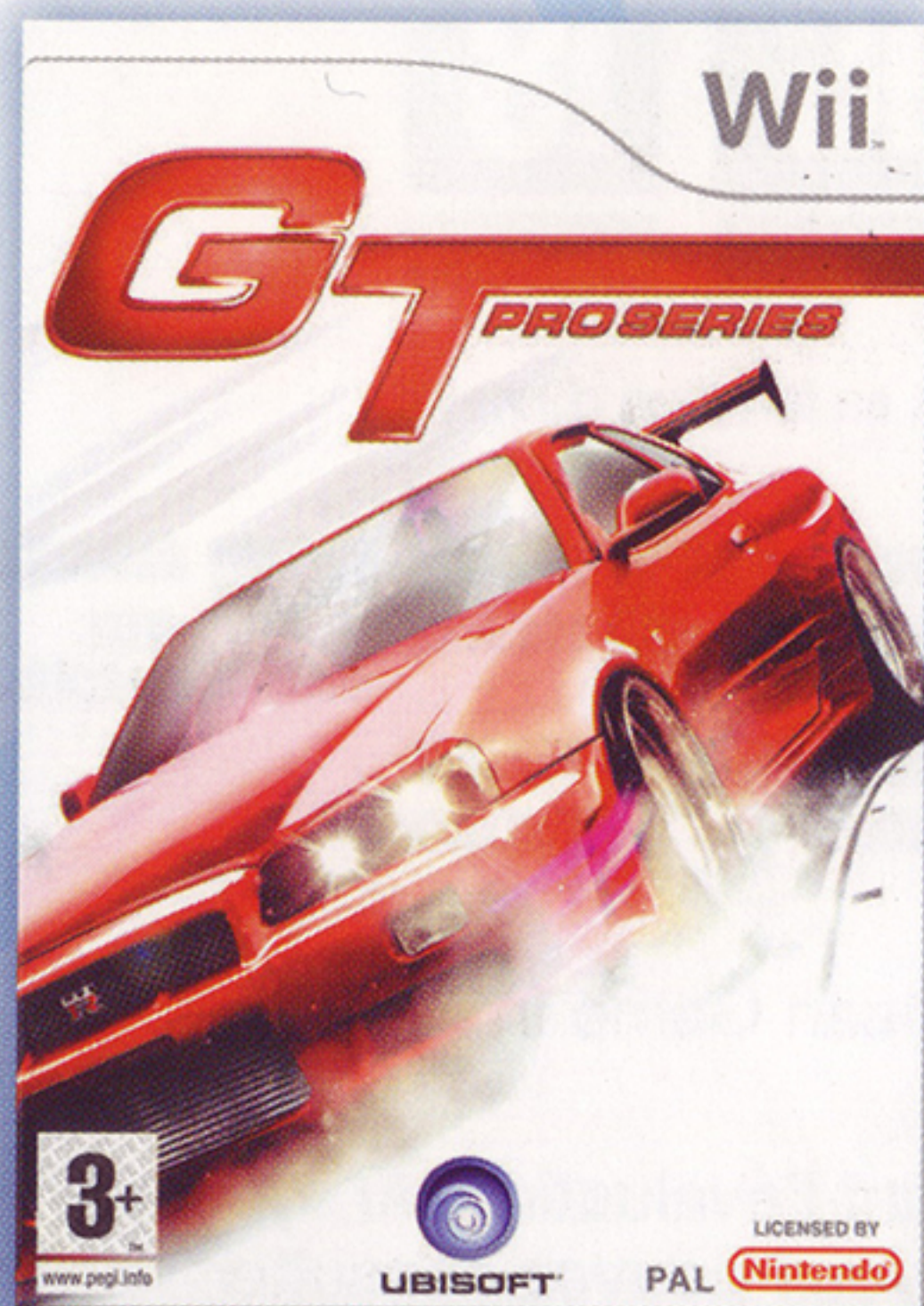
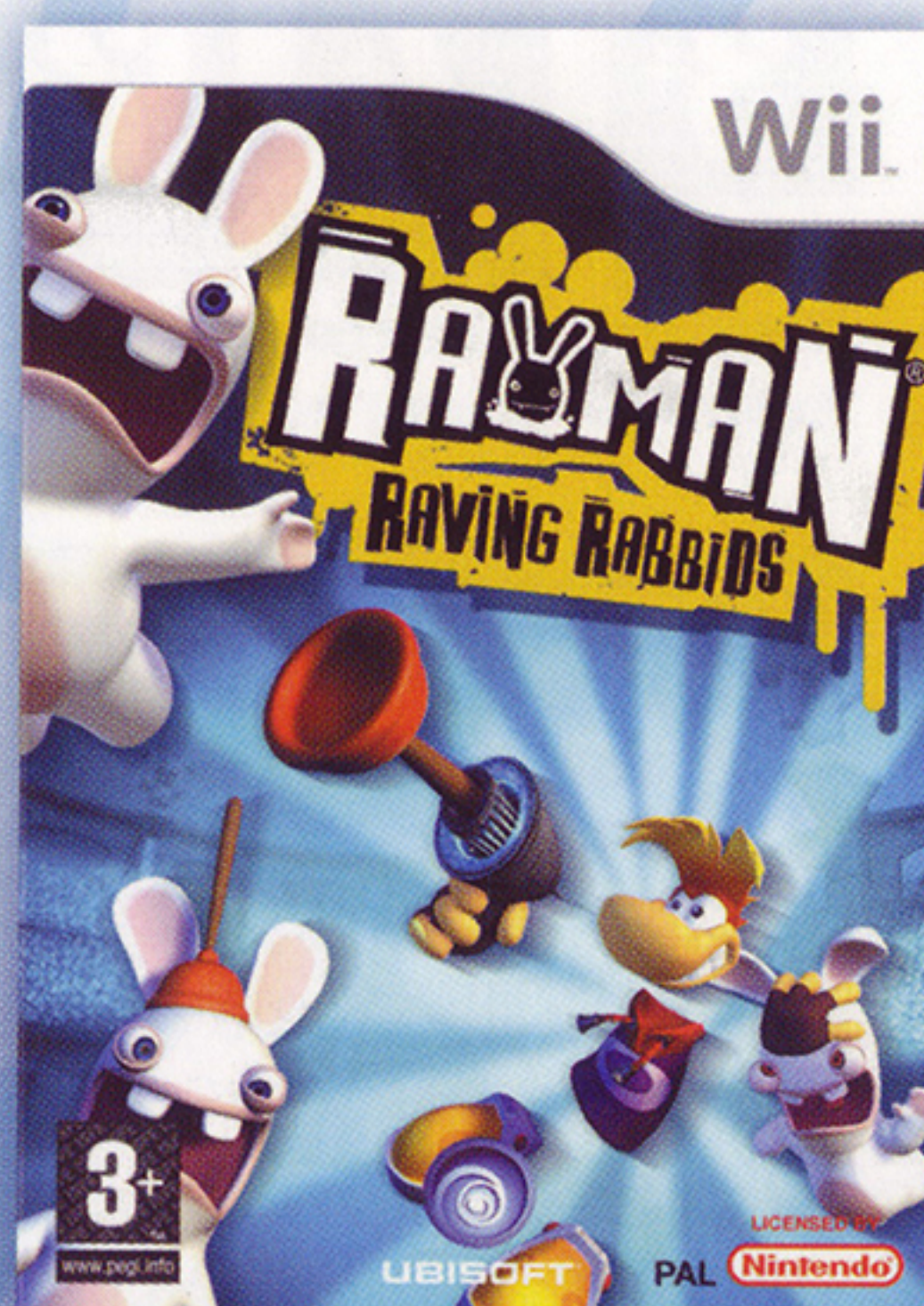


RVL-RM4P-UKV

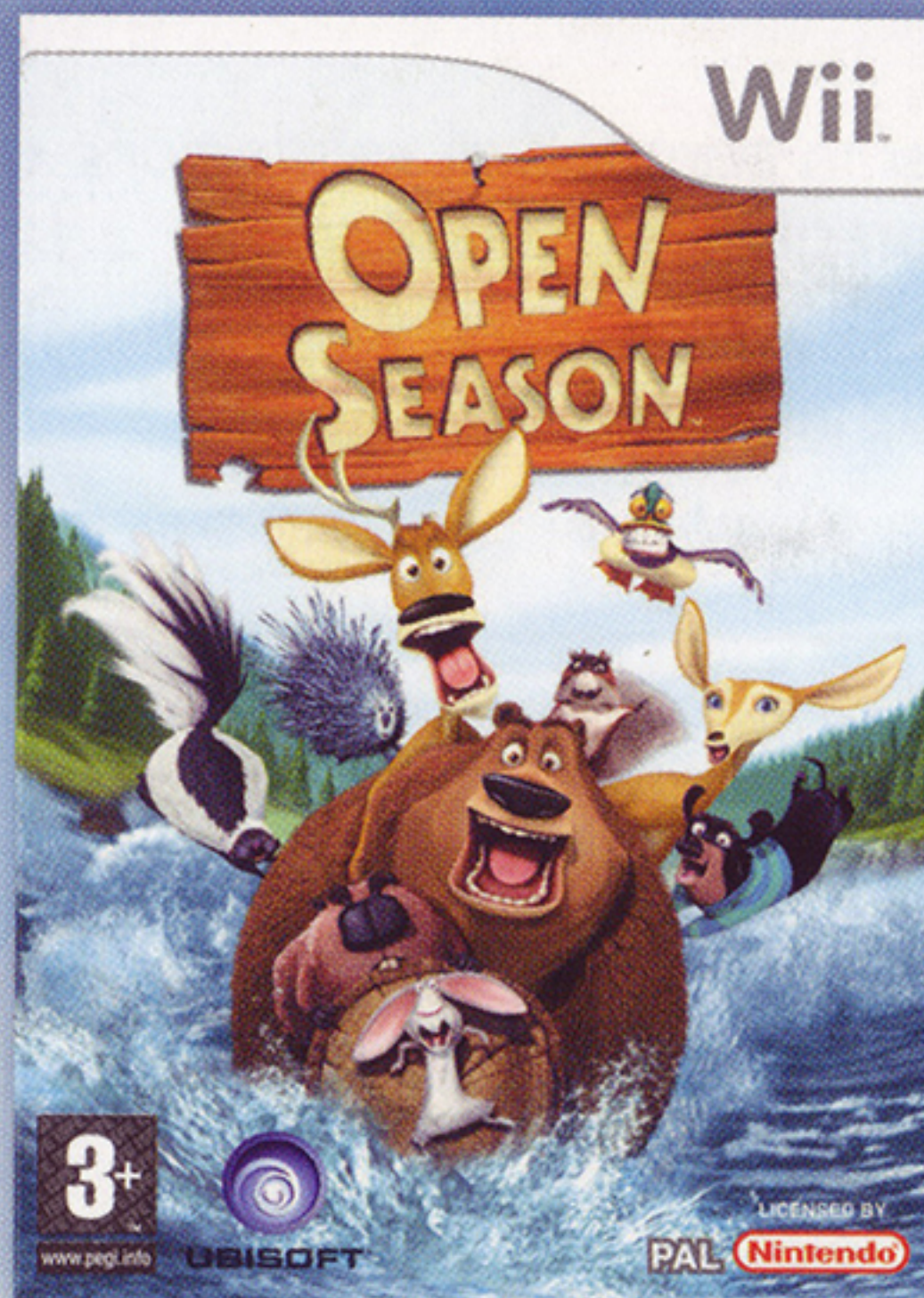
Also Available Now on **Wii!**



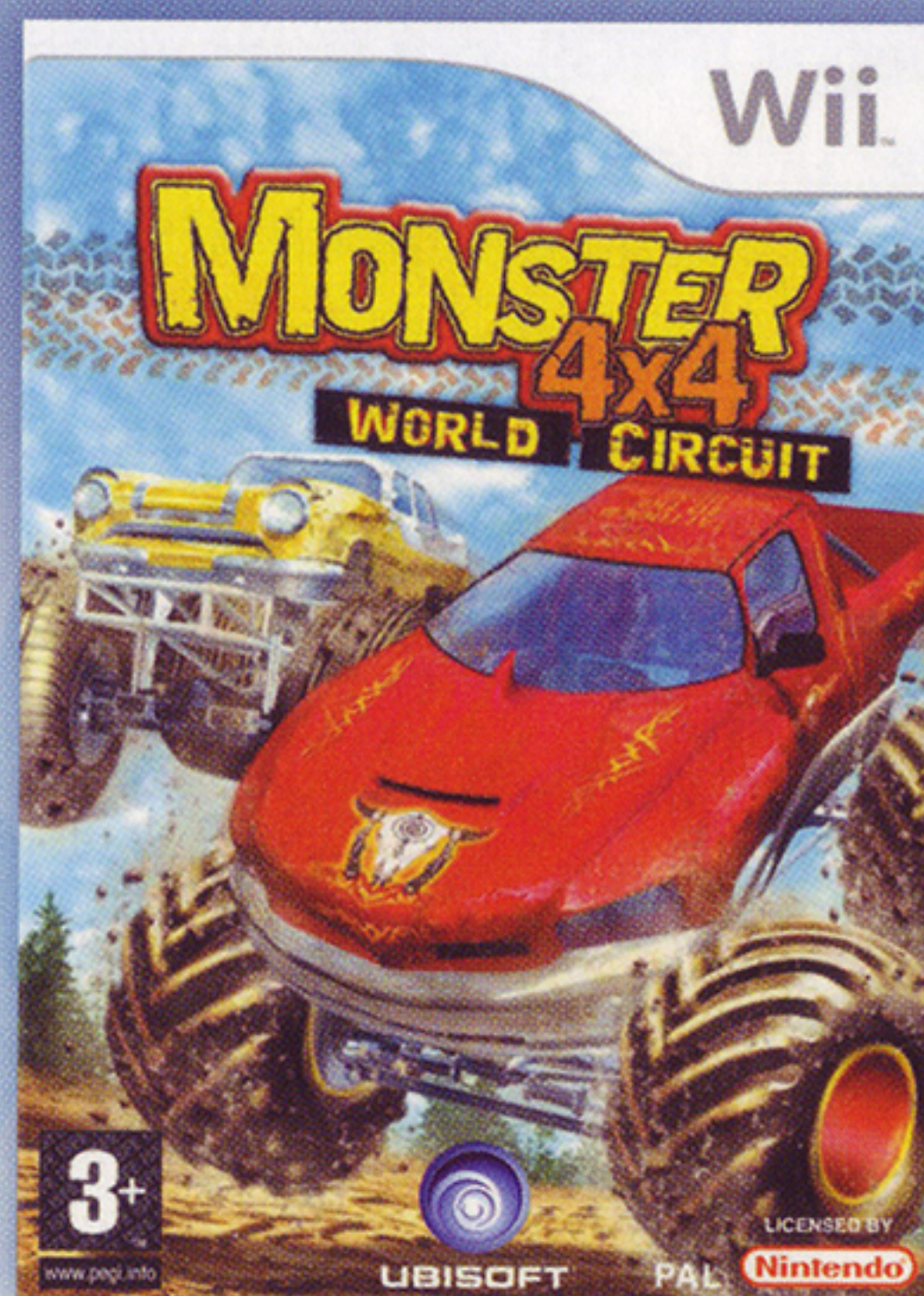
Design is subject to change



Design is subject to change



Design is subject to change



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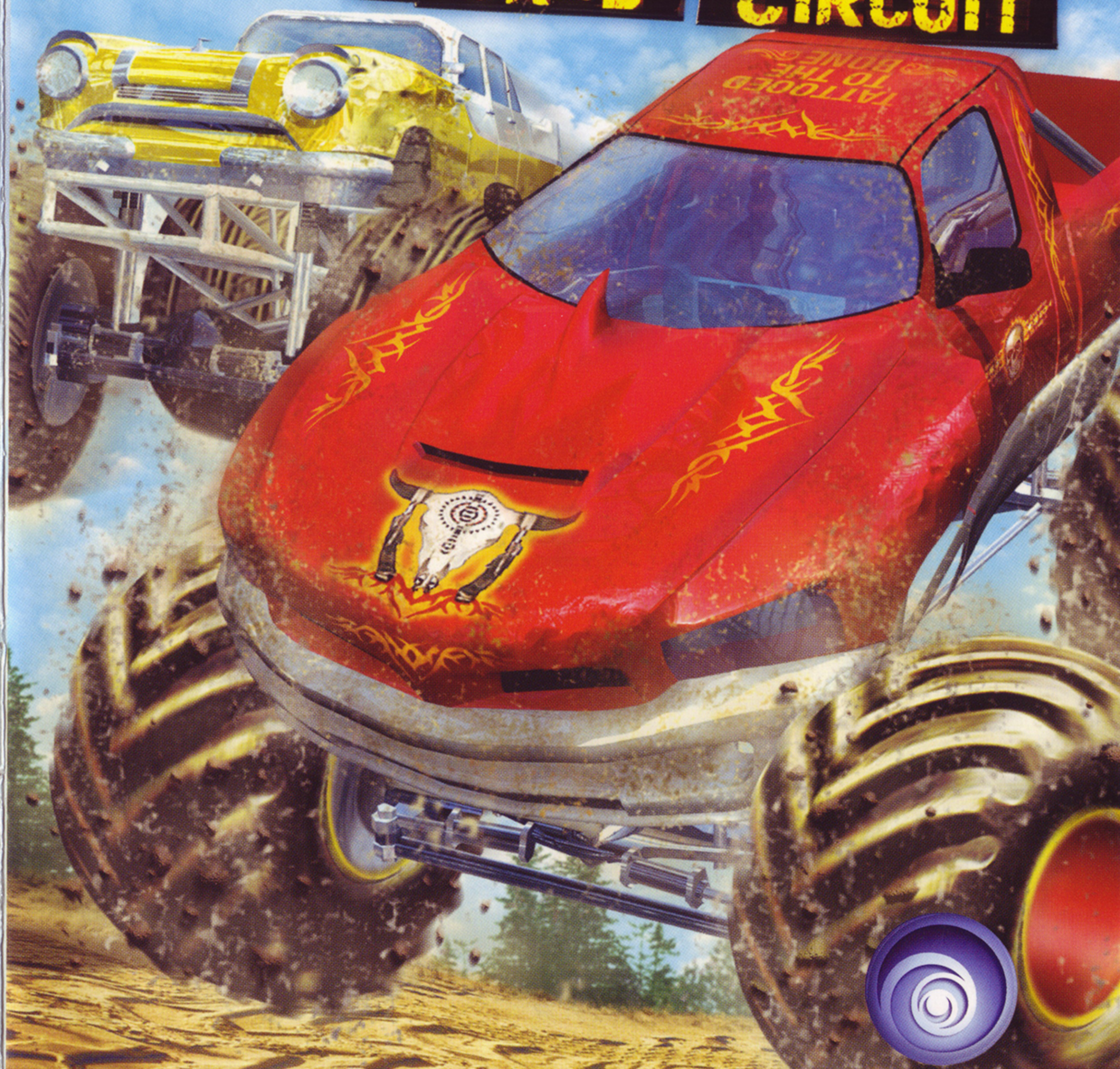
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PRINTED IN GERMANY

Wii™

MONSTER 4x4 WORLD CIRCUIT



INSTRUCTION BOOKLET

UBISOFT®



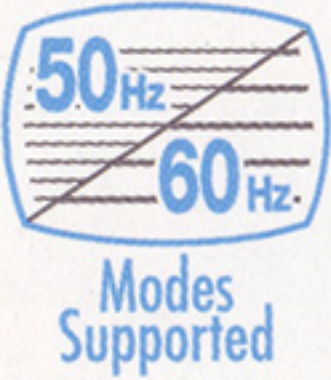
RRM4PUKV1M

THIS SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY WITH YOUR NINTENDO SYSTEM.



WARNING: Please carefully read the separate Health and Safety Precautions booklet included with this product before using your Nintendo® Hardware system, Game Disc or Accessory. The booklet contains important safety information.

4



THIS GAME SUPPORTS 50HZ AND 60HZ MODE.



LICENSED BY



NINTENDO, Wii AND THE SEAL OF QUALITY ICON ARE TRADEMARKS OF NINTENDO.

The PEGI age rating system:

Age Rating categories:

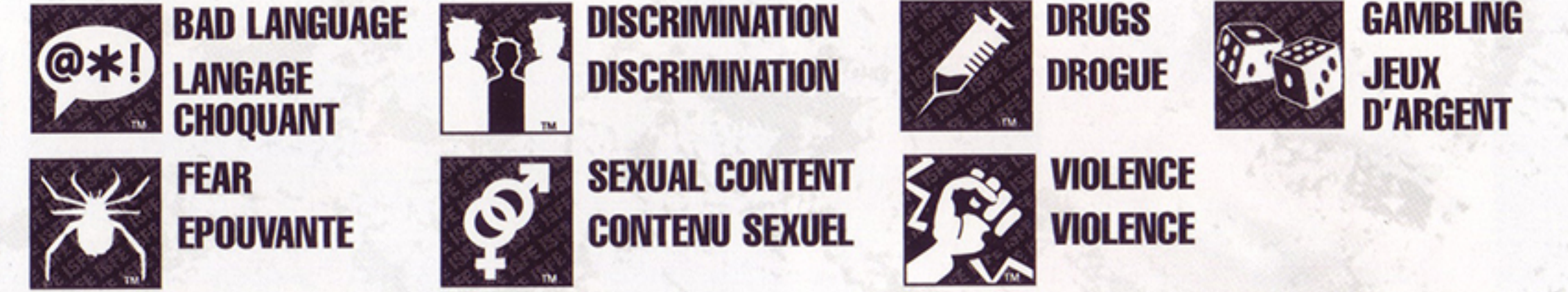


Les catégories de tranche d'âge:

Note: There are some local variations!

Note: Il peut y avoir quelques variations en fonction du pays!

Content Descriptors:



Description du contenu:

For further information about the Pan European Game Information (PEGI) rating system please visit:

Pour de plus amples informations concernant l'évaluation du système d'information de jeu Pan Européen (PEGI), vous pouvez consulter:

Para obtener más información sobre el sistema de calificación de juegos (PEGI), por favor visite:

Per ulteriori informazioni sul sistema europeo di valutazione delle informazioni del gioco (PEGI) vi preghiamo di visitare:

Für weitere Informationen über das europäische Spiel-Informationen Bewertungs-System (PEGI) besuchen Sie bitte:

<http://www.pegi.info>

WARRANTY

Ubisoft guarantees to the original purchaser of this computer software product that the compact disc (CD)/cartridge supplied with this product shall not show any default during a normal use period of ninety (90) days from the invoiced date of purchase. In the first instance please return the faulty product to the point of purchase together with your valid receipt. If for any reason this is not possible, (and it is within 90 days of the purchase date), then the faulty compact discs/cartridges should be returned to Ubisoft at the below address, along with a dated receipt, location of purchase, a statement describing the fault, and all original packaging.

Address for returns:

Ubisoft, Chertsey Gate East, London Street, Chertsey, Surrey, United Kingdom, KT16 8AP

Where a CD key is required to access on-line game play, this cannot be reproduced or replaced. It is the responsibility of the original purchaser to keep this CD key secure. Lost, stolen or damaged CD keys cannot be replaced.

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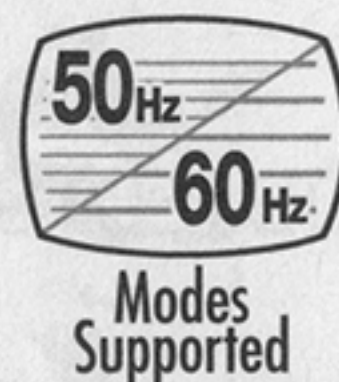
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SETTING UP

The in-game language depends on the one that is set on your Wii console. This game includes five different language versions: English, German, French, Spanish and Italian. If your Wii console is already set to one of them, the same language will be displayed in the game. If your Wii console is set to another language, the in-game default language will be English. You can change the in-game language by changing the language setting of your Wii console. For further instructions about how to change language settings please refer to the Wii Operations Manual.

60Hz (480i) Mode

60Hz (480i) is a display mode that allows players to view and enjoy their game in enhanced quality. This means an intensely sharp picture and the game running at optimal speed, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible conditions. This game allows a better display with higher quality on TVs that support 60Hz (480i) Mode (PAL60 compatibility). To activate 60Hz (480i) Mode, please select this screen resolution in the Wii System Settings. For additional information on how to set the screen resolution, please refer to the Wii Operations Manual. When you connect the Wii RGB cable (sold separately) to a TV which has an RGB terminal and PAL60 compatibility, you can enjoy an even smoother game screen with less flicker. However, certain, mainly older, TV sets are unable to display games in 60Hz (480i) Mode and therefore a small number of players could experience difficulty in playing this game on their TV. To find out if your TV set features 60Hz (480i) Mode, consult your TV instruction manual or contact the respective manufacturer for details.



EDTV / HDTV(480p) Mode - Progressive Scan

EDTV / HDTV(480p) is a progressive display mode that allows players to view and enjoy their game in the best possible quality. This means an intensely sharp picture, the game running at optimal speed and minimised flicker, all of which produces a great gaming experience. We at Nintendo want players to enjoy our games under the best possible conditions. However, it may happen that this mode cannot be displayed, depending on the combination of TV and cable that you use. To find out if your TV supports the progressive scan display needed for the EDTV / HDTV (480p) Mode, consult your TV Instruction Manual or contact the respective manufacturer for details. Please make sure to use the Wii Component Video Cable (RVL-011) and to enable Progressive Scan on your display device before selecting this mode. The default setting of the Wii is 50Hz (576i) Mode. To activate EDTV / HDTV(480p) Mode, please select this screen resolution in the Wii System Settings. For additional information on how to set the screen resolution, please refer to the Wii Operations Manual.



TECHNICAL SUPPORT

NEW: To serve you better, Ubisoft is now providing full ONLINE support, to solve your gaming problems quickly and efficiently.

Simply go to <http://www.ubi.com/uk> and visit the Ubisoft Frequently Asked Questions first!

By visiting our FAQ database, you can find exactly the same answers that are available to you by calling or sending web-mail to our support representatives. This service is free and available 24/7!

If for any reason you do not find the answer to your question, you can click on the Ask a question link in the FAQ to send us a web-mail, ensuring that we get all the important information on your system and your problem so we can answer correctly the first time.

Make sure to include all information on your system, your problem, and the game you are playing.

If you do not have internet access, Our support representatives can assist you from 8:00 am until 10:00pm daily (excluding Bank Holidays) on Telephone: 0905 – 482 - 0109 Calls cost 30p per minute. Please be at your system when calling Ubisoft for support.

Australian technical support

Technical Support Info Hotline

1902 262 102 (calls are charged at \$2.48 per minute including GST. Higher from public and mobile phones).

HINTS & TIPS

Looking for cheats to go up to the next level? Call our 24 hour automated Hints line: 0906 – 646 – 8477. Calls cost £1.00 per minute. Please ask permission from the person who pays the phone bill before making the call.

LOADING AND SAVING A GAME

LOADING A GAME

You can load another game at any time, provided you have previously saved a game file. To load a game, go to the Main Menu and choose the Player Profile option. The data will be loaded automatically, displaying the different profiles and the games you have saved. Select the profile you want to load and press the 2 Button.

SAVING A GAME

Go to the Main Menu and choose the Player Profile option. A list will appear: use the +Control Pad (up/down) on the Wii Remote to choose either an empty space or one containing a saved game that you want to overwrite. Now press right or left and select the Save option. If the space is empty, you will be asked to choose a name for the game - to do so, press up/down and left/right to select the letters, then press OK to confirm the name. Once you have chosen the name, press the 1 Button to confirm and the game will be saved automatically.

Note

Next to each saved game you'll be able to see the date and time at which that game was saved.

SOUND OPTIONS

Select Sound and confirm with the 1 Button to access this menu. Here you can adjust the volume of the sound effects and music.

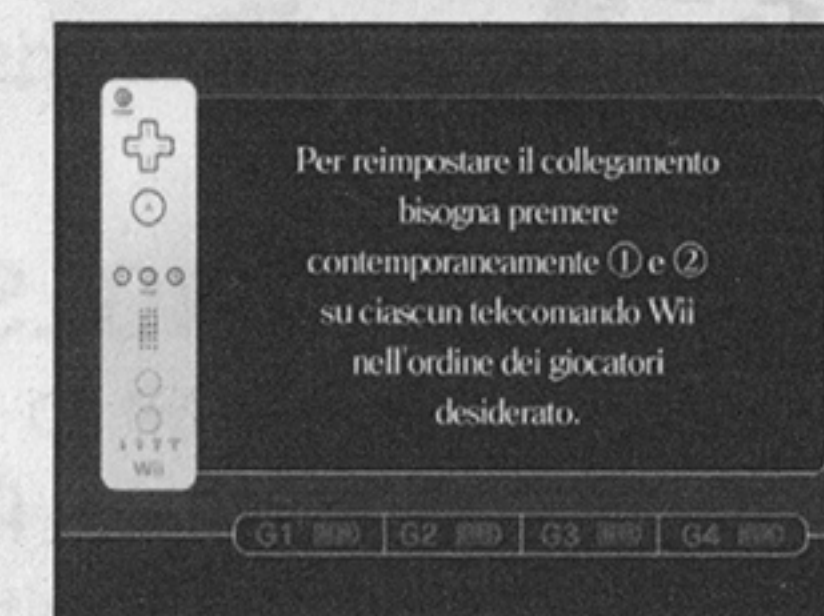
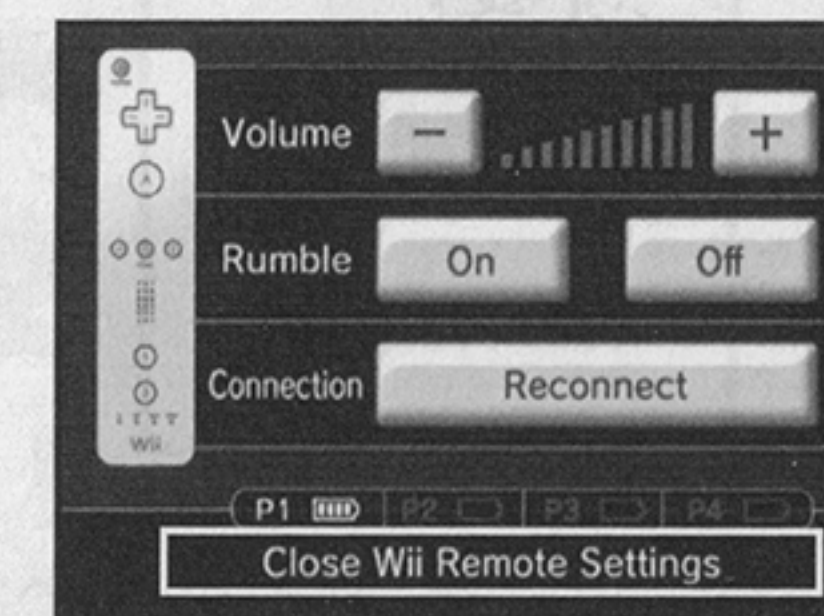
Monster 4x4: World Circuit is presented in Dolby® Pro Logic® II surround sound. Connect your Nintendo® Wii™ console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound. You may need to enable Surround in the audio options menu of the console.

The player cannot control the Wii Remote if it is not registered on the Wii console. Press the SYNC. Buttons from the Wii Remote and the Wii console simultaneously to register the Wii Remote. The Wii Remote included with your Wii console has already been synchronised with the console. Therefore, the registration of the Wii Remote is not required. For more information please refer to the Wii Operations Manual.

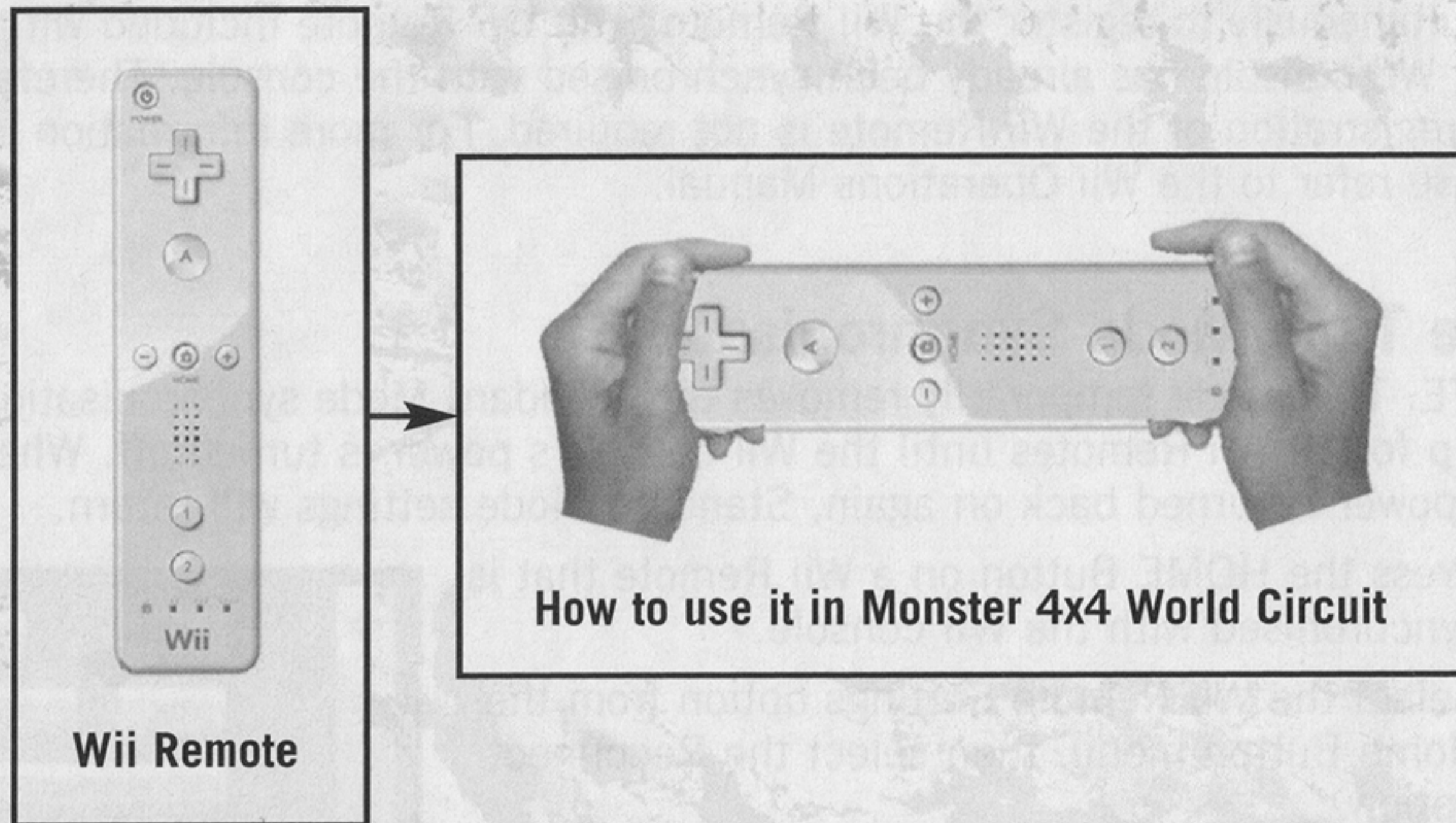
One Time Mode Synchronisation

NOTE: This mode temporarily removes the Standard Mode synchronisation setup for all Wii Remotes until the Wii console's power is turned off. When the power is turned back on again, Standard Mode settings will return.

1. Press the HOME Button on a Wii Remote that is synchronised with the Wii console.
2. Select the Wii Remote Settings option from the Home Button menu, then select the Reconnect option.
3. Press the 1 and 2 Buttons simultaneously on the Wii Remote that you want to synchronise with the Wii console. The order in which you synchronise Wii Remotes will set the player order for multiplayer games.
4. The Player LED will blink during the synching process. When the blinking stops, the connection is complete.



CONTROLS



In Monster 4x4: World Circuit, the Wii Remote is turned 90° anticlockwise and held with both hands.

MENU CONTROLS

Use the +Control Pad to navigate the menus of Monster 4x4: World Circuit. To confirm your choice, press the 2 Button. To go back, press the 1 Button.

If you use the remote with the Steering Wheel, make sure to remove the remote from the Wheel to navigate the HOME menu. You can't navigate while the remote is still in the Wheel.

2 Button: accept
1 Button: back

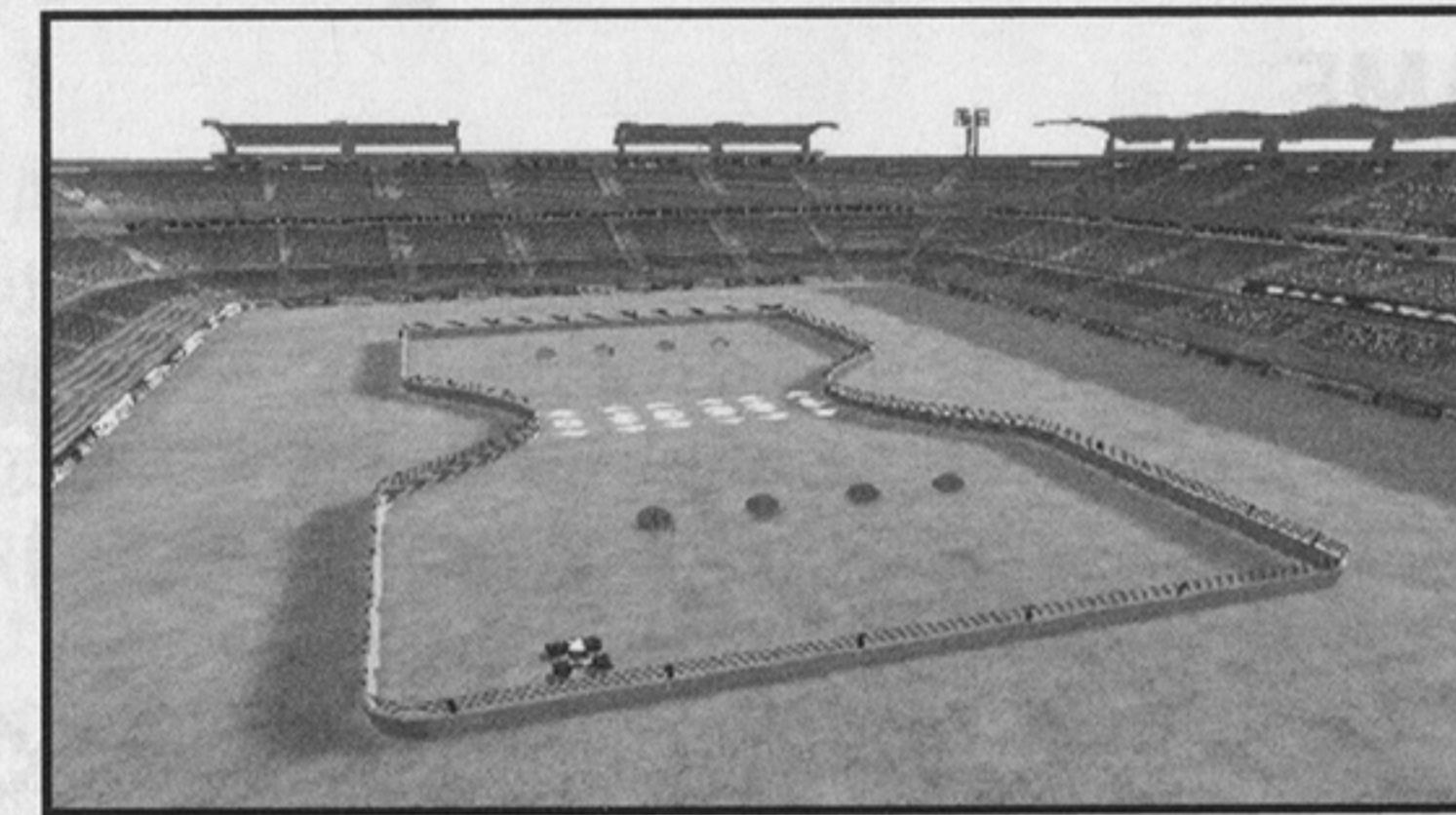
Using the +Control Pad as shown (above):
 Up on the +Control Pad: move up
 Down on the +Control Pad: move down
 Left on the +Control Pad: move left
 Right on the +Control Pad: move right

+ Button: start game

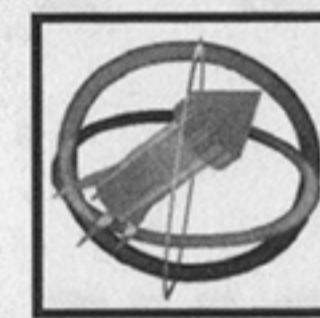
Monster Ball

Your main objective is to push all the balls to your opponent's side of the field.

Goal	Players	Teams	Time
Get all the balls to the opponent's side	4	No	3 min.



OBJECTS AND POWER-UPS



Turbo

Drive through this icon to make your vehicle gain speed.



Nitro Charger

When your vehicle passes through this element, you refill part of your nitro bar.



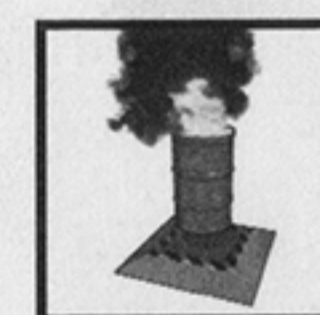
Fire

When your wheels are on fire, your speed is reduced.



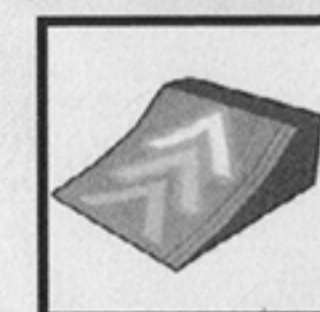
Shield

Prevents your vehicle from being slowed down by fire.



Launchable barrels

Throw barrels at opponents to slow them down. There are three different types of barrels. It's up to you to find out what each one does...



Ramp

Used to perform stunts.

MULTIPLAYER MODES

Race

Play with up to four players in a single-race event in split-screen. Each player chooses a previously-unlocked monster vehicle. Then it's up to player 1 to choose an unlocked track and set the race options (e.g. Quick Race mode without other opponents).

Mini-games

Play with two to four players in three different challenging mini-games.

Monster Soccer

You guessed it: score as many goals as possible to win!

Goal	Players	Teams	Time
Score goals	4	Yes: 2 on 2	3 min.



Monster Combat

The main objective is to hit the other opponents with barrels.

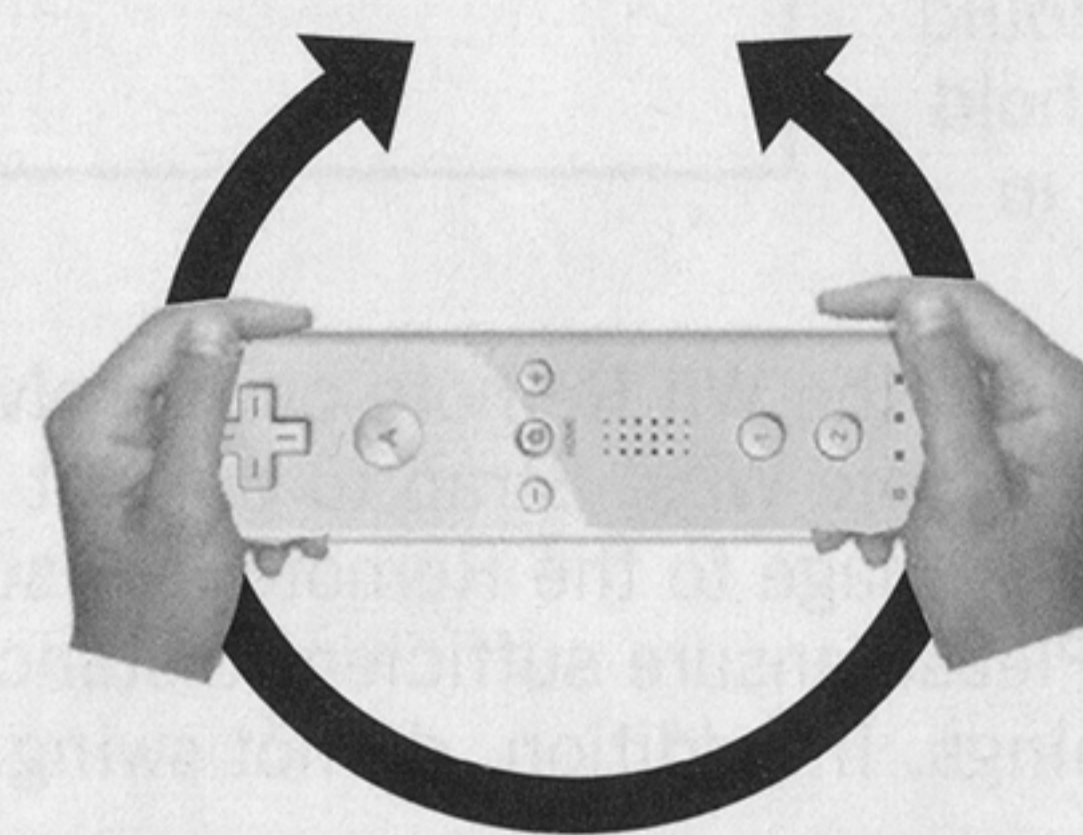
Goal	Players	Teams	Time
Score points	4	No	3 min.



GAME CONTROLS

The Wii Remote should be held with both hands and used as if it were a steering wheel.

Basic Controls



Turn Wii Remote anticlockwise: steer left
Turn Wii Remote clockwise: steer right

2 Button: accelerate

1 Button: brake and reverse

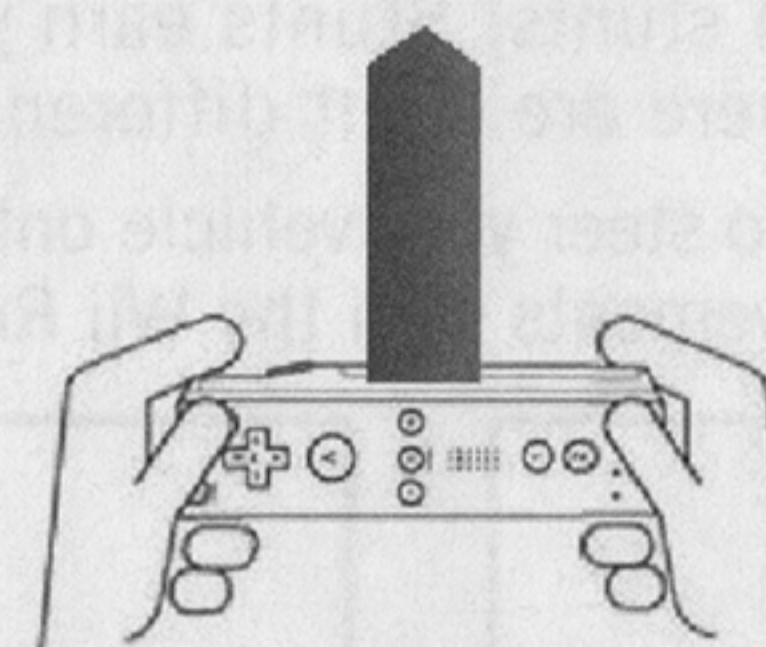
Using the +Control Pad as shown:

Down on the +Control Pad: handbrake

+ Button: in-game Pause menu

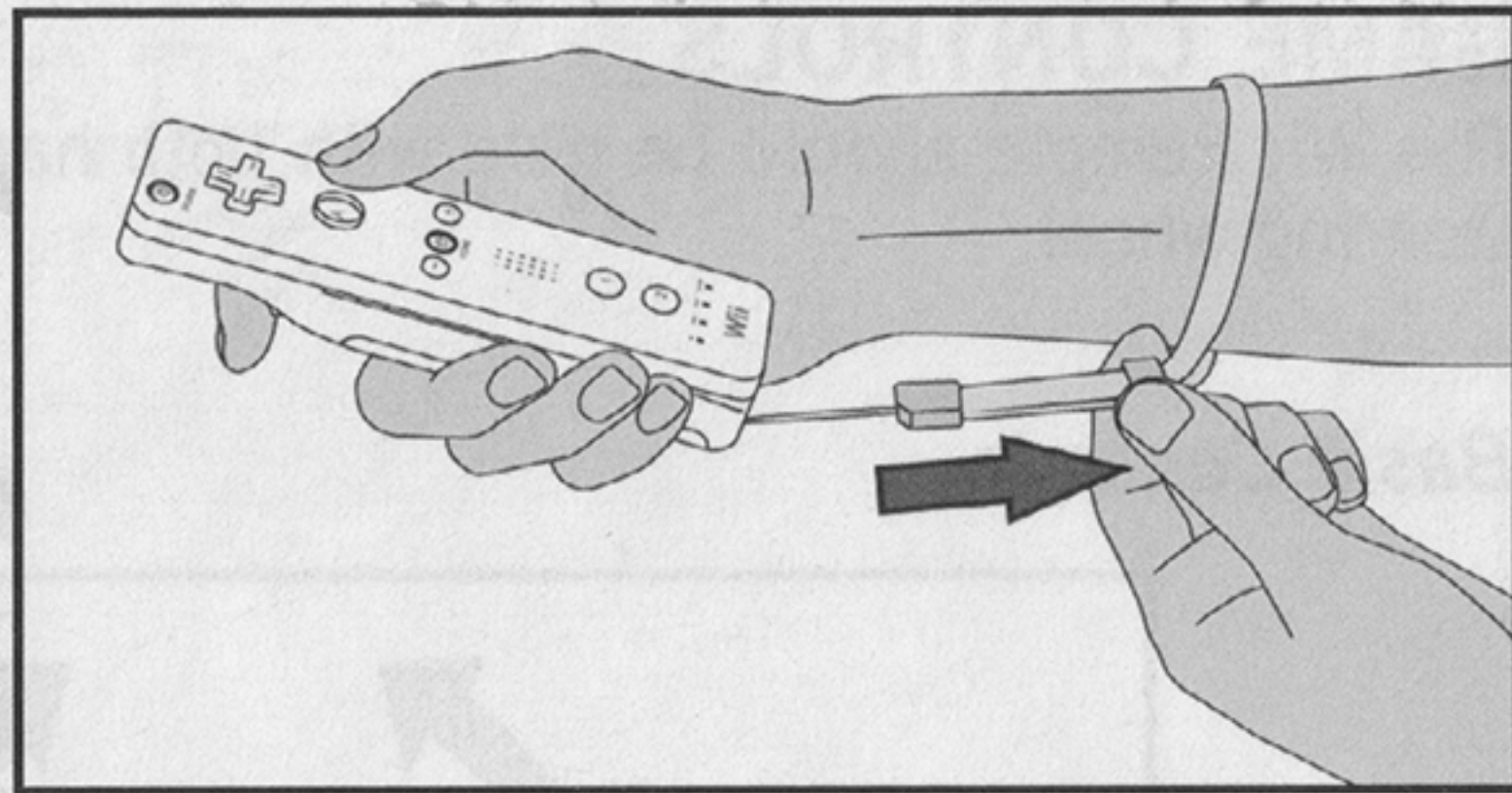
Nitro Controls

Each monster vehicle is equipped with a Nitro system, a speed boost allowing it to reach high speeds in a few seconds.



Move the Wii Remote away from you to use the Monster Nitro boost

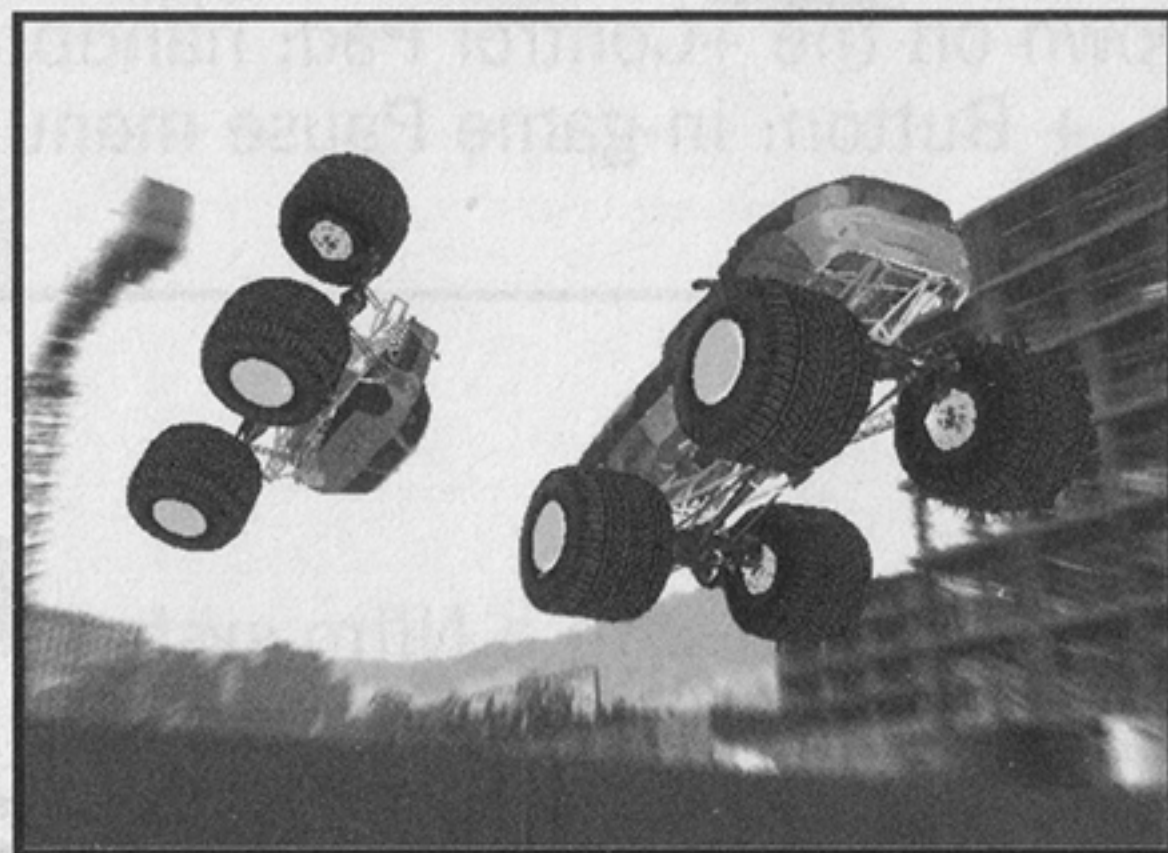
Place your hand through the Remote Wrist Strap and hold the Remote firmly in your hand. Slide the strap lock up so that the strap will not fall off your wrist. Do not over-tighten the strap lock so that it's uncomfortable. It should just be tight enough to hold the Remote Wrist Strap in place.



CAUTION: Wii gameplay with the Wii Remote can involve rapid or vigorous motion. Please use the Remote Wrist Strap to prevent losing your grip on the Remote and causing damage to the Remote and surrounding objects, or injury to other people. Please ensure sufficient distance to avoid colliding with other persons or things. In addition, do not swing the Remote more than necessary.

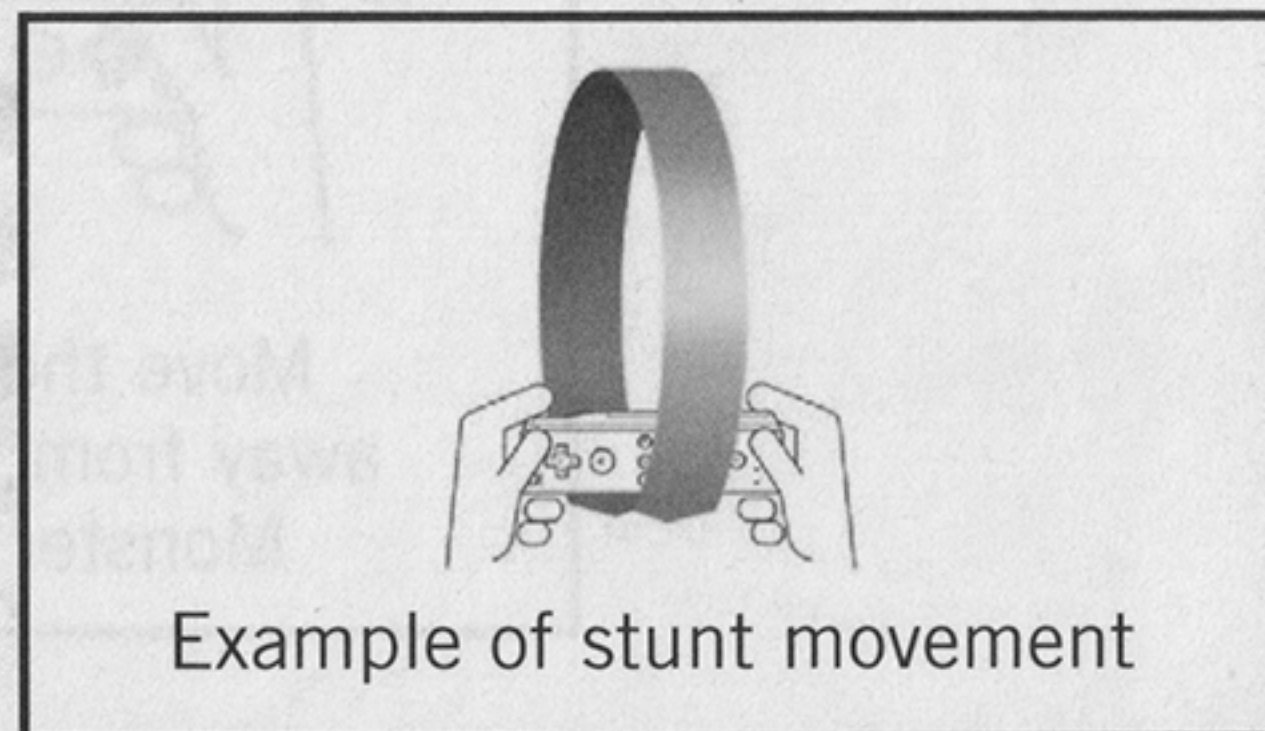
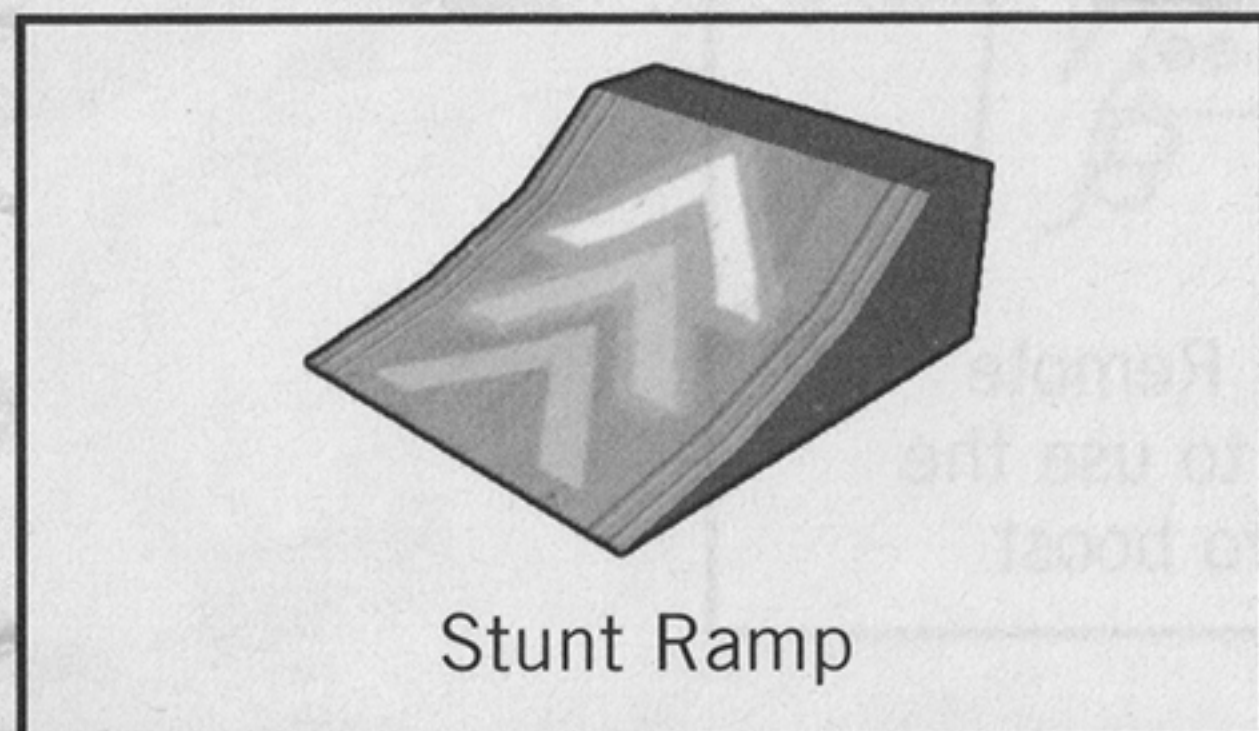
WARNING: Not suitable for children under 36 months of age. The Wii Remote Strap can coil around the neck.

STUNT SYSTEM



Drive onto ramps to perform stunts! Stunts earn you extra points and charge up your nitro bar. There are eight different stunts you can perform.

For each stunt you will have to steer your vehicle onto a stunt ramp and perform different circular movements with the Wii Remote. Figure them all out!

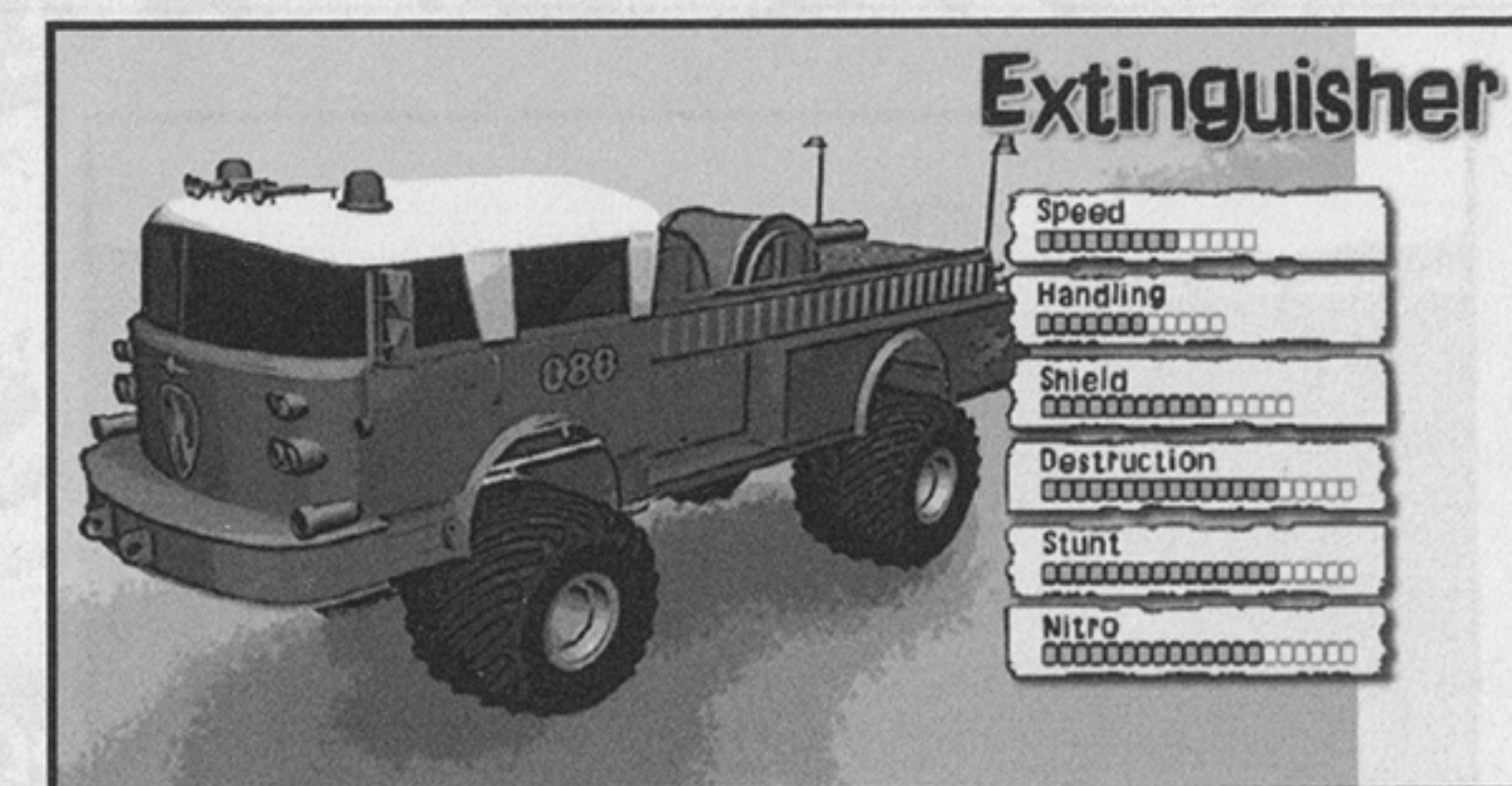
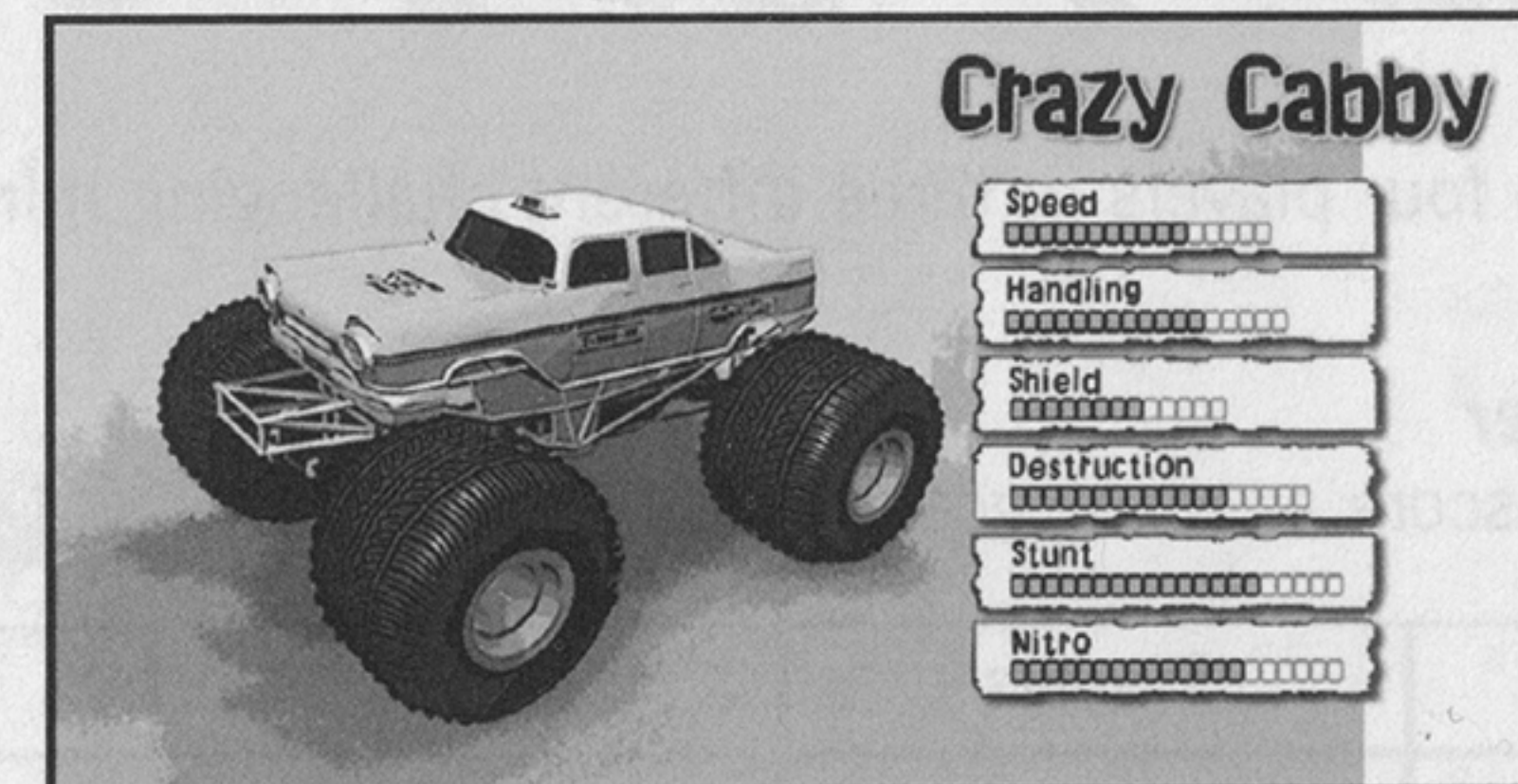


GAME MODES

SINGLE-PLAYER MODES

Quick Race

Play immediately with a monster vehicle of your choice, taken from the list of vehicles that you've unlocked.



You can then customise the vehicle (each one has different features), choose the track on which you'd like to race from the list of available tracks (only unlocked tracks will be available) and pick the type of race you want to play. Next, set the number of laps (from 1 to 5) and the number of opponents (from 0 to 5) to begin play.

The Monster League Competition (World Circuit)

The main competition in the single-player game is a full-season competition with a variety of challenges. When you start a new Monster League competition, you must choose the type of vehicle you'd like to compete with, customise it, and select one of the available event schedules. By completing the available events, new events will be unlocked!

Every event presents new challenges or modes of play, such as:

- **Normal Race:** you will compete on a track against five other opponents.
- **Reverse:** as the name suggests, a normal race mode, played backwards.