



# SUPER MONKEY BALL ADVENTURE™



EmuMovies

SEGA®



*WARNING: PLEASE CAREFULLY READ THE PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.*

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	Eye or muscle twitching	Loss of awareness
Altered vision	Involuntary movements	Disorientation

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

### **WARNING - Repetitive Motion Injuries**

Playing video games can make your muscles, joints or skin hurt after a few hours. Follow these instructions to avoid problems such as Tendinitis, Carpal Tunnel Syndrome or skin irritation:

- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms during or after play, stop playing and see a doctor.

### **WARNING - Electric Shock**

To avoid electric shock when you use this system:

- Do not use the Nintendo GameCube during a lightning storm. There may be a risk of electric shock from lightning.
- Use only the AC adapter that comes with your system.
- Do not use the AC adapter if it has damaged, split or broken cords or wires.
- Make sure that the AC adapter cord is fully inserted into the wall outlet or extension cord.
- Always carefully disconnect all plugs by pulling on the plug and not on the cord. Make sure the Nintendo GameCube power switch is turned OFF before removing the AC adapter cord from an outlet.

### **CAUTION - Motion Sickness**

Playing video games can cause motion sickness. If you or your child feel dizzy or nauseous when playing video games with this system, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

### **CAUTION - Laser Device**

The Nintendo GameCube is a Class I laser product. Do not attempt to disassemble the Nintendo GameCube. Refer servicing to qualified personnel only.

Caution - Use of controls or adjustments or procedures other than those specified herein may result in hazardous radiation exposure.

### **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.



*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



1-4 Player  
Simultaneous

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



Memory  
Card

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

*Copying of any video game for any Nintendo system is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.*

*This video game is not designed for use with any unauthorized copying device or any unlicensed accessory. Use of any such device will invalidate your Nintendo product warranty. Nintendo (and/or any Nintendo licensee or distributor) is not responsible for any damage or loss caused by the use of any such device. If use of such device causes your game to stop operating, disconnect the device carefully to avoid damage and resume normal game play. If your game ceases to operate and you have no device attached to it, please contact the game publisher's "Technical Support" or "Customer Service" department.*

*The contents of this notice do not interfere with your statutory rights.*

*This booklet and other printed materials accompanying this game are protected by domestic and international intellectual property laws.*

EVERYONE



Mild Cartoon Violence

ESRB CONTENT RATING

[www.esrb.org](http://www.esrb.org)

LICENSED BY



NINTENDO, NINTENDO GAMECUBE AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.  
© 2001 NINTENDO. ALL RIGHTS RESERVED.

# SUPER MONKEY BALL ADVENTURE™

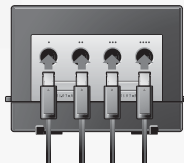
SETTING UP .....	2
NINTENDO GAMECUBE CONTROLLER .....	3
START UP .....	4
MENU CONTROLS .....	4
BASIC GAME CONTROLS .....	4
STORY MODE .....	5
Heads Up Display .....	6
Puzzle Gate .....	6
Ball Abilities .....	7
CHARACTERS .....	8
ENEMIES .....	8
PARTY GAMES .....	9
Monkey Race .....	9
Monkey Target .....	11
Monkey Fight .....	12
Monkey Cannon .....	13
Monkey Bounce .....	16
Monkey Tag .....	17
CHALLENGE MODE .....	18
OPTIONS .....	18
ISLAND DIAGRAMS .....	19
CREDITS .....	23
LIMITED WARRANTY .....	25

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

## SETTING UP

### HARDWARE SET UP

*Super Monkey Ball Adventure™* is a game for one to four players. Connect the NINTENDO GAMECUBE™ Controller to Controller Socket 1 for one player, and Controller Sockets 2 to 4 for each additional player.



### SAVE FILES

*Super Monkey Ball Adventure™* is a NINTENDO GAMECUBE™ Memory Card compatible game (Memory Card sold separately). To use the Memory Card, it must be inserted into Memory Card Slot A. Any Memory Card inserted into Slot B will not be recognized. You will be prompted to create new Game Data the first time you play. A minimum of 7 block of free memory space is required to create Game Data. Never turn OFF the NINTENDO GAMECUBE™ power or remove the Memory Card while the Game Data is being saved.

### MEMORY CARD

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

**WARNING:** *Super Monkey Ball Adventure™* uses an autosave feature. If you wish to save Game Data you must have a Memory Card inserted. If you remove the Memory Card at any point, Autosave will be disabled. To re-enable Autosave you must re-insert a Memory Card and turn on Autosave in Options.

## SETTING UP

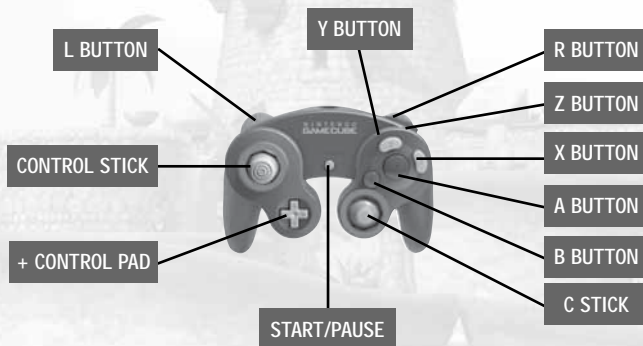
### CONTROLLER NEUTRAL POSITION RESET

If **L** or **R** 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 **Y**, **X**, and **START/PAUSE** simultaneously for 3 seconds.



## CONTROLLER






## START UP

During the title screen, press **START/PAUSE** to display the mode select screen. You can select from the following four options.

- Story Mode (see page 5)
- Party Games (see page 9)
- Challenge Mode (see page 18)
- Options (see page 18)

## MENU CONTROLS

- Control Pad  : Choose menu items, change settings.
  - A** : Select.
  - B** : Cancel / go back.
- Highlight the option you wish to change and use left and right to change the setting. Press **A** to proceed.

## BASIC GAME CONTROLS

With the exception of certain party games, use the Control Stick: to move the monkey in a ball. Press the **START/PAUSE** during Gameplay to pause the game and display the Pause Menu.

## PAUSE MENU:

At any time during the game you can press the **START/PAUSE** 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).

## STORY MODE

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.

## CONTROLS:

- Control Stick     : Movement.
- C** Stick: Camera Control.
- A** : Context Sensitive, Activates chant mode  
When in Chant Mode, pressing **A** will dial the previously called chant.
- Y** : Talks to people
- X** : Brings up your Banana Counter and Joy Meter.
- B** : Returns the monkey ball out of any chant mode and skip cut scenes
- Y** returns from Puzzle Realm)
- START/PAUSE** 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.

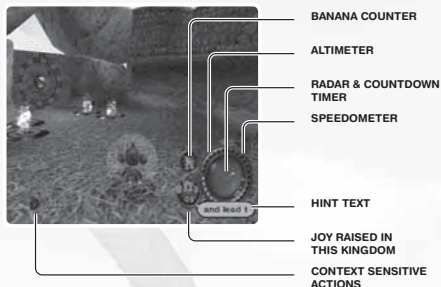
**Options:** Change the game options here.

**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 learned any chants.

**Game Data:** This allows the user to load a previously saved game or save their current progress and turn AUTOSAVE ON or OFF.

**Quit Game:** Exit to the Main Menu.

## HEADS UP DISPLAY



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

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

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



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

## BALL ABILITIES

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

You select the desired word by moving the **+** Control Stick in the direction it appears on screen.

**A** : Redials the last chant used.

**B** : Exits the Chant mode.



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

If you press **(START/PAUSE)** to pause the game you can look at a list of all spells in the Pause Menu that are available.

## CHARACTERS



### < 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.

### 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.



### < 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 until it drops its guard.

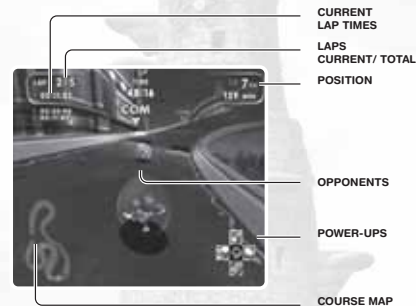


## PARTY GAMES

Various Party Game Modes, Levels and Characters can be unlocked by purchasing them with bananas from Paipai 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 power-ups 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 in all 4 tracks to end up at the 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.



## PARTY GAMES

### Power Ups:

-  **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.
-  **Boxing Ball:** This will automatically punch all opponents that come near.
-  **Egg Ball:** Turn your opponent's ball into 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.
-  **Polygon Ball:** 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.

**+ Control Stick :** Moves the monkey round the track.

**⓪, Y, Ⓢ and X** power ups.

**(START/PAUSE)**: Pauses the game and goes to the Pause Menu.

From here you can select the following options:

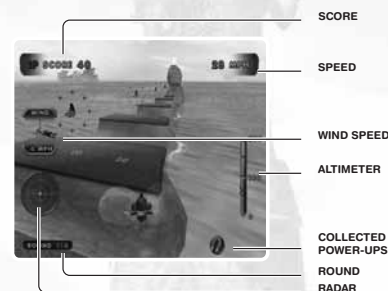
**Options:** Change the game options here.

**Quit Game:** Exit to the Main Menu.

## PARTY GAMES

### 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, items (other than bananas) will not appear.

### POWER-UPS:

-  **Magnet Ball:** You will stick to the exact spot you land on.
-  **Sticky Brake:** Slows you down quicker upon landing, with less roll.
-  **Lucky Star:** Multiplies the points scored.





## CONTROLS:

Pushing forward on the Control 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 **A** to open the wings of the monkey ball after passing through the wing ring. Press **A** again while in flight to close the ball and land.

**START/PAUSE:** Pauses the game and goes to the Pause Menu.

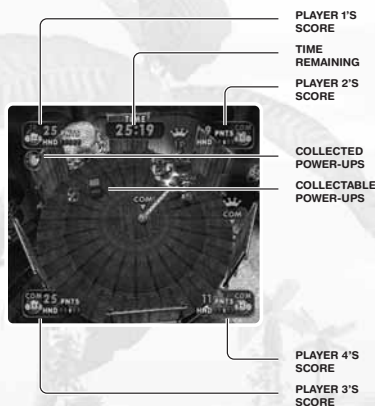
From here you can select the following options:

**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 points.

**Survival Mode:** Be the last monkey in the ring by punching out your opponents while 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 **A** to spin around punching all opponents within your spinning area.



**Rapid Punch:** Hold down **A** to machine gun punch your opponents.

## CONTROLS:

**Control Stick :** Moves the player around the level.

Press **A** to punch.

Press, hold and release **B** to charge up a more powerful punch.

**START/PAUSE:** 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.

Power-ups can give you improved attacks or a more secure defense.

## 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.



**Blast Ball:** This sends out a blast range that blows a big amount of the castle away.



**Time Warp:** This increases your firing speed while slowing down all the other players.



**Scalar Ball:** This makes your ball bigger so you can do more damage.








**Wrecking Ball:** This tethers the ball to the flag of another castle, bumping into it and causing damage.

## PARTY GAMES

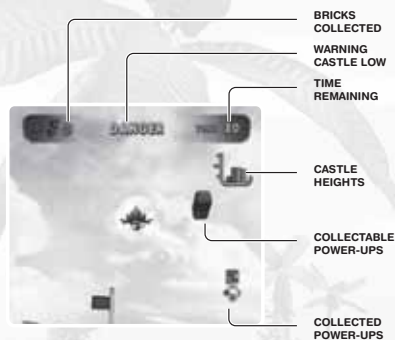
### Defensive Power-Ups:

These can be won by knocking them off from opponents' castles, or collecting them 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.
-  **Boxing Ball Bricks:** These punch away any balls that come near.
-  **Force Field Bricks:** These guard areas of your castle.
-  **Spikey Bricks:** 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:

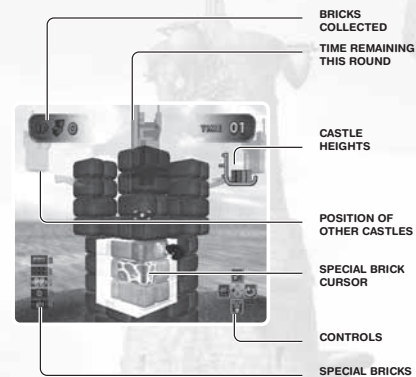
-  **Control Stick**    : moves the cannon's aim.
-  **R**: Zooms in on a target.
-  **L**: looks at your own castle.
-  **A**: fires the ball.






To use power-ups press the associated key while in flight if available. Experimentation could provide some interesting results!





-  **A**: Blast Ball
-  **Y**: Wrecking Ball
-  **B**: Rapid Fire
-  **X**: Scalar Ball

## PARTY GAMES

### BUILD PHASE:



 **Control Stick**    : Moves the castle around and highlights individual bricks.

-  **A**: Adds layers to the castle using the bricks you have collected.
-  **B**: Cycles through collected special bricks in the chosen position.
-  **X**: Rotates the castle.
-  **Y**: Quit the Fortify Phase and you're ready for action!

**START/PAUSE**: Pauses the game and goes to the Pause Menu.

From here you can select the following options:

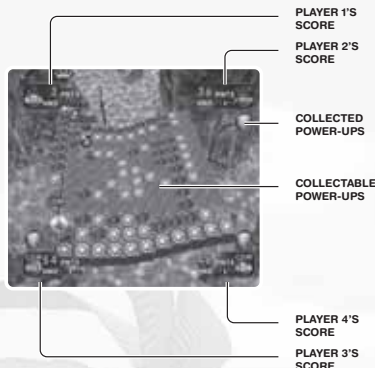
**Options:** Change the game options here.

**Quit Game:** Exit to the Main Menu.

## PARTY GAMES

### 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 color. The winner is the one with the 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.
-  **Scalar Ball:** Increases your ball, making it possible to land on more squares.
-  **Shrink Ball:** 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 to your color, so the Power-up is found on your color.

#### CONTROLS:

-  **Control Stick**  : moves the bouncing ball around in the level.
-  **START/PAUSE:** Pauses the game and goes to the Pause Menu.

From here you can select the following options:

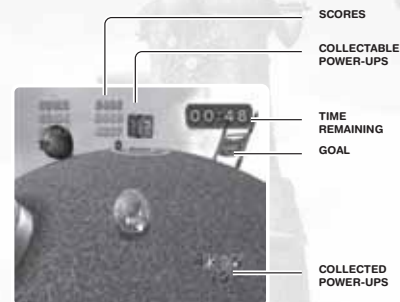
**Options:** Change the game options here.

**Quit Game:** Exit to the Main Menu.

## PARTY GAMES

### 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 Burglar:** 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 Bump:** 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.

#### POWER-UPS:

You get power-ups 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:

-  **Control Stick**  : makes you move around the level.
-  **A :** Uses Banana Blast if available.
-  **B :** Uses Bowling Bomber if available.
-  **Y :** Uses Boost if available.
-  **START/PAUSE:** Pauses the game and goes to the Pause Menu.

From here you can select the following options:

**Options:** Change the game options here.

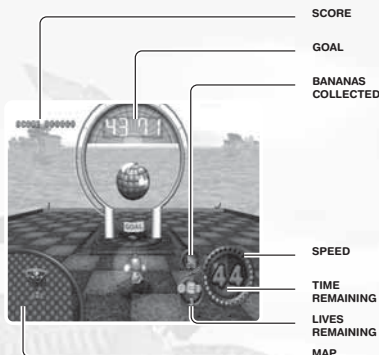
**Quit Game:** Exit to the Main Menu.



## 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. Your time, number of bananas and score will be recorded for each level.



### PUZZLE REALM CONTROLS:

In the Puzzle realm you use the Control Stick to move the monkey in a ball.

**(START/PAUSE):** 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 Mode Select or Main Menu, the following features are available.

### RANKINGS:

Here you can check all your highscores and best times.

### SOUND:

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

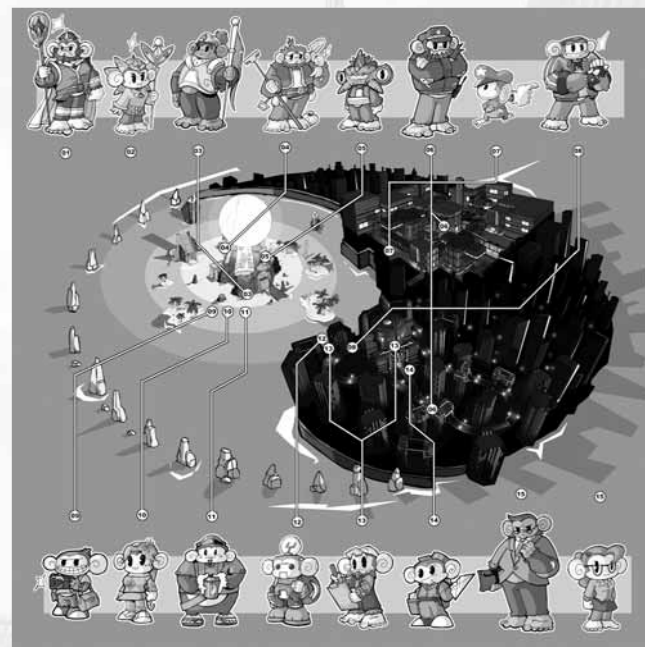
**Music Volume:** Here you can change the volume of the music, from 0 to 10.

**Graphics:** Widescreen: ON/OFF.

**Rumble:** Rumble: ON/OFF.

## ISLAND DIAGRAMS

### MONKITROPOLIS

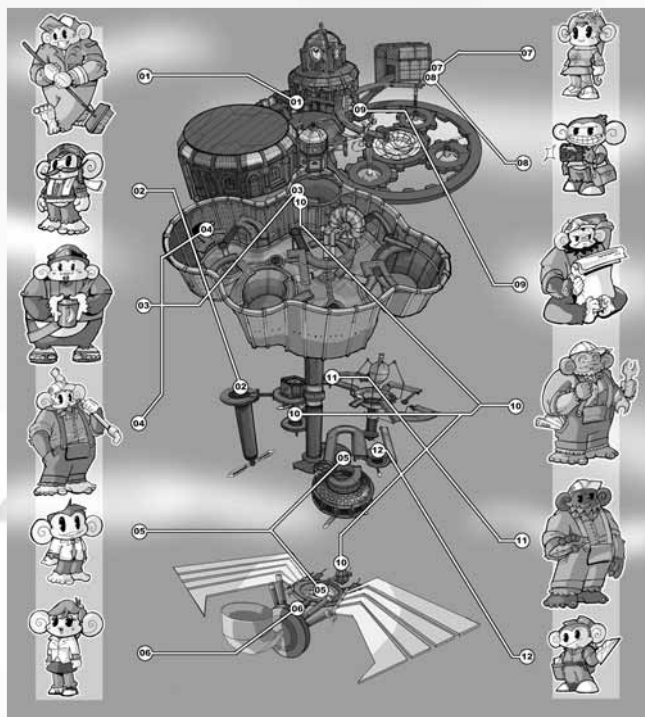


- 1 King Kon-kon
- 2 Queen Cha-cha
- 3 Help the guard stop the Robochimps
- 4 Digdig needs his plants watered
- 5 Assist Jeck-jeck with the noise towers
- 6 NeeNAW needs to stop the monster invasion
- 7 Aid NikNIK in releasing the pressure from the noise factory outlets
- 8 Do you want to join VinVIN's gang?
- 9 Sisi
- 10 Paipai
- 11 Makmak
- 12 Help Bran'ran launch TokTOK's to harvest precious bananas
- 13 Optimize the factorie' sound output with Bran'ran
- 14 Pospos
- 15 King MonMON
- 16 Queen FeeFEE



## ISLAND DIAGRAMS

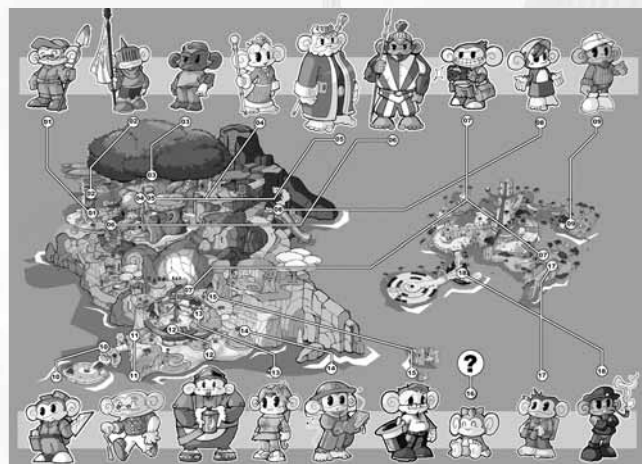
### MOONHAVEN



- 1 Mo d'Mo is in a sticky situation and has too much work to do
- 2 Help Captain Si'mian with his next expedition
- 3 Makmak
- 4 Engineer Wu'wu can't free the water pumps
- 5 Eee'nee has great ideas on how to repair the angry automatons
- 6 Ch'chi needs help freeing the children on her tour
- 7 Paipai
- 8 Sisi
- 9 Ru'fus can't find a way of making the machines work
- 10 Bo'bo needs help to make all the automatons function
- 11 Flam'lam can't light the fire automaton
- 12 Popo

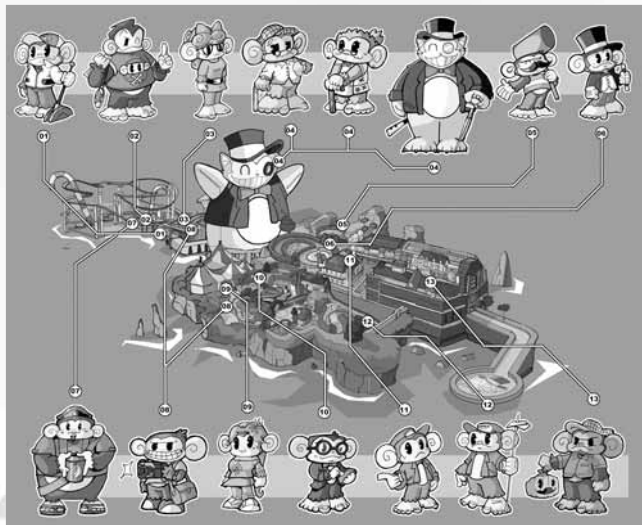
## ISLAND DIAGRAMS

### JUNGLE ISLAND



- 1 Help Dugdug maintain the royal garden's flowers
- 2 Sleeping guards
- 3 Bongbong cannot wait to let everyone know about the big day
- 4 Queen Jenjen
- 5 King Junjun needs you to get to the bottom of all this trouble
- 6 Gargar needs to give his troops a wake up call
- 7 Sisi
- 8 Mermer can't let her husband Perper go hungry
- 9 Keikei and his brother Perper need to keep the lighthouse alight
- 10 Popo
- 11 Help Papa do the weeding
- 12 Makmak
- 13 Paipai
- 14 Owow's bees are gone, without them there will be no honey for the bananas
- 15 Help Dada locate his precious Tootoot
- 16 Tootoot
- 17 Assist Cawcaw with his research
- 18 Perper

## ZOOTOPIA



- 1 Whe d'Whe needs help with the rollercoaster
- 2 You think you can beat Boomboom's machine?
- 3 Sumsum's lost her pupils
- 4 The people behind the park, Pa d'Kee, Ma d'Kee and the famous Falcat
- 5 Po d'Pow is the strongest, it would take a big monkey to beat him
- 6 Roll up, roll up. See Duv d'Duv's magical show
- 7 Makmak
- 8 Sisi
- 9 Paipai
- 10 Ale'wat wants balloons!
- 11 Ko d'Ko needs help rescuing the guests
- 12 Jo d'Jo has too much litter to clear and not enough time
- 13 Cre d'Pee needs you to help his fellow workers

## SEGA OF AMERICA LIMITED STAFF CREDITS

**CEO** - Naoya Tsurumi  
**President/COO** - Simon Jeffery  
**VP of Product Development** - David Cobb  
**Associate Producer** - Martin Hunter Caplan  
**Production Assistant** - Beejey Enriquez  
**QA Manager** - Deni Skeens  
**Supervisor** - Josh Morton  
**QA Project Lead** - Lee Frohman  
**Core Testers** - Mike Baldwin/Ryan Jones/  
 Ben Seto/Dan Kingdon  
**Testers** - Chad Ginsburg/Sandra Lew/  
 Cliff Anderson/Stephen Akana/Mike Daglow/  
 Don Patterson/Catherine Klirkoff/Kyle Uberman/  
 Steve Fleming/Eric Wang/Sam Carion  
**Bulld Engineer & Duplication** - Rick Ribble  
**VP of Marketing** - Scott Steinberg  
**Director of Marketing** - Rick Naylor  
**Senior Product Marketing Manager** -  
 Erica Mason  
**Associate PR Manager** - Denny Chiu  
**Creative Services Manager** - Jen Groeling  
**Production Specialist** - Heather Lucchetti  
**Special Thanks** - Constantine Hantzopoulos/  
 Eric Koch/Jez Sherlock/Sarah Berridge

## TRAVELLER'S TALES - OXFORD

**Language Team Lead** - Jean-Baptiste  
 Bagot/Sven Wittmaack/Maria Paolo Chironi  
  
**Language Testers** - Javier Vidal/Hugo  
 Siero/Giovanni De Carol/Antonio Catanese/Carole  
 Kunzelmann/Jaron Scholz/Marie Martineau /Terryll  
 Garrison /Sergio Borrelli /Karim Belbachir /Pedro  
 Ortega/Stephane Ponceau  
**Studio Manager** - Steve Riding  
**Producer** - Graeme Monk  
**Creative Director** - Paul Gardner  
**Design Manager** - Neall Jones  
**Design & Scripting** - Mark Kevern/Alex  
 Waterston/Simon Forster  
**Concept Art** - Keith Webb/Tim Webster  
**Lead Animator** - Nicola Cavalla  
**Animators** - James Clark/Michael Ryan  
**Art Manager** - Dave Walsh  
**Senior Artists** - Jaqui Bursnall/Girish  
 Mekwan/Jason Millson/Graham Rice  
**Artists** - Chris Abedelmassieh/Allison Best/Paul  
 Boulden/Simon Forster  
**Lead Tools Programmer** - James Boulton  
**Senior Programmers** - Ben Clark/Ian  
 Moir/Kevin Pimm/Dave Pollard  
**Programmers** - Matt Lewis/Jonathan  
 Stoller/Kazimir Wanelik  
**Sound & Music** - 2db/Octagon Music/Simon  
 Forster

## TRAVELLER'S TALES - KNUTSFORD

**Programming Support** - David Connell/Alistair  
 Crowe/Ralph Ferneyhough/Tom Heath/Roland  
 Houghs/Alan Murta  
  
**With Thanks...**  
 Scott Evans/John Evriplotis/Juan Garcia  
 Ramirez/Nic Ho Chee/Simon Jaques/John  
 McCann/Steve Oldacre/Ben Powell/Mathew  
 Seymour/Dan Tonkin

## CREDITS

### SEGA EUROPE LIMITED STAFF CREDITS

**CEO** - Naoya Tsurumi

**President/COO** - Mike Hayes

**Development Director** - Gary Dunn

**Creative Director** - Matthew Woodley

**Director of European Marketing** - Gary

Knight

**Head of Development Europe** - Brandon Smith

**Production** - Gwilym Hughes/Darius Sadeghian

**Head of Brand Marketing** - Helen Camilleri

**European PR Manager** - Lynn Daniel

**European PR** - Kerry Martyn

**Brand Manager** - Darren Williams

**Assistant Brand Manager** - Tim Carter

**Creative Services** - Tom Bingle/Keith

Hodgetts/Akane Hiraoka/Arnoud

Tempelaere/Alison Warfield /Morgan Gibbons

**International Brand Manager** - Ben Stevens

**Head of Development Services** - Mark Le Breton

**Localization Manager** - Marta Lois Gonzalez

**Localization Coordinator**

Giuseppe Rizzo

**Localization Team**

Brigitte Nadesan/Daniela Kaynert

**QA Supervisors** - Marlon Grant/Stuart

Arrowsmith

**Mastering Technicians** - John Hegarty/Jigar Patel

**QA Project Team Lead** - Julie Metior

**QA Assistant Team Lead** - Renée Teloka

**QA Testers** - Caroline Walker/Qasim Rajah/Tom

Drake/Luca Marini/James Froggatt/Yusuf

Ibrahim/Sandeep Patel/Norbert Haubner/Barnaby

Gillett/Paul Sedgmore/Sacha Allari/Jamie

Joseph/Lee Wright/Sam Berhan/Oghenekewke

Unude/Richard Haw/Gabriel Ralls/Will

Okwousa/Nathan Hanson /Peter Leung/Sam

Ogunwe/Digby Murray/Man Lung Cheung/Shawn

Leach/Imonena Unude/Stephen Morrison

**Standards Co-ordinators** - Mohammed

Ajaib/Ben Andac

**Standards Testers** - Rob Jenkins/Aaron

Wright/Imran Yusuf/Ibrahim Bhatti/Nicky

Kotze/Mike Hanley/Ali Hassan/Shiva Allari

## LIMITED WARRANTY:

SEGA of America, Inc. warrants to the original consumer purchaser that the game disc or cartridge shall be free from defects in material and workmanship for a period of 90-days from the original date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, the defective game disc or cartridge will be replaced free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering, or any other causes not related to defective materials or manufacturing workmanship. This limited warranty does not apply to used software or to software acquired through private transactions between individuals or purchased from online auction sites. Please retain the original, or a photocopy, of your dated sales receipt to establish the date of purchase for in-warranty replacement. For replacement, return the product, with its original packaging and receipt, to the retailer from which the software was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact SEGA to obtain support.

### Obtaining technical support/service

To receive additional support, including troubleshooting assistance, please contact SEGA at:

- Website: [www.sega.com/support](http://www.sega.com/support)
- E-mail: [support@sega.com](mailto:support@sega.com)
- Telephone: 1-800-USA-SEGA

## LIMITATIONS ON WARRANTY

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO 90 DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL SEGA OF AMERICA, INC., BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES. THE PROVISIONS OF THIS LIMITED WARRANTY ARE VALID IN THE UNITED STATES AND CANADA ONLY. SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS, OR EXCLUSION OF CONSEQUENTIAL OR INCIDENTAL DAMAGES, SO THE ABOVE LIMITATION OR EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM STATE TO STATE.

**To register this product, please go to [www.sega.com](http://www.sega.com)**

SEGA of America, Inc.  
650 Townsend Street, Suite 650  
San Francisco, CA 94103