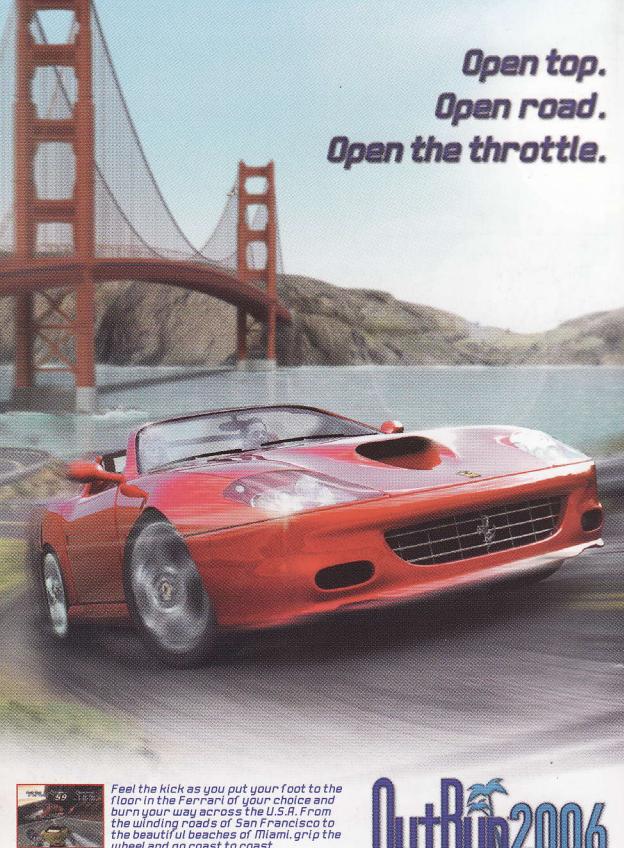


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Open road.
Open the throttle.*



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ferrari

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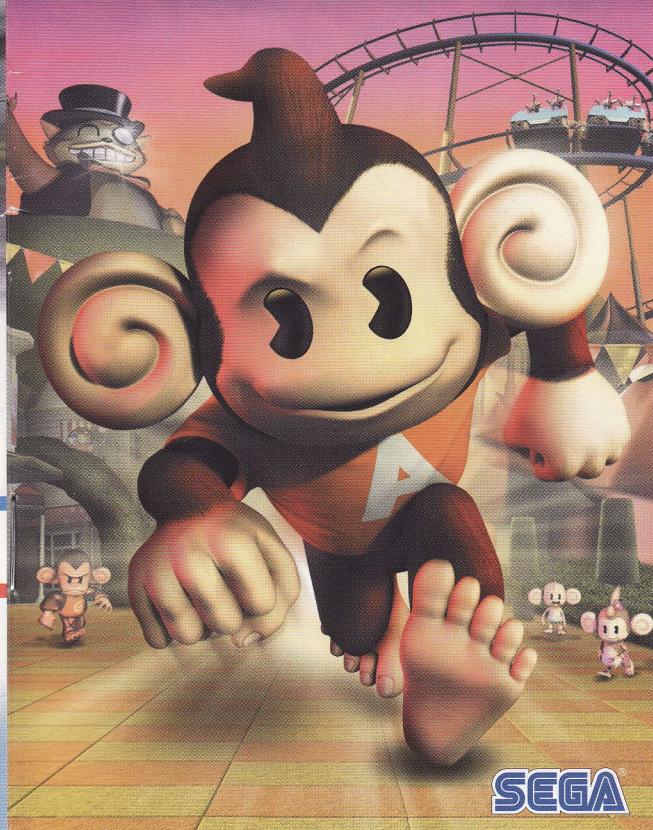
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SUPER MONKEY BALL ADVENTURE™



SEGA

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Avoid playing when tired or suffering from lack of sleep. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: dizziness, altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

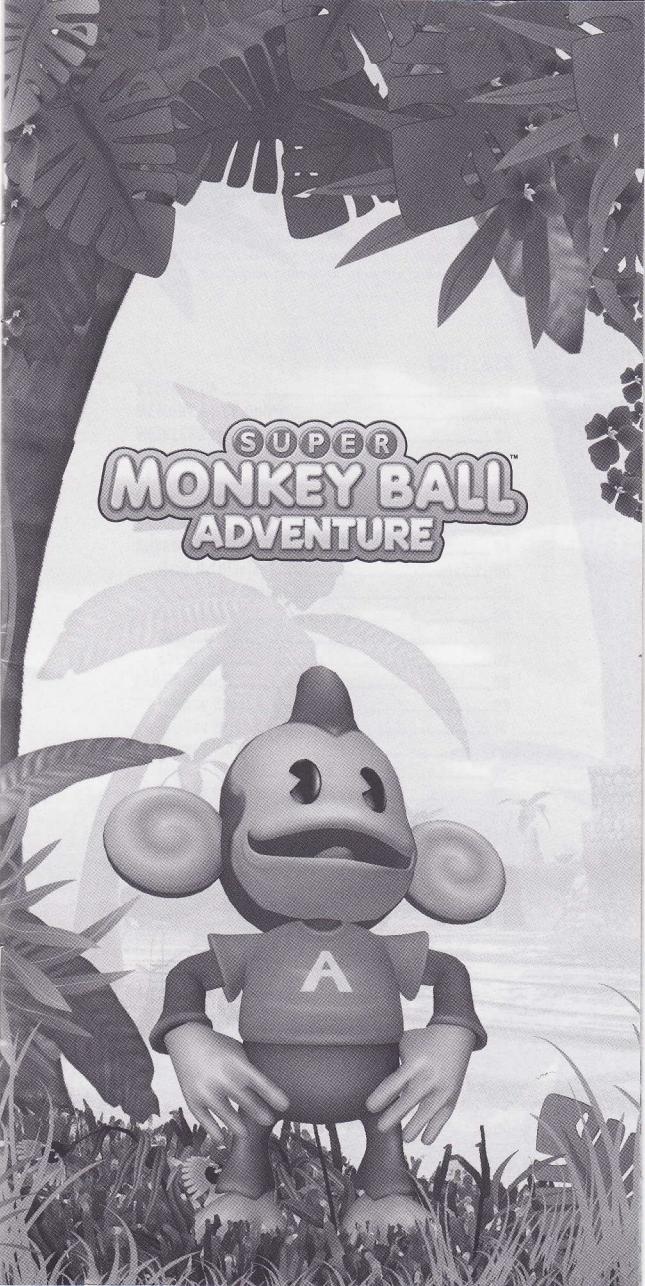
If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

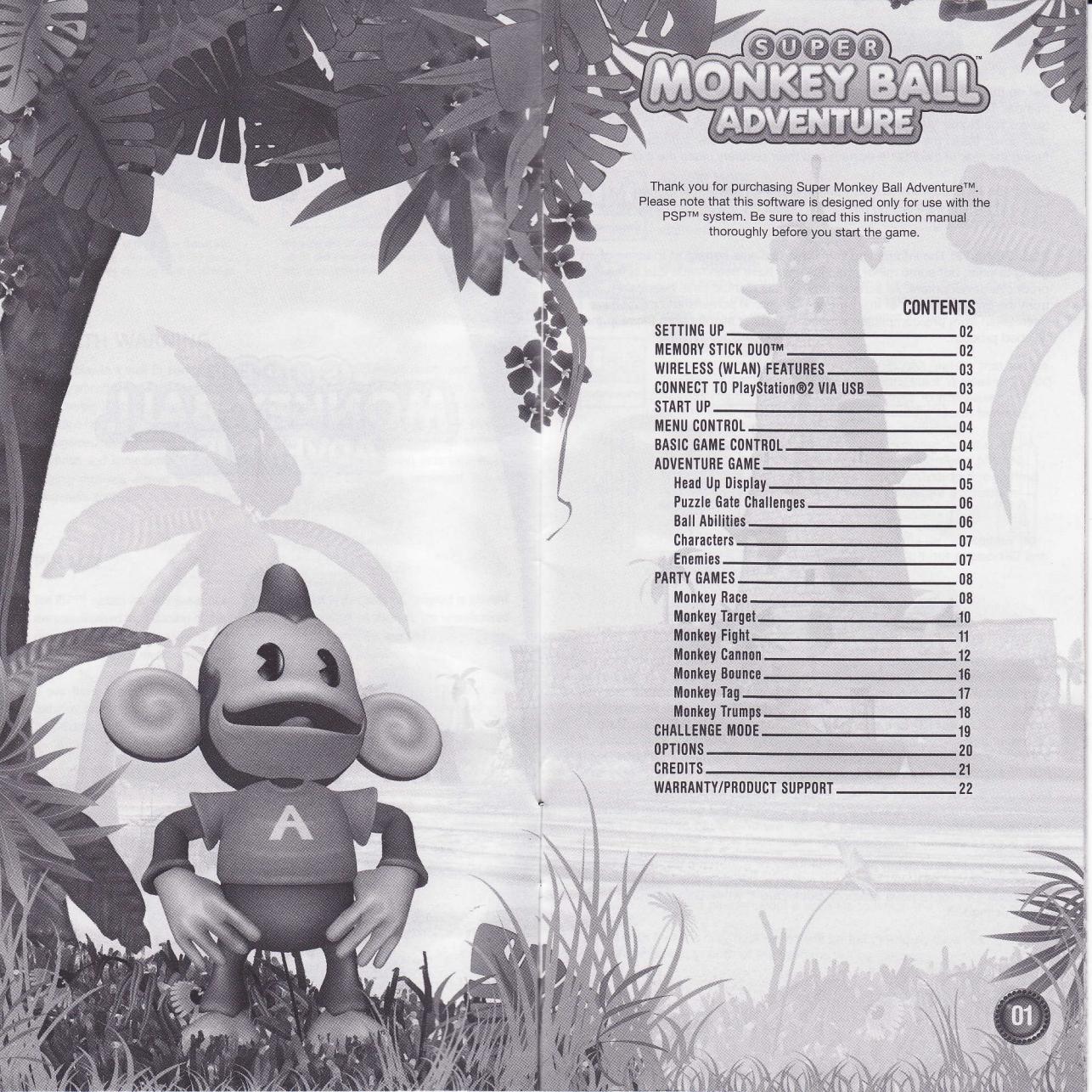
PARENTAL CONTROL

This PSP™ (PlayStation®Portable) Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™ Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

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SUPER MONKEY BALL™ ADVENTURE

Thank you for purchasing Super Monkey Ball Adventure™.
Please note that this software is designed only for use with the
PSP™ system. Be sure to read this instruction manual
thoroughly before you start the game.

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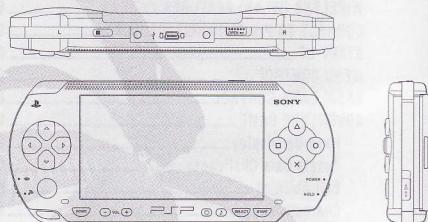
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SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Press the OPEN latch to open the disc cover. Insert the Super Monkey Ball Adventure™ disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. An image of the software will be displayed. Select the image and press  to commence loading.

PLEASE NOTE: The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.



MEMORY STICK DUO™

To save System Data and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved Game Data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved Game Data. Super Monkey Ball Adventure™ requires up to 448KB free space to save Game Data and System Data. Please ensure there is enough free space on your Memory Stick Duo™ before commencing play. Select your preferred language from your PSP™ system's Home Menu before commencing play.

Note that Super Monkey Ball Adventure™ utilises an Autosave system, so inserting a different Memory Stick Duo™ after the game has started may result in it being overwritten. Follow the on-screen prompts to save your Game Data.

When Game Data is being saved, manually or automatically, a message will be displayed to notify that such action is taking place. Do not switch the power OFF or remove Memory Stick Duo™ while Game Data is being saved or loaded.

WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).



AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual.

PLEASE NOTE: The PSP™ system uses its "nickname" for multi-player games. Some characters are not supported and will be replaced by the ? symbol.

CONNECT TO PlayStation®2 VIA USB

If you own both the PSP™ system and PlayStation®2 versions of the game, you can transfer a saved game across to the PlayStation®2 to play on the big screen or vice versa.

To use this option first ensure you have a Memory Card (8MB) (for PlayStation®2) inserted in the PlayStation®2, and a Memory Stick Duo™ inserted in the PSP™ system.

Connect your PSP™ system to your PlayStation®2 with a USB cable. Select Game Data on from the Options Menu on the PSP™ system and select Send Game Data (to send Game Data to the PlayStation®2) or Receive Game Data (to save Game Data to the PSP™ system). Then select which save file you wish to send on the PlayStation®2 or PSP™ system. The game will then transfer the Game Data from one console to the other. Once the Game Data has been transferred please select a save file to which the Game Data should be saved.

Please note that the only data saved will be the individual save Game Data. All items unlocked in both of the systems will be merged.

START UP

During the title screen, press the START button to display the mode select screen. Select from the following four options.

- Story Mode (see page 6)**
- Party Game (see page 10)**
- Challenge Mode (see page 22)**
- Options (see page 23)**

MENU CONTROL

- ← / → OR Analog Stick : Choose menu items, change settings.
- ⊗: Select.
- : Cancel / go back.

Highlight the option you wish to change and use left and right to change the setting. Press ⊗ to proceed.

BASIC GAME CONTROLS

With the exception of certain party games, use the Analog Stick to move the monkey in a ball. Press the START button during Gameplay to pause the game and display the pause menu.

PAUSE MENU:

At any time during the game you can press the START button and access the pause menu. The available items in the menu will change according to the game mode and situation you are in. Please refer to the pause menu section of each particular game mode for specifics.
From all pause menus you can select the options menu that has the following options:

Sound: Here you can change the output type and adjust the music and effects levels.

Camera: Here you can choose whether the camera tilts (on) or remains horizontal (off).

ADVENTURE GAME

Guide Aiai, Meemee, Gongon and Baby on an epic quest across the five kingdoms of Monearth! Strange forces are afflicting each of the lands and you must discover what is at the heart of each unique problem. By spreading joy, defeating the Naysayers and uniting the feuding kingdoms you can allow true love to flourish and help the greatest wedding ever seen take place!

Each of the five kingdoms is split into two realms respectively known as the 'Adventure Realm' and the 'Puzzle Realm'. In the Adventure Realm, you must solve tasks and unique challenges set by the characters of the Kingdom to increase the joy in the land. The Puzzle Realm can only be accessed through the Puzzle Gates located in the kingdoms of the Adventure Realm. Completing the Puzzle Gate Challenges unlocks doors that lead to other areas in each kingdom.

ADVENTURE GAME

CONTROLS:

Analog Stick: Movement.

DIRECTIONAL BUTTONS / L R: Camera Control.

⊗: Context Sensitive, activates Chant mode.
When in chant mode, pressing ⊗ again will redial the previously called chant.

○: Talk to characters.

□: Brings up your Banana Counter and Joy Meter.

△: Returns the monkey ball out of any chant mode and returns from the Puzzle Realm.

START button: Pauses the game and goes to the pause menu.

From here you can select the following options.

World: Here you can check your progress and view the area map.

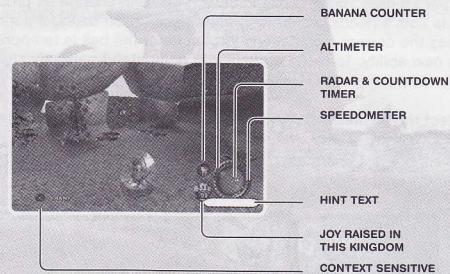
View Chants: This shows a list of all the ball abilities the user knows. It will be grey and unselectable if the user has not learnt any chants.

Options: Change the game options here.

Load / Save Game: This allows the user to load a previously saved game or save their current progress.

Quit Game: Exit to the main menu.

HEADUP DISPLAY (HUD)



Bananas can be collected in the world and can be given as a donation or swapped with the shop keeper found throughout the worlds.

Cards of all the monkeys have been made and littered around the kingdoms. Only certain characters will be able to find them. You never know, you may be able to play someone at them if you find them all.

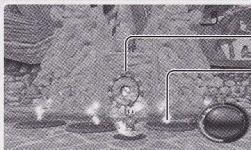
Joy is gathered by helping the inhabitants of each kingdom. If you get stuck in a task, use the radar and hint text to help you overcome whatever problems are in your way.



PUZZLE GATE

PUZZLE GATE CHALLENGES:

A puzzle gate is a mystical device invented to allow entry to only those with a steady nerve. There are a number of fiendish puzzles to choose from. Complete most of them and the gate unlocks. Complete all of them if you want to collect every banana that's available to you.



PUZZLE GATE
PUZZLE PADS

To select a puzzle, roll your chosen monkey onto the pad and press \times to be whisked away to the puzzle realm. Those puzzles still to be completed will have a bright flame alight in their centre. The door will have glowing jewels on it, indicating how many puzzles still need to be completed for the gate to open.

BALL ABILITIES

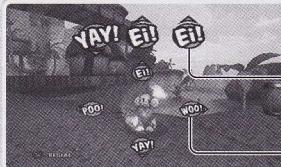
BALL ABILITIES:

The Super Monkey Ball is a magic device that can change its properties to suit its user's needs and to help them accomplish tasks. If a monkey combines the correct incantations into a chant, the ball is temporarily given a new ability. To recite a chant you must stand perfectly still and press \times . At this point four magical monkey words appear:

You select the desired word by moving the Analog Stick or relevant DIRECTIONAL BUTTONS in the direction it appears on screen.

\otimes : Redials the last chant used.

\triangle : Exits the chant mode.



SELECTED
MAGIC WORDS

INDIVIDUAL
MAGIC WORDS

If a correct chant is made, the letters will blink to show it has been successful. Once in a ball ability you can press \triangle to return the ball to its original properties. This same system can be used to travel between worlds. Once you have learned a chant it is available to be used anywhere at any time, you are not restricted to only using chants in the kingdom where they were learnt.

If you press the START button to pause the game you can look at a list of all chants in the pause menu that are available for you to use.

CHARACTERS

< Gongon

Gongon's strength complements Aiai's brains. He is the brawn behind the Super Monkey Ball team and will always help out a friend in need.



Aiai >



Aiai is the hero of the game, and keeps the Super Monkey Ball team together. He is courageous and daring and the brains of the operation.

< Baby

The super intelligent time travelling baby from the future is wise well beyond his years. He rarely cries but when he does Meemee can always quiet him down.



Meemee >



Meemee is Aiai's childhood sweetheart. She tackles all problems in a kind and sensitive way but is never one to shy away from a challenge.

ENEMIES

Naysayers represent all the misery that plagues each of the monkey kingdoms. While they cannot hurt people they are a huge annoyance. Each Naysayer must be beaten in different ways that the player needs to discover.



Spinning Naysayer

Vulnerable when dizzy.

Wind Naysayer

Sometimes eats more than it can swallow.



Fire Naysayer

Its own worst enemy.

Boxing Naysayer

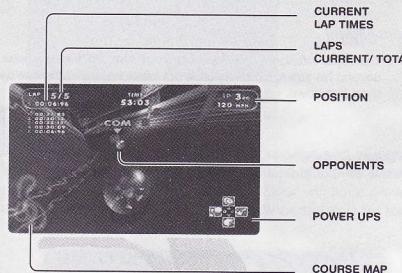
Wait till it drops its guard.



Various Party Game Modes, Levels and Characters can be unlocked by purchasing them with bananas from Palpal who appears throughout the Adventure Realm.

MONKEY RACE 1-4 PLAYERS

A high speed race where the only rule is to win at all costs! Use the powerups scattered across the track to boost your speed or hamper your opponent.



GAME MODES:

Single Race: Race around a single track to win this event.

Grand Prix: Beat your opponents over a number of events to end up top of the leader board.

Time Attack: You'll need all your wits about you to complete the event in the quickest time possible.

GAME SETUP:

You can choose from the following settings:

Number of laps: This is the number of times you have to go round the track before you finish.

Computer players: This toggles computer opponents on and off.

Handicap: This makes it easier to catch up when you are behind, and more difficult to stay in front when you are leading.

Items: This toggles items on and off.

POWER UPS:

X Banana Peel: Drop a banana peel on the ground and other players rolling over it will slip.

Bounce: This causes you to bounce, sending out shockwaves knocking your opponents away from you wherever you land.

Bowling Bomber: Roll a bomb that will explode on contact with an opponent.

BoxingBall: This will automatically punch all opponents that come near.

EggBall: Turn your opponent's ball in to an unwieldy egg-shape.

Hunter Missiles: Fire missiles at all opponents in front of you. When being tracked by a Hunter Missile the screen will display "Incoming Missile".

Ice Cube: Turns an opponent's ball in to ice making it very hard to control.

PolygonBall: Your opponent's ball becomes polygonal for a limited time

Protection: This will protect you from most attacks including Hunter Missiles.

Speed Star: Increase your speed for a limited time.

TetherBall: This will slingshot you past a nearby opponent within range

CONTROLS:

Analog Stick: Moves the monkey round the track.

\circlearrowleft , \times , \triangle and \square : Use power ups.

START button: Pauses the game and goes to the Pause Menu.

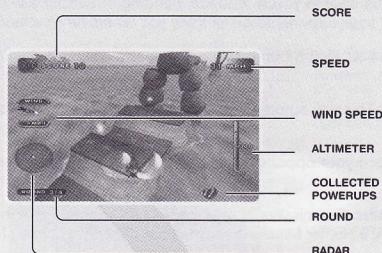
From here you can select the following options:

Options: Change the game options here.

Quit Game: Exit to the main menu.

MONKEY TARGET 1-4 PLAYERS

A great challenge to your monkey flight skills! Guide your monkey to islands with varying targets. Hit the high score targets but be careful not to risk everything just for a maximum score! Sometimes caution can bring rewards.

**GAME SETUP:**

You can choose the following settings:

Number of rounds: Determines the number of rounds to be played.

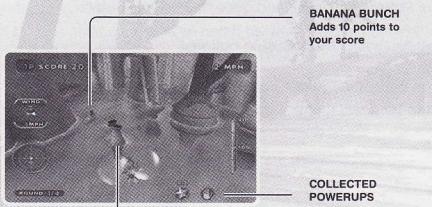
Items: When this is OFF, the items other than bananas will not appear.

POWER UPS:

MagnetBall: You will stick to the exact spot you land on.

BrakeBall: Slows you down quicker upon landing, with less roll.

Lucky Star: Multiplies the points scored

**CONTROLS:**

Pushing forward on the Analog Stick will make the monkey dive, pulling backward will make the monkey climb, pushing left or right will bank the monkey accordingly. Roll down the ramp, then press **X** to open the wings of the monkey ball after passing through the wing ring. Press **X** again whilst in flight to close the ball and land.

Ⓐ: Press and hold to view directly down

START button: Pauses the game and goes to the pause menu.

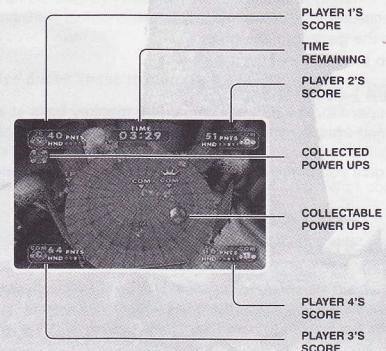
From here you can select the following options:

Options: Change the game options here.

Quit Game: Exit to the main menu.

MONKEY FIGHT 1-4 PLAYERS

A frantic monkey fight! Use boxing gloves to batter your opponent around the ring and knock them into the abyss! In the event of a tie it's sudden death, with the last monkey standing being declared the winner.

**GAME MODES:**

Normal Mode: Punch your opponents out of the ring to score the most amount of points.

Survival Mode: Be last monkey in the ring by punching out your opponents whilst avoiding areas of the ring that are falling away.

GAME SETUP:

You can choose the following settings:

Number of rounds: The amount of rounds you play.

Player 1 - 4 handicap: This applies a handicap to the player.

POWER UPS:

-  **Iron Punch:** Your punch becomes harder, increasing your punching power.
-  **Long Punch:** The reach of your punch extends allowing you to punch opponents farther away.
-  **Spinning Punch:** Hold down \times to spin around punching all opponents within your spinning area.
-  **Rapid Punch:** Hold down \times to machine gun punch your opponents.

CONTROLS:

Analog Stick: Moves the player around the level.

\diamond : Press to punch.

\Box : Press and hold to charge up and release for a more powerful punch.
START button: Pauses the game and goes to the pause menu.

From here you can select the following options:

Options: Change the game options here.

Quit Game: Exit to the main menu.

MONKEY CANNON 1-4 PLAYERS

A brand new Super Monkey Ball challenge! Fire monkey balls at an opposing castle in order to steal bricks from them.

Powerups can give you improved attacks or a more secure defence.

GAME MODES:

Top Gun: The winner is the person who collects the most bricks before their castle is destroyed.

Last Man Standing: This consists of two phases; Fight and Fortify. Knocking off opponents' bricks allows you to use them to build up your own during the Fortify phase. The last person to have their castle destroyed is the winner.

GAME SETUP:

You can choose the following settings:

Number of Rounds: The amount of rounds you will play.

Castle Type: Choose the type of castle you will use.

POWER UPS:

Power-ups are only available in the last man standing mode.

Offensive Power Ups:

These are gained by hitting the floating balloons with your monkey ball.

-  **BlastBall:** This sends out a blast range that blows a big amount of the castle away.
-  **Time Warp:** This increases your firing speed whilst slowing down all the other players.
-  **ScalarBall:** This makes your ball bigger so you can do more damage.
-  **WreckingBall:** This tethers the ball to the flag of another castle, bumping into it and causing damage.

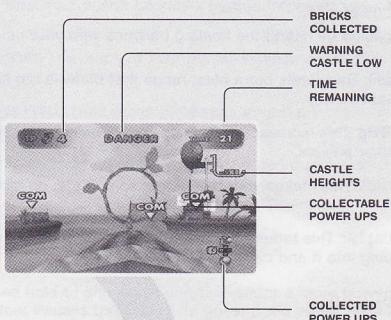
Defensive Power Ups:

These can be won by knocking them off from opponents' castles, or collecting from balloons that fall from the sky. All of the defensive bricks deplete over time.

-  **Steel Bricks:** These reinforce your castle making it harder to destroy.
-  **Fan Bricks:** Blows away incoming balls diverting them from their path.
-  **BoxingBall Bricks:** These punch away any balls that come near.
-  **Force Field Bricks:** These guard areas of your castle.
-  **SpikeBricks:** Any ball hitting these bricks will become stuck for a certain period. Wiggling will help release them.

These bricks are placed during the Fortify phase.

FIGHT PHASE:



CONTROLS:

Analog Stick: Moves the cannon's aim.

R: Goes to a zoomed in target.

L: Looks at your own castle.

X: Fires the ball.

To use powerups press the associated button whilst in flight if available.

Experimentation could provide some interesting results!

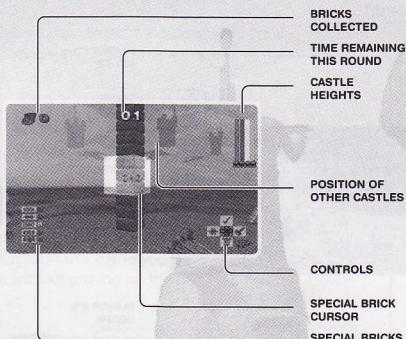
Z: Blast Ball

A: Wrecking Ball

B: Rapid Fire

C: Scalar Ball

BUILD PHASE:



CONTROLS:

Analog Stick: Moves the castle round and highlight individual bricks.

X: Adds layers to the castle using the bricks you have collected.

O: Cycles through collected special bricks in the highlighted position.

A: Quit the Fortify phase and you're Ready for action!

O: Rotates the castle.

START button: Pauses the game and goes to the pause menu.

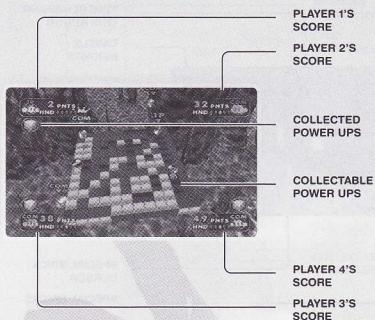
From here you can select the following options:

Options: Change the game options here.

Quit Game: Exit to the main menu.

MONKEY BOUNCE 1-4 PLAYERS

A rubbery monkey challenge! Bounce along with up to four opponents as you attempt to turn game squares into your colour. The winner is the one with most squares!

**GAME SETUP:**

You can choose the following settings:

Number of rounds: The number of rounds you will play.

Player 1 - 4 handicap: This applies a handicap to the player.

POWER UPS:

Repel: All the other players are repelled from your ball.

ScalarBall: Increases your ball, making it possible to land on more squares.

ShrinkBall: Decreases your opponents' balls, making it easier for you to push them around.

Shockwave: Ripples all the panels.

Freeze: All opponents are frozen where they are.

Bomb: A 3x3 area of the grid explodes.

Swap: Change all the tiles associated with the colour of the tile the power-up is found on to your colour.

CONTROLS:

Analog Stick: Moves the bouncing ball round the level.

START button: Pauses the game and goes to the pause menu.

From here you can select the following options:

Options: Change the game options here.

Quit Game: Exit to the main menu.

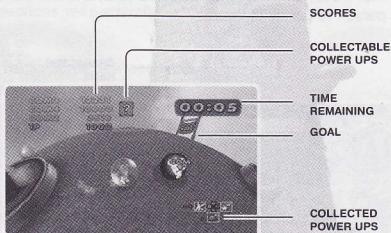
MONKEY TAG 1-4 PLAYERS

Roll around a huge globe, collecting balloons and passing through goals in a ball game like no other!

GAME MODES:

Balloon Bump: In this game you have to pick up or steal balloons and get them to the goal before they are stolen from you by one of your opponents.

Balloon Burglar: In this game you have to get as many good balloons as possible without picking up the bad balloons.

**GAME SETUP:**

You can choose the following settings:

Number of Rounds: The amount of rounds you will play.

Player 1 - 4 handicap: This applies a handicap to the player.

POWERUPS:

You get powerups by running over the power up boxes.

Banana Blast: Fire bananas at opponents. A direct hit will cause them to release any balloons they are holding.

Bowling Bomber: Roll bombs towards opponents. Once a Bowling Bomb explodes it will damage all players within a small radius and cause them to drop any balloons they are holding.

Boost: Temporary increase of speed to escape pursuers or catch up with those holding the balloons.

CONTROLS:

Analog Stick: Makes you move around the level.

Uses Banana Blast if available

Uses Bowling Bomber if available

Uses Boost if available

START button: Pauses the game and goes to the pause menu.

From here you can select the following options:

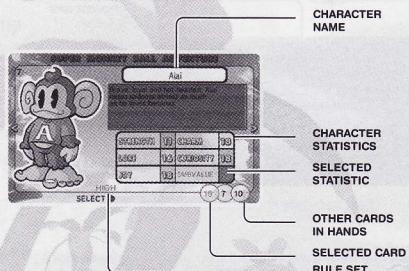
Options: Change the game options here.

Quit Game: Exit to the front end menu.

MONKEY TRUMPS 1-4 PLAYERS

This entire game is a network game that involves the cards collected from the kingdoms that state the attributes of each of the characters you meet along the way. You must collect at least ten cards from the adventure realm before you will be able to play.

All players start with a set number of playing cards each and the aim of the game is for one person to get all of them.

**GAME MODES:**

Chief Chimps: This is a classical trump game, where one person picks the attribute of their chosen card. If this attribute trumps all other opponents (is either higher or lower dependent on the rule set), they win the card and add it to their deck. If an opponents card beats theirs, the opponent gets the chosen card to add to his deck. Also they then become the controlling player. This goes on until one person has all the cards in their deck.

Monkey Mayhem: In this version the top cards are each assigned to a different attribute, and these are then compared with opponents' attributes. For each attribute, whoever has the best card wins opponents card. If one person has less than six cards they have to pick which of their cards they use for each attribute. Attributes with no card assigned will count as a loss. This goes on until one person has all the cards in their deck.

GAME SETUP:

When hosting the game, you can choose from the following options:

Number of players: Choose from two to four players.

Deck: If playing Knockout, you continue until one person has won all the cards. When playing Exhaust, you play through the deck once and the winner is the person who has won the most cards.

Call: This is the Rule Set and dictates what attribute wins. For example if you play with the call set to high, the person with the highest selected attribute wins. This can also be set to random making the call change randomly between high and low (this is the only option available for Monkey Mayhem).

Hand Size: Sets the number of cards you get to pick from.

Ante: Play for keeps - if you lose, your card will go to the other player(s).

Stack Size: The number of cards the player starts off with in their hand.

Last Card: If you have one card left you get to select the attribute (only applicable in Chief Chimps).

Also there are options to view and swap cards in the Options and Game mode sections respectively.

CONTROLS:

Analog Stick: Scroll between cards.

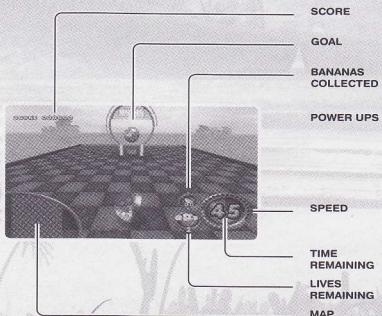
Selects card and attribute

START button: Gives you the option to quit, ending the game.

CHALLENGE MODE

Challenge mode is the ultimate test of your monkey ball abilities. You must complete the Puzzle Realm levels before the time runs out. If the time runs out or you "Fall out" of the stage you will lose a life. Once all lives have been lost it will be game over.

Collecting 100 bananas in this mode will give you an extra life. Times, banana counts and score for each level will be recorded.



CREDITS

PUZZLE REALM CONTROLS:

Analog Stick: Moves the player around the level.

START button: Pauses the game and goes to the Pause Menu.

From here you can select the following options:

Options: Change the sound options here.

Quit Game: Exit to the main menu.

OPTIONS

When selecting options from the front end, the following features are available.

RANKINGS:

Here you can check all your highscores and best times.

GAME DATA:

Here you can move your saves to and from PlayStation®2.

VIEW TRUMPS:

Here you can view all the trump cards you have collected.

SYSTEM OPTIONS:

Here you can save and load System Data, and turn autosave on and off.

SOUND:

Effects Volume: Here you can change the volume of the effects, from 0 to 10.

Music Volume: Here you can change the volume of the music, from 0 to 10.

Output Type: Here you can select whether to output the sound in Mono or Stereo.

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