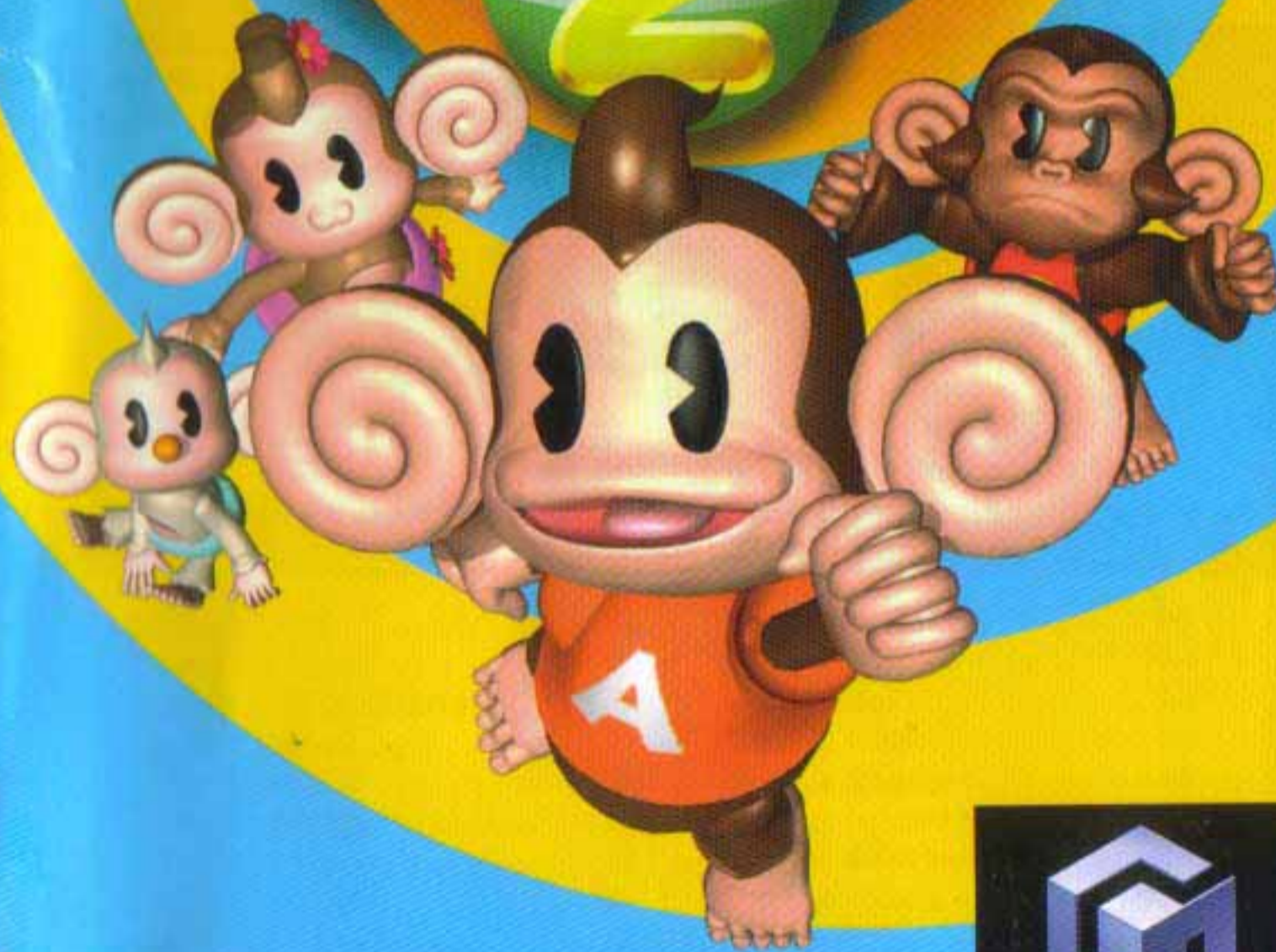


SUPER MONKEY BALL 2™



EmuMovies

SEGA®

<http://www.sega-europe.com>



INFOGRADES UK,
LANDMARK HOUSE,
HAMMERSMITH BRIDGE ROAD,
LONDON W6 9EJ,
ENGLAND.

SEGA, AV Design and SUPER MONKEY BALL are registered trademarks or trademarks of Sega Corporation. © AMUSEMENT VISION / SEGA, 2001, 2002. DOLE® and DOLE & Son Design® are registered trademarks of Dole Food Company, Inc. and are used under license. PRINTED IN EUROPE

INSTRUCTION BOOKLET

SEGA®



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.

CE SCEAU EST VOTRE ASSURANCE QUE NINTENDO A APPROUVÉ CE PRODUIT ET QU'IL EST CONFORME AUX NORMES D'EXCELLENCE EN MATIÈRE DE FABRICATION, DE FIABILITÉ ET SURTOUT, DE QUALITÉ. RECHERCHÉZ CE SCEAU LORSQUE VOUS ACHÉTEZ DES JEUX ET DES ACCESSOIRES POUR ASSURER UNE TOTALE COMPATIBILITÉ AVEC VOTRE SYSTÈME NINTENDO.

DIESES QUALITÄTSSIEGEL IST DIE GARANTIE DAFÜR, DASS SIE NINTENDO-QUALITÄT GEKAUFT HABEN. ACHTEN SIE DESHALB IMMER AUF DIESES SIEGEL, WENN SIE SPIELE ODER ZUBEHÖR KAUFEN, DAMIT SIE SICHER SIND, DASS ALLES EINWANDFREI ZU IHREM NINTENDO-SYSTEM PASST.

QUESTO SIGILLO È LA TUA GARANZIA CHE NINTENDO HA VALUTATO ED APPROVATO QUESTO PRODOTTO. RICHIEDILO SEMPRE ALL'ACQUISTO DI GIOCHI ED ACCESSORI PER ASSICURARE LA COMPLETA COMPATIBILITÀ CON IL TUO SISTEMA NINTENDO.

ESTE SELLO ES TU SEGURO DE QUE NINTENDO HA APROBADO LA CALIDAD DE ESTE PRODUCTO. BUSCA SIEMPRE ESTE SELLO CUANDO COMPRES JUEGOS Y ACCESORIOS PARA ASEGURARTE UNA COMPLETA COMPATIBILIDAD CON TU NINTENDO SYSTEM.

DIT ZEGEL WAARBORGT U, DAT DIT PRODUCT DOOR NINTENDO IS GECONTROLEERD EN DAT HET QUA CONSTRUCTIE, BETROUWBAARHEID EN ENTERTAINMENTWAARDE VOLLEDIG AAN ONZE HOGE KWALITEITSEISEN VOLDOET. LET BIJ HET KOPEN VAN SPIELLEN EN ACCESSOIRES ALTJD OP DIT ZEGEL, ZODAT U VERZEKERD BENT VAN EEN GOED WERKEND NINTENDO-SYSTEEM.

DENNA ETIKETT GARANTERAR ATT NINTENDO STÅR FÖR PRODUKTENS KVALITET. KONTROLLERA ATT ETIKETTEN FINNS PÅ SPEL OCH TILLBEHÖR DU KÖPER FÖR ATT FÖRSÄKRA DIG OM ATT DE ÄR KOMPATIBLA MED NINTENDO.

DETTE SEGL GARANTERER, AT NINTENDO HAR GODKENDT KVALITETEN AF DETTE PRODUKT. SE ALTID EFTER DETTE SEGL, NÅR DU KÖBER SPIL OG TILBEHØR, SÅ DU ER SIKKER PÅ FULD KOMPATIBILITET MED DIT NINTENDO.

TÄMÄ TARRA VAKUUTTAA, ETTÄ NINTENDO ON HYVÄKSYNYT TÄMÄN TUOTTEEN LAADUN. TARKISTA AINA TÄMÄ TARRA ENNEN KUIN OSTAT PELEJÄ JA MUITA TARVIKKEITA, JOTTA SAAT VARMASTI NINTENDO YHTEENSÖPIVIA TUOTTEITA.



1-4 Player
Simultaneous

1-4 Player
Alternating

**THIS GAME SUPPORTS
SIMULTANEOUS GAME PLAY
WITH ONE, TWO, THREE OR
FOUR PLAYERS AND
CONTROLLERS.**



Memory Card
Up to 2 Slots

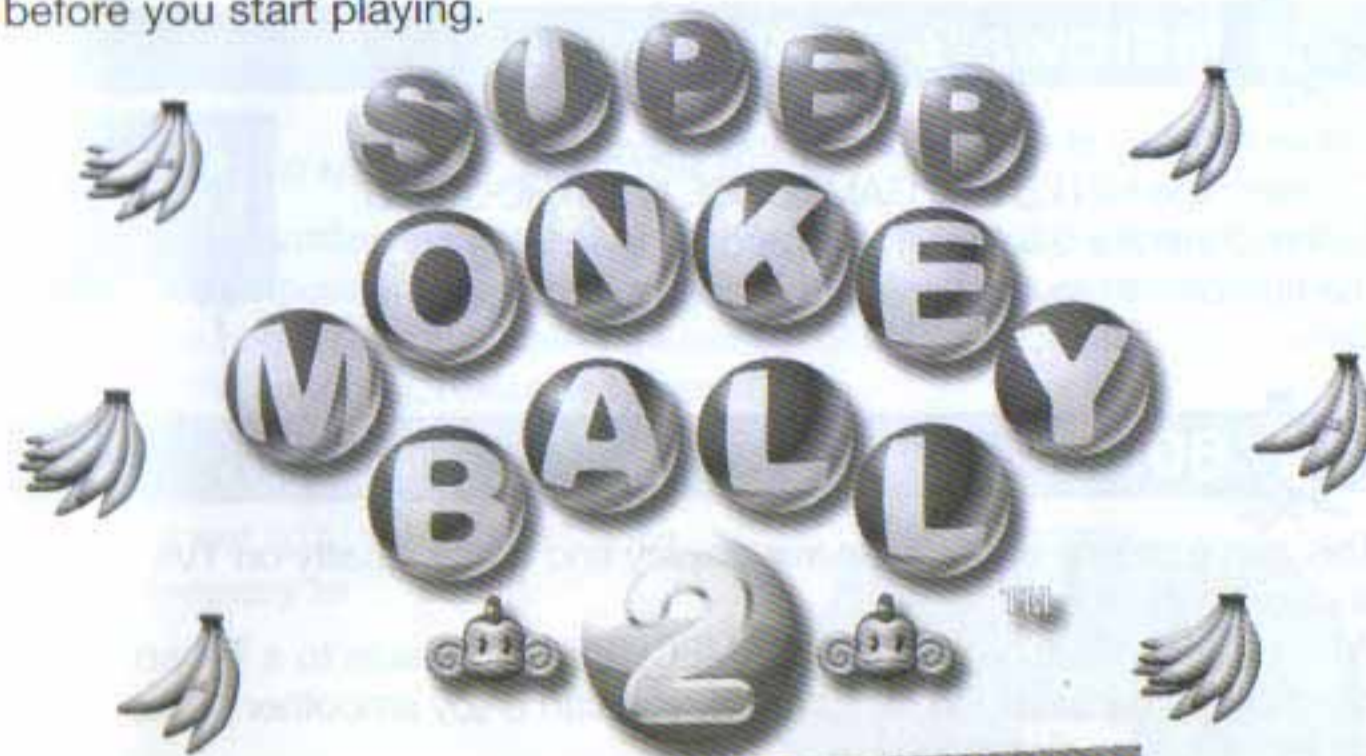
**THIS GAME REQUIRES A
MEMORY CARD FOR SAVING
GAME PROGRESS, SETTINGS
OR STATISTICS.**

LICENSED BY

Nintendo

TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO.
© 2002 NINTENDO. ALL RIGHTS RESERVED.

Thank you for purchasing Super Monkey Ball™ 2. Please note that this software is designed only for use with the NINTENDO GAMECUBE. Be sure to read this instruction booklet thoroughly before you start playing.



56



58



60



62

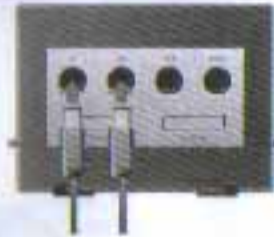
Table of Contents

Setting Up	2	Monkey Bowling 2	28
Controls	3	Monkey Golf 2	31
Starting the Game	5	Monkey Boat	34
Main Game	7	Monkey Shot	37
Story Mode	11	Monkey Dogfight	40
Challenge Mode	11	Monkey Soccer	43
Practice Mode	12	Monkey Baseball	46
Party Game	13	Monkey Tennis	50
Monkey Race 2	13	Options	53
Monkey Fight 2	16	Credits	55
Monkey Target 2	19	Technical Support	64
Monkey Billiards 2	22		



Hardware Setup

Super Monkey Ball 2 is a one to four player game. Connect the NINTENDO GAMECUBE CONTROLLERS to the Controller Sockets 1, 2, 3 and 4 (depending on the number of players participating; see next page).



60Hz

This game can be set to a clearer display and better quality on TVs that support 60Hz mode.

When you connect NINTENDO GAMECUBE RGB Cable to a TV which has RGB terminal an PAL60 function, you can enjoy smoother game screen with less flickers.

To activate 60Hz mode, press and hold the B Button while the NINTENDO GAMECUBE logo is being displayed until the message "Would you like to display in 60 Hz mode?" appears. Select YES to activate the mode.

Save Files

Super Monkey Ball 2 is a Memory Card compatible game [NINTENDO GAMECUBE MEMORY CARD 59 (sold separately)]. 2 blocks of free memory are needed to save game file, and at least 2 Blocks for each replay file.

When you start the game, the game will look for the game file. If there is no Memory Card inserted, the game will warn you and ask if you would like to Retry (insert the Memory Card first) or Continue without saving. If the Memory Card does not contain a game file, the game will ask you either to continue without loading (create new file), to retry, or to choose a Slot (A or B). If two Memory Cards, both containing the game file, are found, the game will ask you which to be used. Follow the on-screen instruction to start the game.

When the game file is being saved, manually or automatically, a message will be displayed to notify that such action is taking place. Never turn OFF the NINTENDO GAMECUBE power or remove the Memory Card while the game data is being saved or loaded.

Please refer to the NINTENDO GAMECUBE instruction booklet for directions on how to format and erase Memory Card files.

The game language which is set in the game and saved on a Memory Card has priority over the language which is set in the NINTENDO GAMECUBE console. (For more information please refer to the hardware console manual.)

NINTENDO GAMECUBE Controller

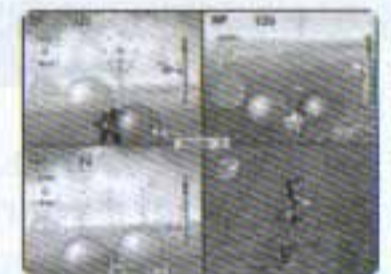
CONTROLLER NEUTRAL POSITION RESET

If the L or R Buttons are pressed or the Control Stick or C Stick are moved out of neutral position when the power is turned on, those positions will be set as the neutral position, causing incorrect game control during game play. To reset the controller, release all buttons and sticks to allow them to return to the correct neutral position, then hold down the X, Y and START/PAUSE Buttons simultaneously for 3 seconds.



Multiplayer Game – Simultaneous or Alternating

With some modes, more than one player can enjoy the game, simultaneously or alternating. With simultaneous play, each player uses his/her own controller to play. Connect the same number of controllers as the number of players participating.



When you select the number of players participating in the games with simultaneous play, you can only select up to same number of controllers currently connected.

With alternating play, each player takes turn playing. Therefore it is possible that more than one player can use the same controller to play. During the Character Select Screen, use the controller you are going to use to select the character.





Basic Game Controls

Except for a few games, use the Control Stick to move the monkey in a ball. Detailed Button functions will be explained in each game. Press START/PAUSE during the game to pause the game and display the Pause Menu (p.8).



Menu Controls



- A Button** Enter selection.
- B Button** Cancel.
- Control Stick** Select menu item; change settings.

Use the Control Stick \blacktriangle \blacktriangledown to select menu item, and press the **A Button** to allow changes. Next, use \blacktriangleleft \blacktriangleright to change setting, and press the **A Button** to finalise the change.



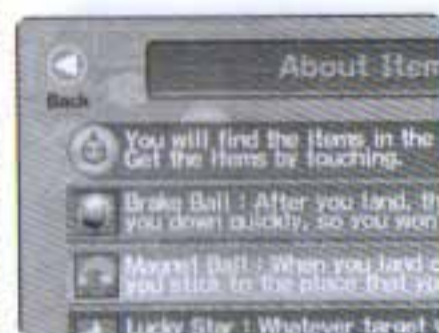
Name Entry

With some modes, you will be asked to enter your name, if your score (or time) is within the top 5, or when you break a lap record. Use the Control Stick \blacktriangleleft \blacktriangleright to select a character, and press the **A Button** to enter. You may enter up to 6 letters. When done, select END.



Lesson Screens

You can access the Lesson Screens of the selected mode by pressing the **X Button** during the Main Game Select or Party Game Select Screen. It can also be accessed during the game by selecting **How to play** from the Pause Menu (see p.8).



The Lesson Screens display the button functions, rules, and items descriptions. Use the Control Stick \blacktriangleleft \blacktriangleright to change pages. Use the \odot Stick to enlarge/move the screen (release the \odot Stick to bring the screen back to normal; you may also press the **L Button** to enlarge). When done, press the **R Button** to return to the previous screen.

On the Title Screen, press START/PAUSE to display the Mode Select Screen. Select from the following three modes.



Main Game

Guide the monkey in the ball to the goal! There are three sub-modes to choose from.

- Story Mode** **Page 11** **Practice Mode** **Page 12**
- Challenge Mode** **Page 11**

Party Game

Select from 12 Mini-Games that you can play by yourself or against other players. Some Party Games require you to collect and spend Play Points (p.10) in order to unlock them.

- Monkey Race 2** **Page 13** **Monkey Boat** **Page 34**
- Monkey Fight 2** **Page 16** **Monkey Shot** **Page 37**
- Monkey Target 2** **Page 19** **Monkey Dogfight** **Page 40**
- Monkey Billiards 2** **Page 22** **Monkey Soccer** **Page 43**
- Monkey Bowling 2** **Page 28** **Monkey Baseball** **Page 46**
- Monkey Golf 2** **Page 31** **Monkey Tennis** **Page 50**

Options

You can change game settings, load/save data, or view saved replays.



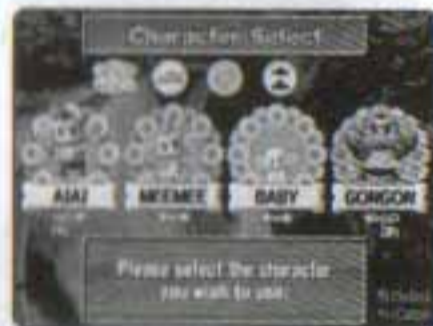
Basic Flows of the Game

Except for Monkey Target 2 and Monkey Shot, each game contains various modes. Select the mode to play in.



Select, if available, the characters you wish to use. For modes with alternate play, select with the controller you are going to play. In some modes, you will also specify COM characters.

If the mode selected is for one or more players, select the number of players to participate. In modes with simultaneous play, you can only select up to the same number of controllers connected.



Finally, customise the gameplay settings. If you are done, select Game Start to begin the game.

Some modes may lack one or more of the above steps, and some may have an extra step or two. These will be explained under each game description.



Game Screen



Score
Increase your score by picking up bananas and reaching the goal quickly.

Time Left
Time remaining to clear the current stage. Reach the goal before it reaches 0!

Number of Bananas
Pick up as many delicious bananas as you can!

Monkeys Remaining
Indicates the number of monkeys remaining in the game. Displayed only when playing the Challenge Mode.

Current Player
Indicates which player is currently playing. Displayed only when playing with two or more players in the Challenge Mode.



Game Controls



Control Stick
A Button

Tilt the play field (roll the ball).
Change the size of the map display.

● Game Objective

In this game, you guide the ball by "tilting" the playfield to roll it. But be careful not to fall off the field, or your try will be over! Guide the monkey successfully to the goal.



There are various kinds of traps and switches on the map. Study what they do carefully.



● Pause Menu

Any time during the game, press START/PAUSE to pause the game and display the Pause Menu. The available selection of menu items differ according to the mode you are playing and the situation you are in.



Continue game

Close the Pause Menu and return to the game. (Pressing START/PAUSE again has the same effect.)

Save Game Data

This can be accessed on the Stage Select Screen of the Story Mode, as this allows you to manually save the current game to the Memory Card.

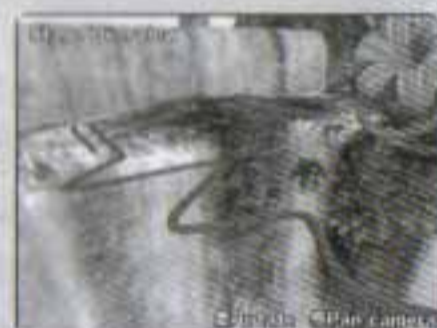


Retry

Restart the current stage from the beginning. Available only in Story Mode and Practice Mode.

View stage

Allows you to view the stage. Use the Control Stick ◀▶ to rotate the camera, and ▲▼ to zoom in/out. Use the ◎ Stick to pan the camera.



Save replay

This can be accessed during the short playback after you crossed the goal, allowing you to save the gameplay of the stage you just completed to the Memory Card.



How to play

Displays the Lesson screen (p.4).

Stage Select

This can be accessed with the Story or Practice Modes, allowing you to quit the current stage and return to the Stage Select Screen.

Exit game

Quits the current game and returns you to the Main Game Select Screen.



Main Characters

AIAI

The hero of this game. He loves bananas so much that he always spends his carefree life thinking "The banana I had today was really delicious." Eat bananas, and he'll be in high spirits, able to overcome any hardship. Chanting a magical spell "Ei-Ei-Poo," he starts his adventure with Monkey Ball.



MEEMEE

She is the future bride of Aiai. Unlike carefree Aiai, she is a person...umm...monkey with firm character. Although she loves Aiai more than anything else in the world, it seems that Aiai loves bananas more than her. And that makes her a little discontent. A little bit tomboyish, she is very kind to everyone on Jungle Island. She always decorates herself with flowers that have a nice scent.



BABY

He came from the future to stop Dr. Bad-Boon's plot to prevent the marriage between Aiai and Meemee. He is in fact the son of Aiai and Meemee. He rarely cries, but once he does, he cries with the loudest voice on Jungle Island. Only Meemee can stop his crying.



GONGON

Yesterday's enemy is today's friend. He used to be Aiai's rival, but now they are best friends. He is quite rowdy, but places such a great value on friendship that once he becomes a friend he never betrays. Although he still is not big in size, he has great strength, as he trains himself every day to become the strongest monkey in the world.



With Story Mode, you control Aiai. With Challenge Mode, Practice Mode and each mode of the Party Game, you can select from above four monkeys.



The Enemies

DR. BAD-BOON

He is an evil-genius scientist from the future world. In the future world, he fell in love with Meemie and attempted to ask her to marry him, but she was already married to Aiai, and had had Baby by then. Thus he flew back in time to the days when Aiai and Meemie had not married yet. Dr. Bad-Boon tries all sorts of evil plots to separate Aiai from Meemie, but fails every time. While his perseverance is commendable, he is becoming a real nuisance to the inhabitants of Jungle Island, and has quickly become the island's most hated ape.



DR. BAD-BOON'S ASSISTANT

An ape without words. Other than being Dr. Bad-Boon's assistant, everything about him is covered with mystery. Even Dr. Bad-Boon doesn't know his name. Like a shadow, he follows Dr. Bad-Boon wherever he goes. Cold-hearted Dr. Bad-Boon would leave him behind and escape, but still he continues to be his assistant without any complaints. He appears to be very frightening, but in reality he is very bashful.



Play Points

With Story Mode and Challenge Mode (when played by 1-player only), you earn certain amount of Play Points depending on your performance of the game.



Play Points can be used to unlock some of the Party Games' modes by spending certain amounts. Earn as many as you can and unlock them all!

Story Mode

1 Player

Play the game along with the story.

First, select from three available data. If you select the blank (open) data, you will start from the beginning. You will be asked to enter your name. If you select the data with previous gameplay, you will continue from where you left off.



There are 10 worlds in the mode, and each world has 10 stages which you can select and play in any order. When you clear all 10 stages, a movie clip can be seen, and a brand new world becomes available.

There is no "Game Over" in this mode, so you can try as many times as you want until you clear the stage.



Challenge Mode

1~4 Players

Alternating

Complete a series of stages with various difficulties.

FLOW OF THE GAME

Number of Players / Character Select
Gameplay Settings

There are three different levels available, but it is recommended that you start with BEGINNER.



Collect 100 bananas, and you gain 1 extra monkey. Fall off the floor, or let the time run out, you lose one monkey. The game will be over when you lose all your monkeys.



Practice Mode

1 Player

Practice the stages you have played.

FLOW OF THE GAME

Character Select
Stage Select

After you select the character to use, select the stage to play. You can switch between the stages of the Story Mode or the Challenge Mode with the **X** Button.

NOTE: You can only select the stages you have already played in either the Story or Challenge Modes.



Whether you reach the goal or fail to do so, you can play the same stage over and over. To quit, press the START/PAUSE to display the Pause Menu, and either select Stage select or Exit game (see Pause Menu on p.8).



Monkey Race 2

Game Screen



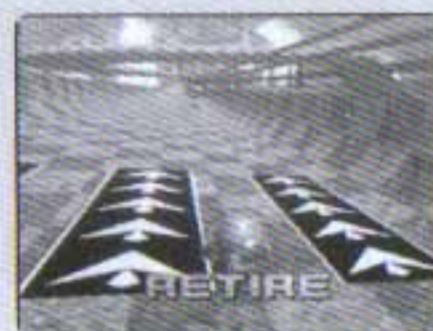
Game Controls

- Control Stick**: Roll the ball.
- A Button**: Use item.
- Y Button**: Select the item to use next.



● Course Out

If you fall off the course, you will restart from the same location, resulting in great loss of time. Be careful at tight turns!



● Retire from the Race

With a one player game, the time limit will be displayed. If you do not make a lap before this time expires, you will retire from the race.

● Pause Menu

Continue game
Resume the current game.

Retry
Start the current race over from beginning. Not available with Grand Prix Mode.

How to play
Displays the Lesson Screen (p.4).

Exit game
Return to the Party Game Select Screen.



● Items

When the Items option is turned ON in the Gameplay Settings, item boxes with "?" will appear scattered throughout the course. Roll over them to pick them up. You can use them by pressing the **A** Button. You can hold up to 3 items. The item shown at the bottom will be used when the **A** button is pressed. Press the **Y** Button to change the item to be used. When a fourth item box is picked up, the bottom item will automatically be dropped. With Time Attack Mode, however, no item boxes appear, but you are given 3 Speed Stars to start with. Use them wisely.



Types of Items



Speed Star

Increase your speed for a limited time.



Big Ball

Your ball becomes big enough to prevent almost any attack from other opponents for a limited time.



Banana Peel

Drop a banana peel on the ground. The player rolling over it will slip.



Bowling Bomber

Roll a bomb that will explode on contact at your opponent.



Polygon Ball

Your opponent's ball becomes polygonized for a limited time.



Ice Cube

Turn your opponent into an ice cube for a limited time, and make him/her slip.



Gravity Bomber

Your opponents become heavier, making them slow down for a limited time.



Hunter Missile

Fire missiles at all opponents in front of you.



Course Select

Except for Grand Prix Mode, you select the course to race on. There are 6 courses available, with the description of the selected course displayed at the bottom of the screen.



Gameplay Settings

Except for Time Attack Mode, you can customise the settings to the game. Select **Game Start** when you are ready.

Number of laps (1~50)

Select the number of laps you must go around the track. This selection is not available with Grand Prix Mode.

COM (ON/OFF)

Allows COM players to participate, filling all empty positions to make it an 8-player game. With 1 player, this option is always ON.

Handicap (ON/OFF)

With handicap ON, the speed of the players who are behind will be increased slightly.

Items (ON/OFF)

Allows players to use items.



One Course Race

1~4 Players

Simultaneous

Select a course, and compete against the COM or other players.

FLOW OF THE GAME

Number of Players / Character Select
Course Select / Gameplay Settings



Grand Prix

1~4 Players

Simultaneous

Race in all courses. You earn points for the placement in each race, and compete for total points.

FLOW OF THE GAME

Number of Players / Character Select
Gameplay Settings



Time Attack

1 Player

Select a course and aim for the best time.

FLOW OF THE GAME

Character Select
Course Select



Monkey Fight 2



Game Screen

Time Left



Rounds Won

KO Points

Handicap Level



Game Controls

Control Stick

(A) Button

(B) / (R) Button

(C) Stick

Roll the ball.

Punch in the direction you are facing.

Press and hold to generate power. Release to punch.

Punch in the direction you press.

● KO Points

You score a point simply by punching your opponents. You score big points if you knock your opponents off the stage (amount varies by the handicap). Be careful not to fall off on your own, as 5 points are given to all your opponents. There will be a crown displayed above the point leader of the round.

Note: With Survival Mode, you don't compete for KO points, so this will not be displayed.



● Sudden Death Round

After the time is up, if there is a tie in KO points, the players will enter Sudden Death Round to determine the winner. On this crumbling stage with no time limit, the last one standing on the stage is declared the winner.



● Items

During the course of Normal Mode, power up items will appear, either by breaking item boxes (which drop once in a while onto the playfield) or walls. Pick them up for various effects. Except for Spinning Punch, the power up will be in effect until you fall off the playfield. With Survival Mode, the items will not appear.



Types of Items



Long Punch

The reach of your punch becomes longer, enabling you to punch the far away opponents.



Iron Punch

Your punch becomes harder, increasing your striking power.



Spinning Punch

Hold down (A) Button to be able to do spinning punch to opponents around you for a limited time.

● Pause Menu

Continue game

Resume the current game.

How to play

Displays the Lesson Screen (p.4).

Exit game

Return to the Party Game Select Screen.



Number of win(s) Select

You can determine the number of wins needed to win the match, from 1 to 5. The number of wins for each player will be indicated by number of bananas at the bottom of the screen during the game.





Stage Select

You can select 3 stages to be played on, in any order. After the 3rd stage, the game resumes from the 1st stage. When the Number of win(s) is set to 1, however, you will only select one stage.



Gameplay Settings



You can customise the settings to the game. Select **Game Start** when you are ready.

COM (ON/OFF)

Allows COM players to participate, filling all empty positions to make it a 4-player game. With 1 player, this option is always ON.

Handicap 1P (2P, 3P, 4P) (1~5)

With Normal Mode, you can assign handicap to each player separately, giving more points for knocking opponents off the stage.

Normal Mode

1~4 Players

Simultaneous

Against COM or other players, you compete for the most KO points within the time limit.

FLOW OF THE GAME

Number of Players
Character Select
Number of win(s) Select
Stage Select
Gameplay Settings

Survival Mode

1~4 Players

Simultaneous

Compete on a crumbling stage with sudden death rule. The last one standing on the stage is the winner.

FLOW OF THE GAME

Number of Players
Character Select
Number of win(s) Select
Stage Select
Gameplay Settings

Monkey Target 2

Game Screen



Game Controls

Control Stick

Before the flight, roll the ball.

While airborne, glide (▲ : climb; ▼ : dive; ◀ ▶ : turn left/right).

Ⓐ Button

First press: expand wings.

Second press: close the wings and back to the ball.

Ⓑ Button

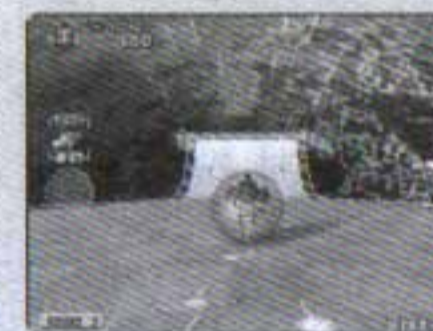
With two or five balls, change formation.

Y Button

Press and hold to view from the top.

● Taking Flight

First, guide the ball to roll down the ramp. Press the Ⓐ Button to open the ball to expand the wings and glide. If you open too soon, you may not have enough momentum to reach the target. If you don't open it, the ball will sink into the sea.



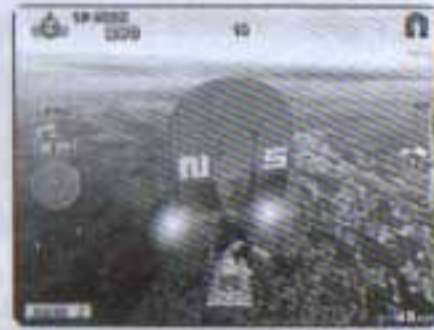
● Glide

In midair, use the Control Stick to guide your monkey(s). Be careful not to lose your momentum, or you may not reach the target. Remember also to take wind into account when gliding.



● Items

In the air, there are various items that will help you earn higher points. Except for bananas, these items will not appear if the Items option is turned OFF in the Gameplay Settings.



Types of Items



Brake Ball

Slows you down more quickly upon landing, with less roll.



Magnet Ball

You will stick to the exact spot you landed.



Lucky Star

Multiplies the landing points.



Banana Bunch

Adds 10 points each to your score.



Banana

Adds 1 point each to your score.



● Landing

When you reach the target, press the **A** Button again to close the ball, making the monkey drop onto the landing pad.

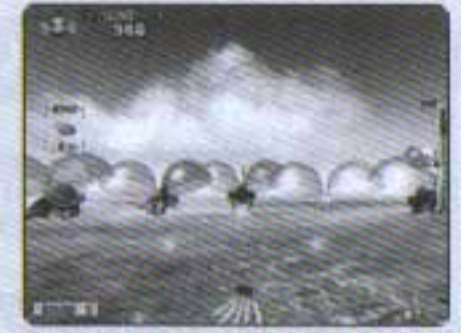
The landing pad is divided into several zones with specific landing points. Try to land on the zone with higher landing points. With more than one monkey flying, make sure to change formation to have as many monkeys land safely.



Remember that once you close the ball, you cannot reopen it. Also, if you land without closing, you will not earn landing points.

● Taking Formations

With one-player or two-player game, you can have more than one monkey flying. This can be selected from the Number of balls in the Gameplay Settings. With one-player game, you can select either 1 or 5; with two-player game, you can select 1 or 2.



In the air, press the **B** Button to change formation. Try to guide all the monkeys to the landing pad with higher points.

● Pause Menu

Continue game

Resume the current game.

How to play

Displays the Lesson Screen (p.4).

Exit game

Return to the Party Game Select Screen.



Gameplay Settings



You can customise the settings to the game. Select **Game Start** when you are ready.

Number of rounds (3/6)

Determines the number of rounds to be played.

Number of balls (1/2/5)

Determines the number of monkeys (balls) flying in a round. The available numbers vary depending on the number of players participating. With three/four-player game, you can only select 1.

Items (ON/OFF)

When this is OFF, the items other than bananas will not appear.



Monkey Target 2

1~4 Players

Simultaneous

There is only one mode to this game. The player with the most points after the predetermined number of rounds becomes the winner.

FLOW OF THE GAME

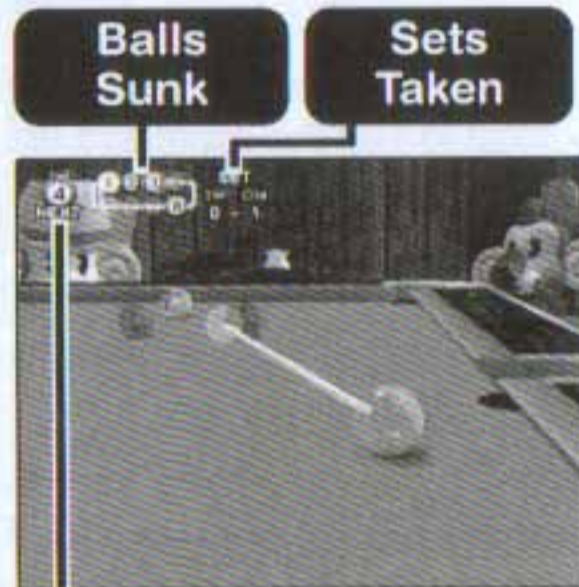
Number of Players
Character Select
Gameplay Settings



Monkey Billiards 2

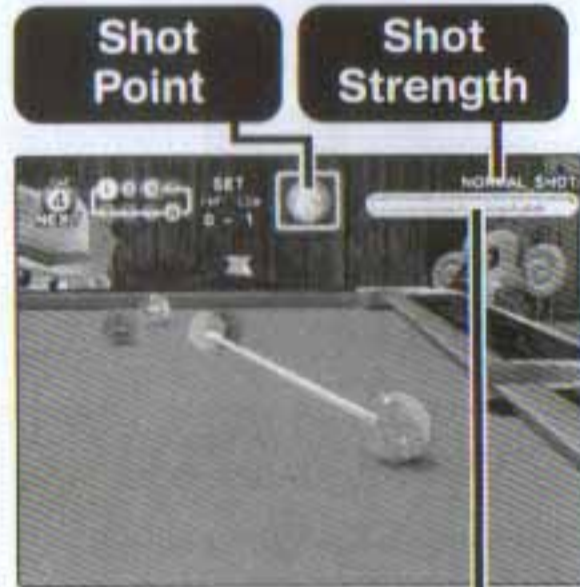
Game Screen

View Mode



Next Ball to Hit

Shot Mode



Shot Gauge

Game Controls

- **View Mode**
- Control Stick** ◀ ▶ to determine direction.
- (A) Button** Set direction and switch to Shot Mode.
- (B) Button** Return camera position.
- (C) Stick** Camera movement.
- (R) Button** With Guide ON, display the path of your ball.
- (X) Button** Show ball number.
- (Y) Button** Switch between 2D top view and 3D view.
- **Shot Mode**
- Control Stick** Determine where the cue will hit the ball (English).
- (A) Button** Shoot.
- (B) Button** Return to View Mode.
- (C) Stick** Camera movement.
- (R) Button** With Guide ON, display the path of your ball.
- (X) Button** Show ball number.
- (Y) Button** Adjust shot strength.

● Making Shots

In the View Mode, use the Control Stick ◀ ▶ to determine the shot direction, and press the (A) Button to switch to the Shot Mode.



In the Shot Mode, press the (Y) Button to switch between two levels of shot strengths. Use the Control Stick to determine the spot to hit the cue ball (give English to the ball). Watch the Shot Gauge, and at the proper strength, press the (A) Button to shoot.

● Guide

If the Guide is enabled (set at ON) in the Pause Menu (see below), an imaginary cue ball and its potential path will be displayed, aiding you to view where the cue ball will hit the target ball. Press the (R) Button to view the potential path of cue ball (without English on it) after hitting the target ball.



● Pause Menu

Continue game

Resume the current game.

Guide

Enables/disables the guide. (Use ◀ ▶ to toggle setting) Available only during your turn.

How to play

Displays the Lesson Screen (p.4).

Exit game

Return to the Party Game Select Screen.

Gameplay Settings

You can customise the settings of the game. Select **Game Start** when you are ready.



Advice (ON/OFF)

Enables/disables occasional advice from the game.

Number of sets (1~99)

Determines the number of sets to play. Except for JPN 9, only the odd number of sets can be selected.

COM level (1~5)

Determines the strength level of COM player(s). This selection is not available when no COM player is participating.



Vs. Mode

1, 2, or 4 Players

Alternating

You can select from four rules: US 9, JPN 9, Rotation, and 8 Ball. With JPN 9, up to 4 players can enjoy. With others, you play either against the COM or another player.

FLOW OF THE GAME

Rule Select
Number of Players
Character Select
Gameplay Settings



Tournament Mode

1 Player

Play against the COM in a tournament with varying modes. Try and see how far you can get.

FLOW OF THE GAME

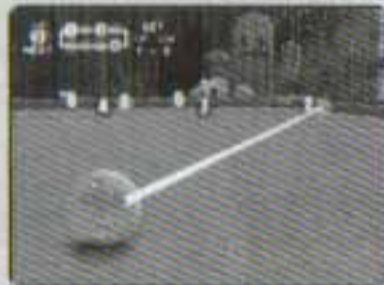
Character Select
Gameplay Settings

● US 9 Ball — Rules

US 9 Ball is played with 2 players. You will play against either the COM or another player.

Which Ball to Hit

You must hit the ball with the lowest number on the pool table.



Turns to Hit

As long as you hit the lowest-numbered ball first, any ball can be sunk into the pocket. You will continue your turn until you either miss or make a foul.



Foul

If the cue ball drops into the pocket, it is called a foul. If the first ball hit is not the lowest-numbered ball, this is foul also. The next player can place the cue ball anywhere on the pool table to take his turn.



Sink the 9 Ball to Win

Your ultimate objective is to sink the 9 Ball. As long as the lowest-numbered ball is hit first, you may sink the 9 Ball with combo shot for the win. If the 9 Ball is sunk while you make a foul, it is placed back on the table.



● JPN 9 Ball — Rules

Japanese 9 Ball is played with 4 players. COM player will play the vacant places, if any, to fill in.

Play for Points

Each player is given 20 points to start the game. The player with most points after predetermined number of sets win the game.



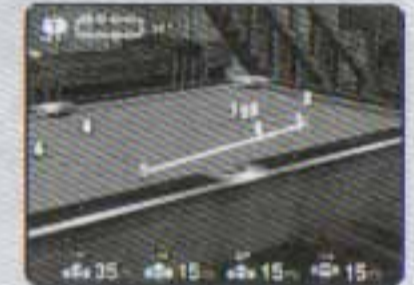
Scoring

You get 1 point from each player if you pocket the 3, 5 or 7 Ball, and 2 points if you pocket the 9 Ball. You get double points if these balls are sunk into side pockets.



Which Ball to Hit

As in US 9 Ball, you must hit the ball with the lowest number on the pool table, but you may sink any numbered balls. The 3, 5, 7 and 9 balls will, however, be placed back on the table if they are sunk before their order.



Turns to Hit

You will continue your turn until you either miss or make a foul.



Foul

As in US 9 Ball, it is a foul if a cue ball is sunk or when the lowest-numbered ball is not hit first. Any ball sunk will be placed back on the table.



Sinking the 9 Ball

When the 9 Ball is sunk in its proper order, if the cue ball stops at the breaking area of the table, the same player breaks the next set from the same spot. Otherwise, the next player breaks.





● Rotation — Rules

Rotation is played with 2 players. You will play against either the COM or another player.

Play for Points

You earn the same amount of points as the number indicated on the ball you sink. You win the set if your score reaches more than 60 points.

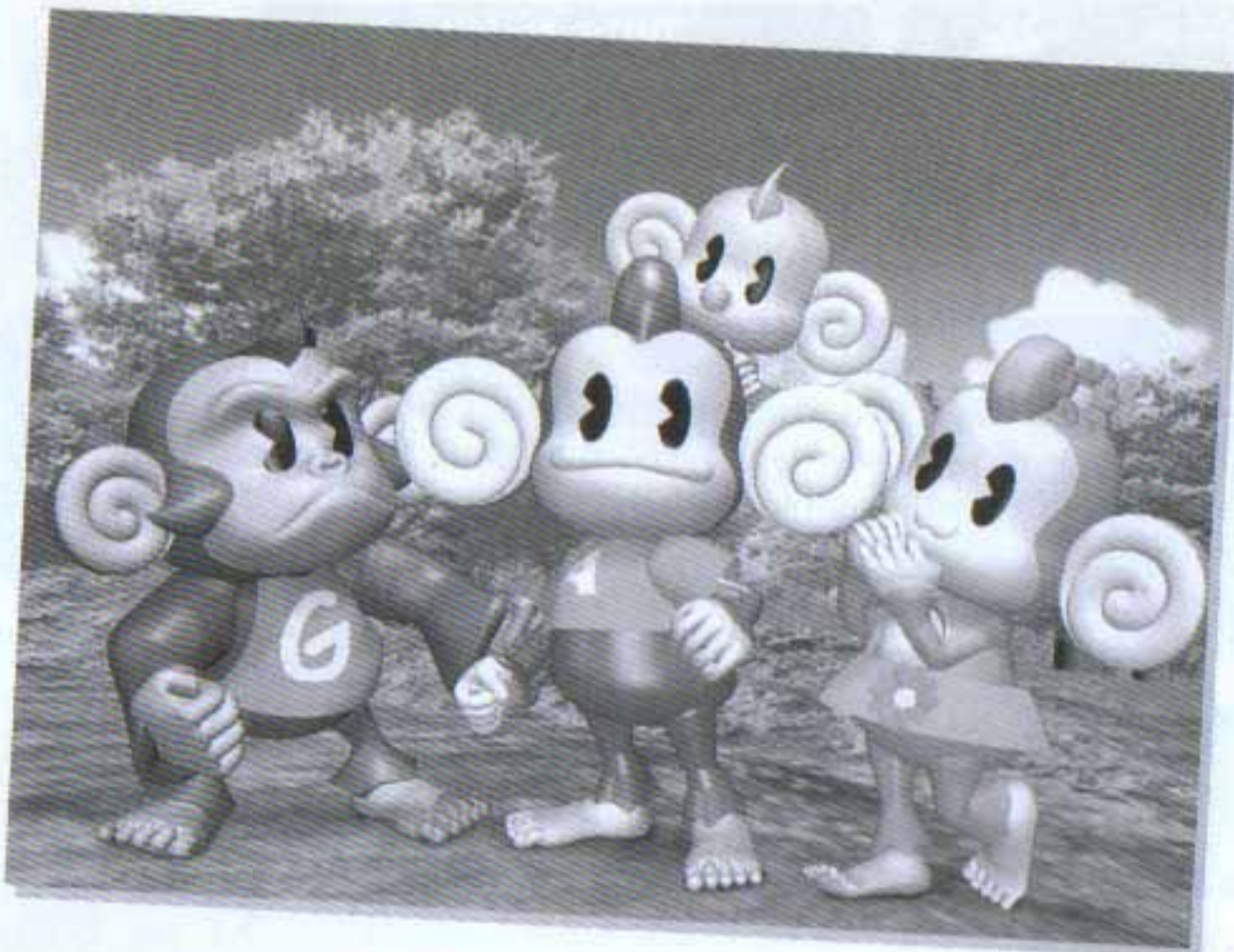


Which Ball to Hit

You may sink any ball on the table, provided that you hit the lowest-numbered ball first.

Foul

It is a foul if the cue ball is sunk or when the lowest-numbered ball is not hit first. Any balls sunk will be placed back on the table.

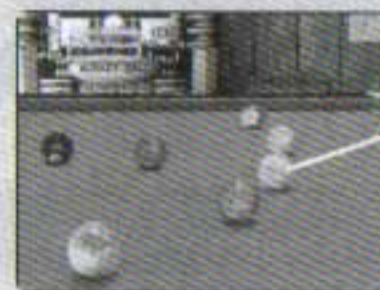


● 8 Ball — Rules

8 Ball is played with 2 players. You will play against either the COM or another player.

Which Ball to Hit

The balls are divided into two groups: Solids (1-7 Balls) and Stripes (9-15 Balls). After the break, you will be assigned to sink the balls of the same group you sank first, and the other player sinks the other.



If the Next Ball Indicator displays OPEN (either no ball has been sunk yet, or balls of both types have been sunk), you may sink the balls of either groups. Look at the balls and decide which group is advantageous.

Foul

If the cue ball drops into the pocket, or if the cue ball hits the opponent's ball first, it is a foul. The next player can place the cue ball anywhere on the pool table to take his turn.



Sinking the 8 Ball

Except when breaking, if the 8 Ball is sunk before all your balls are sunk, you will lose the set. You must sink all your balls in order to earn the right to sink the 8 Ball. If the 8 Ball is sunk on the break, the game will continue with 8 Ball placed back on the table.

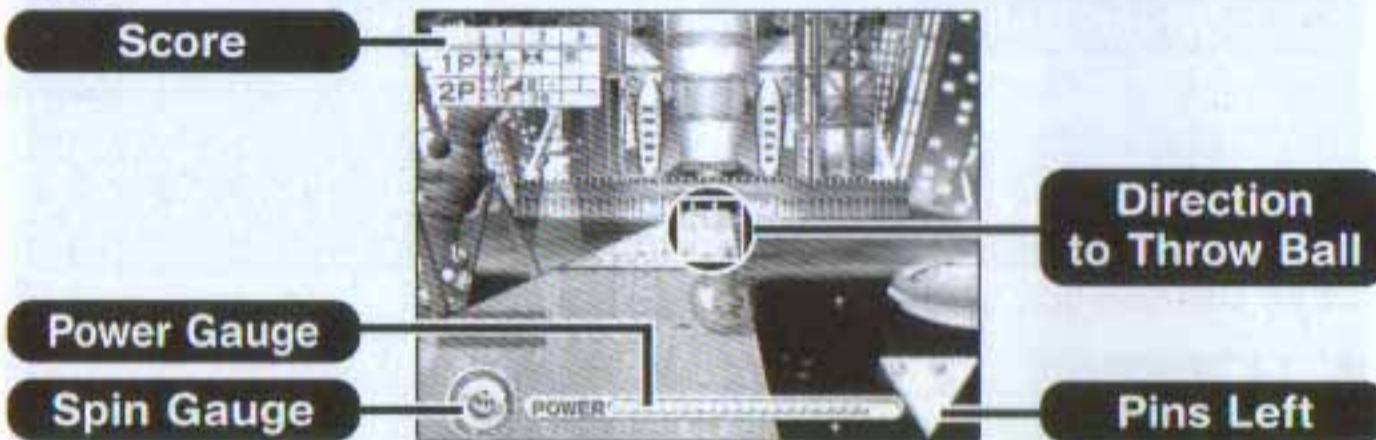
When sinking the 8 Ball, you must also call the pocket to sink. If you sink the 8 Ball into the pocket you didn't call, you will lose the set. Aim carefully and sink the 8 Ball into the pocket you called to win.





Monkey Bowling 2

Game Screen

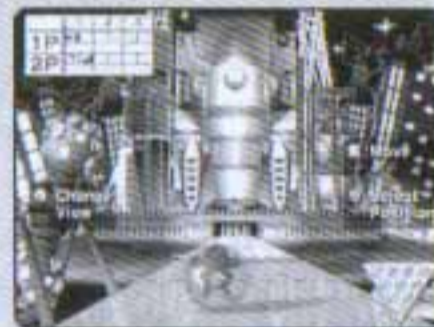


Game Controls

Control Stick	Change your throwing position.
A Button	Select throwing position, direction, and strength.
B Button	Cancel throwing position/change viewpoint during replay.
C Stick	View lane from different angles.
L / R Button	Spin the ball.
X Button	Toggle scorecard (expand/contract).

● Throwing the Ball

First, use the Control Stick ◀ ▶ to determine the location to throw the ball from. Use the C Stick to view lane from different angles. Press the A Button when the location is determined.



Next, determine the angle to throw the ball. The direction indicator moves automatically, so press the A Button at the correct timing.



● Throwing the Ball (Continued)

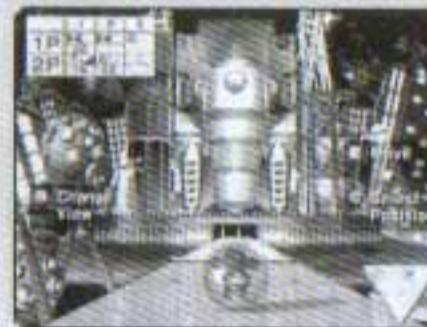
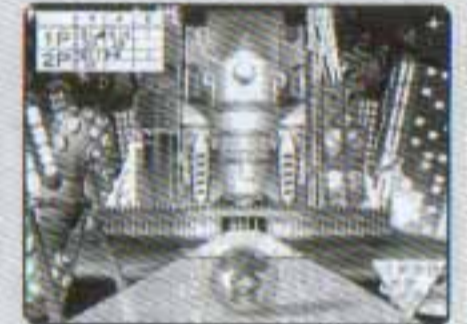
Next, determine the strength to throw the ball. Look at the power gauge, and press the A Button at the correct timing to throw.



As you approach the Foul Line, you can give a spin to the ball with L or R Button. The amount of spin depends on how long the L/R Button is pressed.

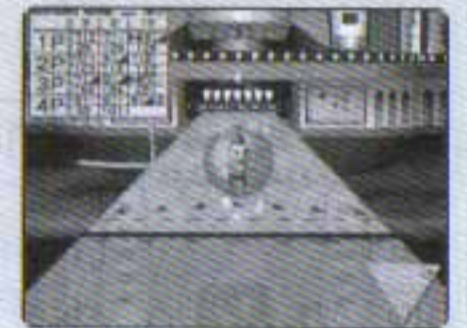
● Scoring

With normal rule, you have two throws to knock 10 pins in a frame, and the number of fallen pins will be added to your score.



If you knock all 10 pins on your first throw (Strike), the number of pins knocked on your next two throws will also be added as bonus. If you knock all 10 pins with two throws (Spare), the number of pins knocked on your next throw will be added.

If you get Strike or Spare on the 10th and final frame of the game, you will be allowed to take extra throw(s) (2 or 1, respectively) to fulfil the bonus points.



● Pause Menu

Continue game

Resume the current game.

Retry

Restart the Challenge Mode from the beginning.

How to play

Displays the Lesson Screen (p.4).

Exit game

Return to the Party Game Select Screen.



Normal Mode

1~4 Players Alternating

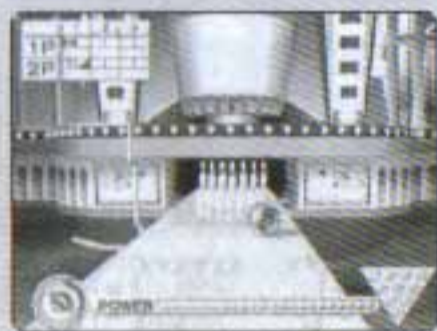
Select from 3 rules, and play on a normal lane.

FLOW OF THE GAME

Rule Select
Number of Players
Character Select

● Normal Rule

Play with normal rules.



● 9 pins Rule

There will be only 9 pins on the lane, with the missing location varying on frames, as the missing pin will automatically be counted.

● Strike Rule

You only have 1 throw per frame on a 20-frame game. Note that even with Strike, you will not get the bonus points added.



Special Mode

1~4 Players Alternating

Play on various bizarre shaped lanes. At first, you can only select LEVEL 1. If you meet the required score, you can select the higher level.

FLOW OF THE GAME

Number of Players
Character Select
Level Select



Challenge Mode

1 Player

10 patterns of pin layouts are given. Knock all pins in only one throw, and clear all patterns in allowed number of tries.

FLOW OF THE GAME

Character Select

Monkey Golf 2



Game Screen



Game Controls



Control Stick

▲▼ : Change club.
◀▶ : Change the direction to hit.
Hit the ball.

Ⓐ Button

Switch camera angle/cancel.

Ⓑ Button

Camera movement (Landing Sight Camera).

Ⓒ Stick

Switch to Landing Sight Camera.

ⓧ Button

Switch between Top View and Normal View.

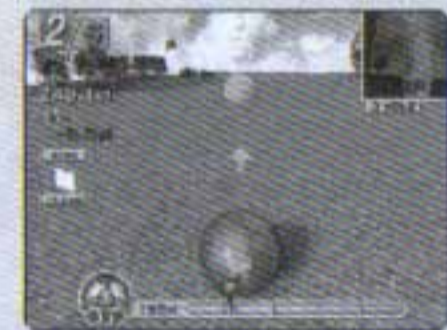
Ⓨ Button

Display scorecard.

Ⓩ Button

● Hitting the Ball

First, use the Control Stick ▲▼ to determine the club to use, and ◀▶ to determine the direction to hit. When ready, press the Ⓐ Button to make the Power Gauge to move.

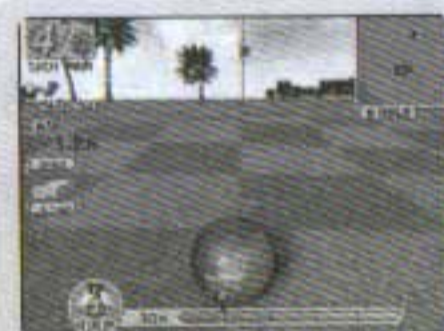


While the Power Gauge is moving, press the Ⓐ Button the first time to determine the shot power, and press the Ⓐ Button again to determine the timing to hit. Try to aim for the spot where the gauge started (pink zone) to hit the ball straight.



● Hitting the Ball (Continued)

While the Power Gauge is moving, there will also be a white spot on the ball, indicating the spot to hit. Use the Control Stick to determine. Hit the ball at the top to give it top spin; hit at the bottom to give it back spin.



● Putting

You can select the putter anywhere on the course, but you cannot select a club other than putter once you're on the green. On the green, moving grid pattern shows the undulation of the ground.

Use the Control Stick to determine the direction, and press the **A** Button to make the power gauge move. Unlike other clubs, you only need to determine the putting strength, as press the **A** Button again at the proper strength to putt.



● OB & Give Up

If the ball goes out of bounds, you will take a one shot penalty, and hit again from the same spot. If you hit 10 shots on any hole, you will automatically give up that hole, scoring 10 on your scorecard.

● Pause Menu

Continue game

Resume the current game.

How to play

Displays the Lesson Screen (p.4).

Exit game

Return to the Party Game Select Screen.



Gameplay Settings

You can customise the settings to the game. Select Game Start when you are ready.

Number of holes (18/OUT/IN)

Determines the number of holes to play. Select 18 to play all 18 holes; select OUT to play only the outer 9 holes (1 to 9); select IN to play only the inner 9 holes (10 to 18).



Stroke Play

1~4 Players

Alternating

Play with up to four players on a Stroke Play.

FLOW OF THE GAME

Number of Players
Character Select
Gameplay Settings

● Stroke Play Rule

You compete for the lowest score throughout the game.

No	1	2	3	4	5	6	7	8	9	OUT
PLAYER 1	3	4	5	6	7	8	9	10	11	12
SP	4	5	6	7	8	9	10	11	12	13
IP	3	4	5	6	7	8	9	10	11	12
TP	3	4	5	6	7	8	9	10	11	12
IN	13	14	15	16	17	18	19	20	21	22
TP	13	14	15	16	17	18	19	20	21	22
TOTAL										
SP										
IP										
TP										



Match Play

1 Player

Play in a game specifically made for two players.

FLOW OF THE GAME

Character Select
Gameplay Settings

● Match Play Rule

Rather than competing for total number of strokes throughout the game, you compete for hole-by-hole basis, and ultimately by the number of holes won. It is possible that the game will be over before all 18 holes are played.

No	1	2	3	4	5	6	7	8	9	OUT
PLAYER 1	3	4	5	6	7	8	9	10	11	12
SP	4	5	6	7	8	9	10	11	12	13
IP	3	4	5	6	7	8	9	10	11	12
TP	3	4	5	6	7	8	9	10	11	12
IN	13	14	15	16	17	18	19	20	21	22
TP	13	14	15	16	17	18	19	20	21	22
TOTAL										
SP										
IP										
TP										



Monkey Boat

Game Screen



Game Controls

- L Button** Use left paddle (turn right).
- R Button** Use right paddle (turn left).
- A Button** Use item.
- Y Button** Select item to use next.

Rowing

The boat turns to the opposite direction from the side you paddle. To move forward, paddle left and right alternately.



The gauges at the bottom indicate how hard you're paddling. To make quick turns, paddle quickly on one side. To go forward faster, make large strokes.

Retire from the Race

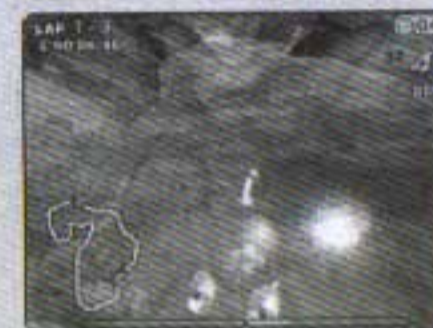
With a one player game, the time limit will be displayed. If you do not make a lap (or reach the checkpoints on the Water Dragon Route) before this time expires, you will retire from the race.



Items

When the Items option is turned ON in the Gameplay Settings, item boxes with "?" will appear scattered throughout the course. Row your boat over them to pick them up. You can use them by pressing the A Button.

You can hold up to 3 items. The item shown at the bottom will be used when the A button is pressed. Press the Y button to change the item to be used. When a fourth item box is picked up, the bottom item will automatically be dropped. With Time Attack Mode, however, no item boxes appear, but you are given 3 Monkey Submarines to start with. Use them wisely.



Types of Items



Piranha Torpedo

Fires torpedo at your opponent and sinks him/her.



Whale Bomb

Releases an explosion of water that will blow your opponents up.



Whirling Swirl

Creates a tidal swell that will suck in your opponent.



Monkey Submarine

Dives and moves forward underwater.

Pause Menu

Continue game

Resume the current game.

Retry

Start the current race over from beginning. Not available with Grand Prix Mode.

How to play

Displays the Lesson Screen (p.4).

Exit game

Return to the Party Game Select Screen.



Course Select

Except for Grand Prix Mode, you select the course to race on. There are 3 courses available, with the description of the selected course displayed at the bottom of the screen.



Gameplay Settings

Except for Time Attack Mode, you can customise the settings to the game. Select **Game Start** when you are ready.

Number of laps (1~50)

Select the number of laps you must make. With the Water Dragon Route, you cannot select the number other than 1. This selection is not available with Grand Prix Mode.

COM (ON/OFF)

Allows COM players to participate, filling all empty positions to make it an 4-player game. With 1 player, this option is always ON.

Handicap (ON/OFF)

With handicap ON, the speed of the players who are behind will be increased slightly.

Items (ON/OFF)

Allows players to use items.

One Course Race 1~4 Players Simultaneous

Select a course, and compete against the COM or other players.

FLOW OF THE GAME

Number of Players / Character Select
Course Select / Gameplay Settings

Grand Prix 1~4 Players Simultaneous

Race in all courses. You earn points for the placement in each race, and compete for total points.

FLOW OF THE GAME

Number of Players / Character Select
Gameplay Setting

Time Attack 1 Player

Select a course and aim for the best time.

FLOW OF THE GAME

Character Select / Course Select

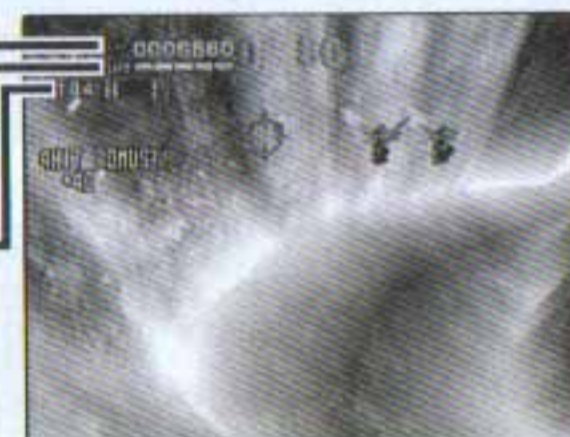
Monkey Shot

Game Screen

Score

Life Gauge

Bullets Left
Total/in Magazine



Game Controls

Control Stick

A Button

Aim (move sight).

Shoot/when out of ammunition, tap continuously to restock 50 bullets.

B Button

Reload.

L Button

Reload.

R Button

Move the sight to the closest target and shoot.

● Shooting

Use the Control Stick to move the sight to the enemy, and press the **A** Button to shoot. Some enemies need more than one shot to defeat.



The magazine on your gun holds 6 bullets. Press either **B** or **R** Button to reload bullets from your stock. The gun reloads automatically if Auto Reload is enabled in the Gameplay Settings.

You will not be able to reload, if you are completely out of bullets. When this happens, a Charge Gauge will be displayed under the Life Gauge. Tap on **A** Button rapidly to charge the gauge. When the gauge is fully charged, you will get 50 bullets in stock.





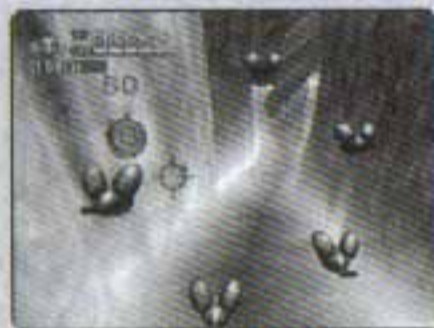
● Enemy Attacks

You take damage when the enemy missiles hit you. Shoot and destroy the missiles before they hit you. The game will be over when your Life Gauge is completely depleted.



● Items

During the game, some useful items will appear, either inside a ball which you must shoot to break open or by shooting a certain enemy. Move the sight over to get the items for various effects.



Types of Items



Big Gun

Your bullets become large, making it easier to hit the target.



X2 Bonus

You earn double the points for a limited time.



Automatic

You can shoot 18 bullets without reloading.



Stopwatch

You can stop not only the enemy movements, but also other players for 5 seconds.



Bullet Plus

You get 30 bullets.



Banana Bunch

Replenishes the life gauge by one.

● Boss

At the end of each stage, you will confront the stage boss. Find the weak spots, and shoot.



● Pause Menu

Continue game

Resume the current game.

How to play

Displays the Lesson Screen (p.4).

Exit game

Return to the Party Game Select Screen.



Gameplay Settings

You can customise the settings to the game. Select Game Start when you are ready.

Auto Reload 1P (2P, 3P, 4P) (ON/OFF)

Enables/disables automatic reload for each player when he/she runs out of bullets.



Monkey Shot

1~4 Players Simultaneous

There is only one mode to this game. You can only select the Beginner Stage at beginning, but you will be able to select the next stage if you beat the boss.

FLOW OF THE GAME

Number of Players
Character Select
Stage Select
Gameplay Settings





Monkey Dogfight



Game Screen

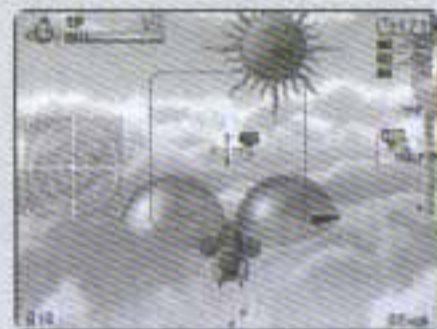


Game Controls

Control Stick	Control (▼ : climb; ▲ : dive; ◀ ▶ : turn left/right).
Ⓐ Button	Fire bullet.
Ⓑ Button	Fire missile.
Ⓛ Button	Decrease speed.
Ⓡ Button	Increase speed.

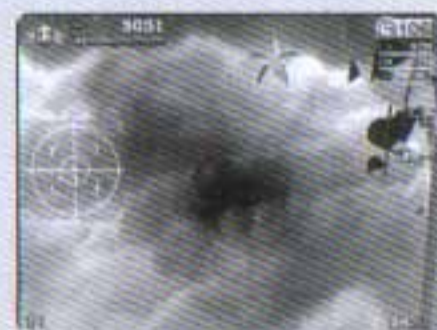
● Dogfight

Use the Control Stick to fly the monkey. The sight changes to a crosshair when the enemy is close enough to hit with your gun. Press the Ⓐ Button to fire the gun.



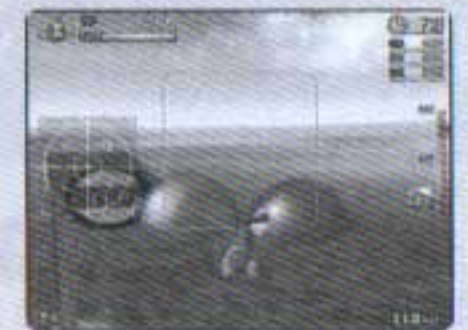
The enemy will be locked on automatically when he/she is inside the firing range. Press the Ⓑ Button to fire a missile. There will also be a warning message if you are locked on by the opponent, or when a missile is approaching.

The monkey is shot down when the Life Gauge is completely depleted. In Normal Mode, the monkey restarts from the starting location.



● Field

The game is played on a field with boundaries in all directions. You will be bounced back into the playfield if you try to go beyond the boundaries. You won't take any damage if you fly into obstacles in the field.



With Turtle Island stage, however, touching the water down below has the same effect as being shot down. So be careful.

● Items

The following items appear in the game.



Types of Items



Banana

Regains your life gauge by a little.



Pineapple

Adds 5 missiles.

● Pause Menu

Continue game

Resume the current game.

How to play

Displays the Lesson Screen (p.4).

Exit game

Return to the Party Game Select Screen.





Gameplay Settings

You can customize the settings to the game. Select **Game Start** when you are ready.

Time Limit (3 min/5 min/10 min)

Select the time limit to the game. This selection is not available with the Survival Mode.

COM (ON/OFF)

Allows COM players to participate, filling all empty positions to make it an 4-player game. With 1 player, this option is always ON.

Normal Mode 1~4 Players Simultaneous

Shoot down your opponents for points. The player with the most points wins.

FLOW OF THE GAME

- Number of Players
- Character Select
- Stage Select
- Gameplay Settings

Survival Mode 1~4 Players Simultaneous

It's do or die, be the last one flying in the play field. You will be eliminated if you are shot down or dive into water. There is no time limit to the game.

FLOW OF THE GAME

- Number of Players
- Character Select
- Stage Select
- Gameplay Settings


Monkey Soccer

Game Screen

Normal Mode

Score


Time Left



Current Strategy

Field Map

Penalty Kick Shootout Mode



Penalty Kick Count

Game Controls

● Exhibition/Tournament Mode Controls

- Control Stick** Move the monkey with the arrow above.
- A Button** When on offence, shoot.
When on defence, dash/tackle.
- B Button** When on offence, pass.
When on defence, dash/tackle.
- L/R Button** Change strategy.

● Penalty Kick Controls

- Control Stick** When kicking, ▲▼ : determine kicking power.
◀▶ : select direction to kick.
When defending, ◀▶ : move the goal keeper.



● Pass & Shoot

It's easy. When you have the ball, press the **A Button** to shoot, or the **B Button** to pass. When you don't, press either **A** or **B Button** to dash and tackle. Pass to your team-mates, and shoot for the goal.



● Changing Strategies

You can order your team to be more offensive or defensive. Press either **L** or **R** Button to change your team strategy.

● Penalty Kick Shootout

In Penalty Kick Shootout, you do not need buttons to shoot. When kicking, first use the Control Stick to approach the ball. Just as you touch the ball, select the direction to kick with the Control Stick.



When you're guarding the goal, use the Control Stick **←** **→** to move the goalkeeper.

Penalty Kick Shootout is played in the best of 5 rounds (it is possible to end in rounds earlier than the 5th round). After 5 rounds, if the winner is not decided, the Penalty Kick Shootout goes into extra rounds until the winner is decided.



● Pause Menu

Continue game

Resume the current game.

How to play

Displays the Lesson Screen (p.4).

Exit game

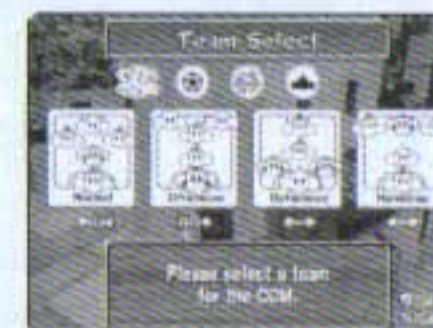
Return to the Party Game

Select Screen.



Team Select

Select from 4 types of teams with different formations.



Gameplay Settings

You can customise the settings to the game. Select **Game Start** when you are ready.

Time Limit (2 min/3 min/5 min/10 min/20 min)

Selects the time limit of the game.

PK (ON/OFF)

Enables/disables Penalty Kick Shootout when the score is tied after the time is up.

Com level (1~5)

Determines the strength level of COM team.



Exhibition Mode

1~2 Players Simultaneous

Play against the COM or another player in a friendly match.

FLOW OF THE GAME

Number of Players
Team Select
Gameplay Settings



Tournament Mode

1 Player

Play in a tournament. See how far you can reach.

FLOW OF THE GAME

Team Select
Gameplay Settings



PK Mode

1~2 Players Simultaneous

Play in a Penalty Kick Shootout against the COM or another player.

FLOW OF THE GAME

Number of Players
Team Select



Monkey Baseball



Game Screen



Field Map

Current Batter

Current Inning

Ball/Strike/Out
Count

Score



Game Controls

● When Pitching Control Stick

Before pitching, move the pitcher ◀▶.
After the pitch, control the ball (▼: fastball;
▲: slow ball; ◀▶: left/right movement)
After the ball is hit, move the fielders.

Ⓐ Button

Pitch (roll) the ball.

Ⓘ/Ⓡ Buttons

Change defensive position.

● When Batting Control Stick

Move the batter's position.

Ⓐ Button

Swing the bat.

● You're on the Mound

First use the Control Stick ◀▶ to determine the location to pitch from, and press the Ⓐ Button to pitch (roll) the ball. Once the ball is rolled, use the Control Stick to control the ball movement. As in real baseball, 3 strikes and the batter is out. With 4 balls, the batter takes a base.



Once the ball is hit, you can move the fielders with the Control Stick. Catch the ball, and the batter is automatically out. You can shift the defensive position by pressing Ⓘ/Ⓡ Buttons before the pitch.

● You're at Bat

Use the Control Stick to move the batter's position within the batter's box. After the pitcher pitches the ball, time it correctly and press the Ⓐ Button to hit the ball. Remember, as in real baseball, the foul ball is a strike, but it cannot be a third strike.



When the batted ball rolls into a pocket with numbers (1BH, 2BH, 3BH), the batter (and runners on base, if any) advances the same number of bases. You score a run when the runner crosses Home Plate. Roll on the ramp and out of the stadium, it's a home run. If the ball rolls into the Out pocket, you're out.

● 10-Run Mercy Rule

You can enable or disable the 10-Run Mercy Rule in the Gameplay Settings. When this is enabled, the game will be called on the following conditions:

1. At the bottom of any inning, the home team (team hitting second) scores to make 10-Run lead.

2. At the end of any inning, the visiting team (team hitting first) leads by 10 runs or more.

Note: Apart from the 10-Run Mercy Rule, there is a 99-run limit (by one team) to the Monkey Baseball. Regardless of the 10-Run Mercy Rule setting, the game will automatically be called when the 99th run is scored by either team.



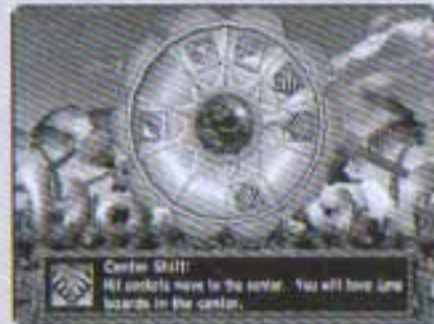
● Extra Innings & Draw Game

The game will go into extra inning if the score is tied at the end of predetermined innings. In this game, however, the game will be declared draw if it is tied at the end of 12th inning.



● Spinning a Wheel

Before each half inning, each player spins the Wheel to determine the layout of the pockets and jump boards. Press the **A** Button to stop the roulette. If the arrow stops in a blank space, a basic shift will be in effect.



Types of Items



Homerun Shift

It's all or nothing, as all jump boards appear, and all pockets become Out pockets.



Right Shift

Extra base hit pockets shift towards the right side, and all jump boards appear on the right field.



Centre Shift

Extra base hit pockets shift towards the centre, and all jump boards appear on the centre field.



Left Shift

Extra base hit pockets shift towards the left side, and all jump boards appear on the left field.



Hit Shift

All pockets become 1BH, but no jump boards appear.



Half Out

Half of the pockets become Out pockets. You will also have two jump boards.



Lucky Seven

On the seventh inning, non-symbol outcomes become lucky zones.

● Pause Menu

Continue game

Resume the current game.

How to play

Displays the Lesson Screen (p.4).

Exit game

Return to the Party Game Select Screen.



Stadium Select

There are two types of stadiums available in this game. Select either one, or select Random to have the game choose the stadium randomly.



Gameplay Settings

You can customise the settings to the game. Select **Game Start** when you are ready.

Bat first (1P/COM/RANDOM)

Determines which player bats first.

Number of innings (1~9)

Determines the number of innings to be played in a game.

Com level (1~5)

Determines the strength level of COM team. The selection is not available when playing with two people.

10-Run Mercy Rule (ON/OFF)

Enables/disables the Mercy Rule.



Exhibition Mode

1~2 Players

Simultaneous

Play against COM or another player in an exhibition game.

FLOW OF THE GAME

Number of Players
Team Select
Stadium Select
Gameplay Settings



Tournament Mode

1 Player

Play in a tournament. You must win to advance. Draw or lose, and you're out of the tournament. See how far you can reach.

FLOW OF THE GAME

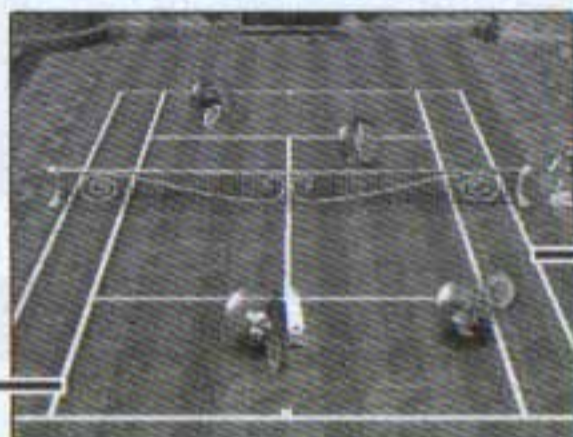
Team Select
Stadium Select
Gameplay Settings



Monkey Tennis



Game Screen



Sideline for Singles Match

Sideline for Doubles Match



Game Controls

Control Stick

Move monkey/determine the direction of the ball to hit.

A Button

Top Spin (fast and high return)/Serve

B Button

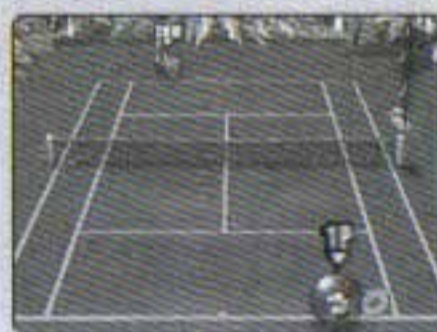
Slice Spin (slow and low return)/Serve

X Button

Lob (return a bloop ball).

Y Button

Display score.



● Tennis Rules

The game starts by serving the ball (either **A** or **B** Button). Chase and return the ball to the opponent's side of the court. You win point if the opponent cannot return the ball. You lose a point if you hit the ball out.

● Smash Mark

At times, there will be a Smash Mark displayed on the ground. Stand on the mark and hit the ball to make a powerful smash.



● Scoring in Tennis

In Tennis, first three points are named 15, 30, 40 respectively. Unless the score is tied at 40, the player who scores the fourth point wins the game. If the game is tied at 40 (called **deuce**), you must take the next two points to win the game.

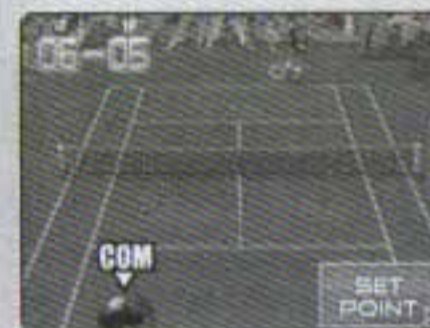


● Winning a Set

To win a set, you must win the predetermined number of games with at least a two game difference. If there is only a one game difference, you must win one more game.

● Tie Break

If the number of games won is tied at the predetermined number of games needed to win the set, the set goes into a Tie Break.



In a Tie Break, the first player who reaches 7 points with at least a two-point difference wins the set. If the score is still tied at 7, the Tie Break will continue until one player takes a two-point advantage to win.

Note: If Tie Break is disabled in Gameplay Settings, the game will continue with normal rules until one player takes the next two games.

● Pause Menu

Continue game

Resume the current game.

How to play

Displays the Lesson Screen (p.4).

Exit game

Return to the Party Game Select Screen.



Court Select

There are three types of courts, with different characteristics that affect the movement of the ball.



Gameplay Settings

You can customize the settings to the game. Select **Game Start** when you are ready.

Number of games (2~6)

Determines the number of games need to win the set.

Number of sets (1/3/5)

Determines the number of sets needed to win the match.

Com level (1~5)

Determines the strength level of COM team. The selection is not available when playing with two people.

Tie Break (ON/OFF)

Enables/disables the Tie Break.

Singles Mode 1~2 Players Simultaneous

Play in a Singles Match against COM or another player.

FLOW OF THE GAME

Number of Players / Character Select
Court Select / Gameplay Settings

Doubles Mode 1~4 Players Simultaneous

Play in a Doubles Match. Select which player(s) play against which in the **Pair Select** screen.

FLOW OF THE GAME

Number of Players / Pair Select
Character Select / Court Select
Gameplay Settings

Tournament Mode 1 Player

Participate in a tournament against COM players. How far can you reach?


FLOW OF THE GAME

Character Select / Court Select
Gameplay Setting

Options

In Options, you can change various game settings, as well as enjoy some goodies.

Replay

Here you can watch the replays of the Main Game which are saved onto the Memory Card. Use the Control Stick  to select the replay data, and press the **A** Button to play. Press the **X** Button to delete the selected data. Press the **B** button to return to the Options Menu.



X Button

Pause/unpause the replay.

A Button

While paused, press to play one frame at a time.

B Button


Quit replay and return to the Replay Menu Screen.

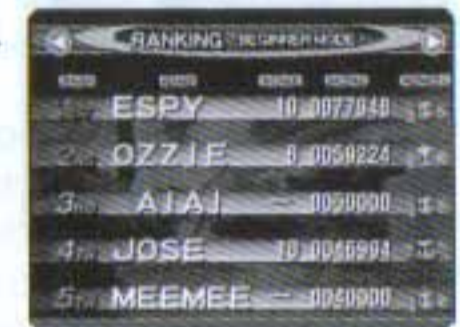
Play Points

Displays the current Play Points you have accumulated, the amount you need to unlock the next Party Game, and the list of Party Games you have unlocked already.



Ranking

You can view your best records in each mode. Inside each Ranking screen, use the Control Stick  to go through the submodes. Here you can also check your success rate for the Main game.



Game Data

Here you can load the previously saved Game Data from the Memory Card, or save the current Game Data to it. You can also enable/disable the Autosave feature.





Controller

Here you can either adjust the Control Stick or enable/disable Rumble Feature for all connected controllers.

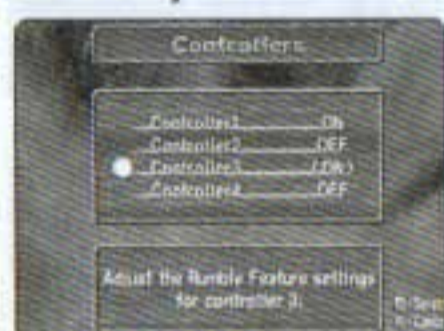
● Control Stick adjustment

Adjusts the Control Stick positions. For all connected controllers, move the Control Stick around. This will determine the Control Stick value at all eight corners, and adjusts accordingly for you to be able to play normally with it.



● Rumble Feature

You can enable or disable the Rumble Feature separately for all 4 controllers. Select the controller and press the [A] Button. Then select either ON or OFF, and press the [A] Button again.



Game Screen

Here you can adjust how the game is displayed on your TV set.

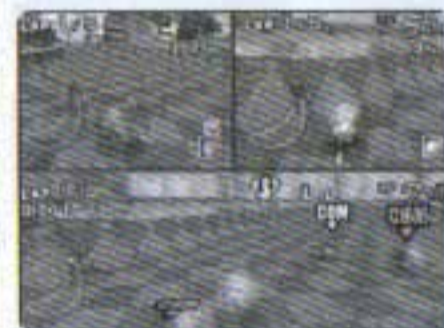
● TV monitor

You can select the horizontal/vertical ratio of the screen to be displayed on your TV monitor (4:3 Normal/16:9 Wide/Letterbox).



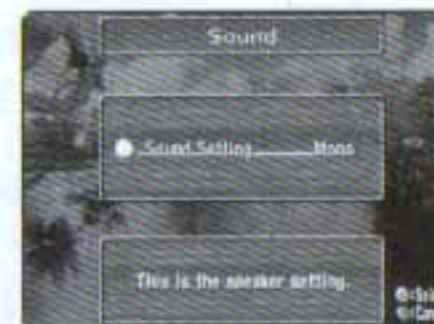
● Split Screen

On some multiplayer games with simultaneous play, the screen will be divided into four areas for 3 or 4 players game (two areas for 2 players). With 3-player game, you can either choose to have one wide area for a selected player, or have Live Action Camera displayed on vacant space.



Sound

Here you can change the sound output of the game between Stereo and Monaural.



SEGA EUROPE, LTD.

COO Sega Europe
NAOYA TSURUMI

Director of Product
Development
KATS SATO

Localization Producer
KUNIYO MATSUMOTO

European Product Manager
MAT QUAECK

Senior Producer
MATT O'DRISCOLL

Technical Producer
ELLIOT MARTIN

Commercial Manager
MARK HORNEFF

Localization team
BRIGITTE NADESAN (FR)
GIUSEPPE RIZZO (IT)
MARTA LOIS GONZALEZ (ES)
EVA BACKMANN (DE)

SOE QA
DARIUS SADEGHIAN

INFOGRAMES TEAM

Third-Parties Director
Etienne Piquet-Gauthier

Re-Publishing Third-Parties
Rebecka Pernered
Raphaëlle Jonnery
Mieko Murakami

Software Functionality Testing
Olivier Robin
Stéphane Pradier
Anthony Macaré

Localisation Support Group
Sylviane Pivot-Chossat
Christelle Dozoul
Valérie Maillot
Weronika Larsson

Localisation Testing
Babel Media Ltd.

Translation
KBP
Synthesis
Interference

Certification and Planning
Support Group
Rebecka Pernered
Jérôme Di Tullio
Emilie Ballivy
Caroline Fauchille

Marketing
Matthew Woodley
Jon Brooke
Vanessa Blasin