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**WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.**

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

**WARNING TO OWNERS OF PROJECTION TELEVISIONS:**

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

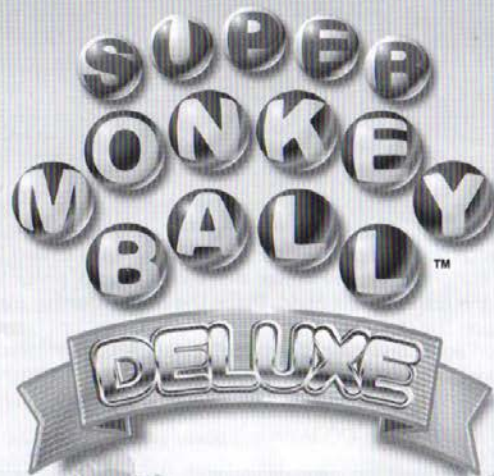
**USE OF UNAUTHORIZED PRODUCT:**

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

**HANDLING YOUR PLAYSTATION 2 FORMAT DISC:**

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

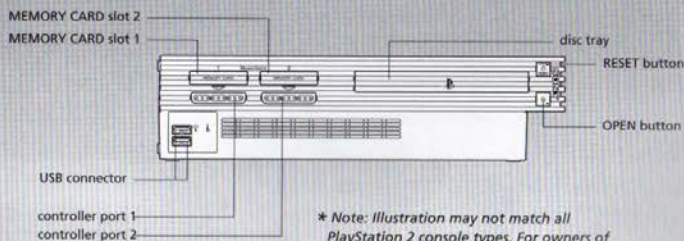
Thank you for purchasing Super Monkey Ball™ Deluxe. Please note that this software is designed only for use with the PlayStation®2 computer entertainment system. Be sure to read this instruction manual thoroughly before you start the game.



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# Setting Up



\* Note: Illustration may not match all PlayStation 2 console types. For owners of SCPH-70000 series PlayStation 2 systems, refer to the setup instructions supplied with your system.

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the disc tray will open. Place the *Super Monkey Ball™ Deluxe* disc on the disc tray with the label side facing up. Press the OPEN button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

## Memory Card (8MB) (for PlayStation®2)

To save game settings and progress, insert a memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB)(for PlayStation®2) containing previously saved games.

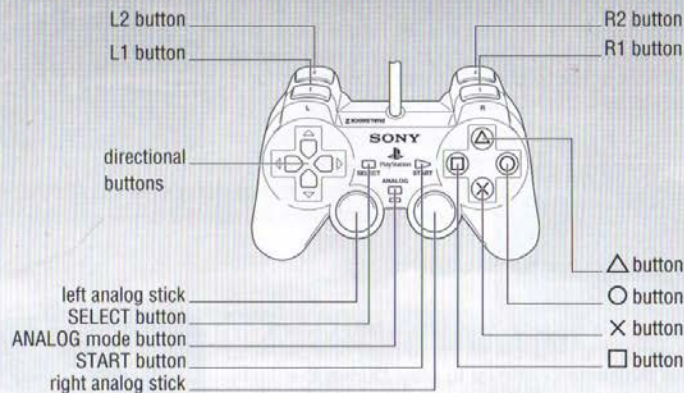
When you start the game, if there is no memory card (8MB) (for PlayStation®2) inserted, the game will warn you and ask if you would like to retry (insert the memory card (8MB) (for PlayStation®2) first) or continue without saving. If the memory card (8MB) (for PlayStation®2) does not contain a game file, the game will ask you either to continue without loading (create new file), or to retry. 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. Do not switch the power OFF or remove the memory card (8MB) (for PlayStation®2) while the game data is being saved or loaded.

# Setting Up

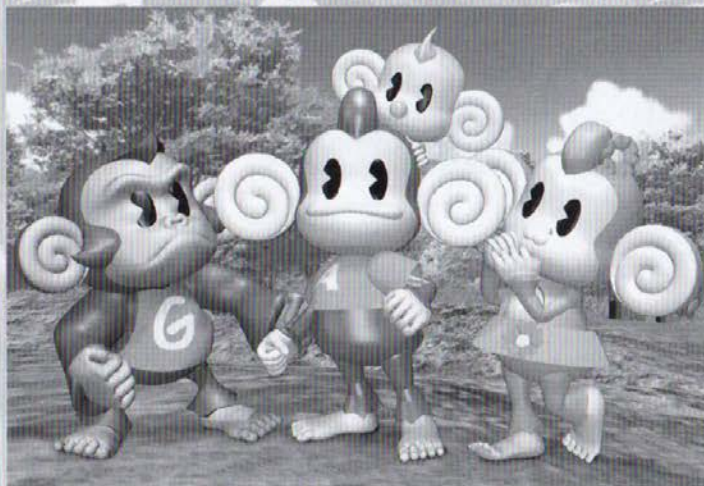


## DUALSHOCK®2 Analog Controller



Controls are set in ANALOG mode (mode indicator: ON) and cannot be switched to digital mode by using the ANALOG mode button – the LED display is always lit in red.

This game supports the vibration function present on the DUALSHOCK®2 analog controller. This can be set ON/OFF from the Controller option in the Options menu (p.40).



# Setting Up



## 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 a controller for each player participating.



Select the number of players participating in simultaneous play. You can only select up to the number of controllers connected to the system.

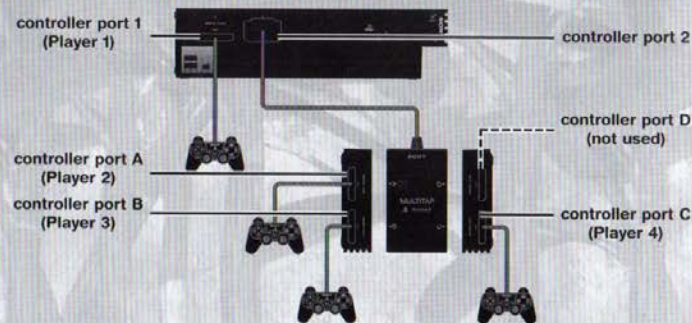
For alternating play, each player takes a turn playing. It is possible for more than one player to use the same controller to play. During the Character Select screen, use the controller you wish to use to select each character.



## Multitap Connector (for PlayStation®2)

Super Monkey Ball™ Deluxe is a one to four player game, and is compatible with Multitap Connector (for PlayStation®2). Connect the controller for player 1 to controller port 1. When using the Multitap Connector (for PlayStation®2), connect the controllers as shown below.

**Note:** Alternatively, Player 2 may use the controller connected to the controller port 2, if Multitap Connector (for PlayStation®2) is not used.



**Important:** Please use the appropriate Multitap Connector (for PlayStation® 2) for your PlayStation® 2 computer entertainment system.

# Controls



## Menu Controls

**Left analog stick/directional buttons** Choose menu item; change settings  
**X button** Select  
**O button** Cancel

On menu items that require you to change settings, first press the X button to allow changes. Next, use ←→ to change the setting, and press the X button to finalize the change.



## Basic Game Controls

With the exception of certain Party Games, use the left analog stick to move the monkey in a ball. Press the START button during gameplay to pause the game and display the Pause Menu (p.6).

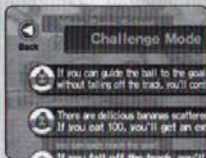


For controls in each of the Party Games, please refer to the Lesson Screens (see below).



## Lesson Screens

You can access the Lesson Screens of the selected mode by pressing the O 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.6).



The Lesson screens display the button functions, rules, and item descriptions. Use the left analog stick/directional buttons ←→ to change pages. Use the right analog stick to enlarge/move the screen (release the right analog stick to bring the screen back to normal; you may also press the L1 button to enlarge). When done, press the O button to return to the previous screen.

## Pause Menu

Any time during gameplay, press the START button to pause the game and display the Pause Menu. The available menu items will vary 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 the START button again has the same effect.)



### Save Game Data

This can be accessed during the Stage Select screen of the Story Mode, and allows you to manually save the current game to the memory card (8MB) (for PlayStation®2).



### Retry

Available in Story Mode, Practice Mode, and some Party Games. Restart the current stage/race from the beginning.

### View stage

Available in all Main Game stages. Allows you to view the stage map. Use the left analog stick ←→ to rotate the camera, and ↑↓ to zoom in/out. Use the right analog stick to pan the camera. Press the ○/⊗/START button to return to the Pause Menu.



### Save replay

Available in Story Mode, Challenge Mode, and Practice Mode, and can be accessed during the short playback after you crossed the goal or when you fall off the course. This allows you to save the gameplay of the stage you just completed to the memory card (8MB) (for PlayStation®2).

### Guide

Available in Monkey Billiards DX (during the player's turn only). Turns the guide **ON/OFF**. See p.22-23 for more details.

### How to play

Displays the Lesson screen (p.5).

### 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 (or Party Game Select screen, if you are playing one of the Party Games).

During the Title screen, press the START button 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 four sub-modes to choose from.

Story Mode	Page 13	Competition Mode	Page 14
Challenge Mode	Page 13	Practice Mode	Page 14

## Party Game

Select from 12 Party Games that you can play by yourself or against other players.

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Monkey Fight DX	Page 18	Monkey Shot	Page 30
Monkey Target DX	Page 20	Monkey Dogfight	Page 32
Monkey Billiards DX	Page 22	Monkey Soccer	Page 34
Monkey Bowling DX	Page 24	Monkey Baseball	Page 36
Monkey Golf DX	Page 26	Monkey Tennis	Page 38

## Options

Change game settings, load/save data, or view saved replays.





## Basic Flows of the Game

With the exception of Monkey Shot (Party Game), each game contains various gameplay Modes. Select the mode you wish to play.



If the Mode 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 number of controllers connected to the system.

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



In Party Game Mode, customize the Gameplay Settings. When you are done, select **Game Start** to begin the game.

Some Modes may not include one or more of the above steps, and some may have extra steps. These will be explained under each game description where appropriate.



## Main Game



## How to Play

### Roll the ball with the monkey inside towards the goal!

Use the left analog stick to tilt the floor, and the ball will roll with the tilt of the slope.



### Don't let it fall off the floor, or let the timer reach zero!

Your try will be over, and you'll have to start the stage over from the beginning. In Challenge Mode, you'll lose one monkey.

### Pick up those delicious bananas!

You'll get bonus points for picking up bananas. Additionally, in Challenge Mode, you will earn one monkey for picking up 100 bananas.



### Many stages await! How many can you clear?

Some stages have various kinds of traps and switches on the map. Study what they do carefully.



## 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, Competition Mode, Practice Mode and each mode of the Party Game, you can select from the four monkeys above.



## The Enemies

### DR. BAD-BOON

He is an evil-genius scientist from the future world. In the future world, he fell in love with MeeMee 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 MeeMee had not married yet. Dr. Bad-Boon tries all sorts of evil plots to separate AiAi from MeeMee, 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.





## 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 zero!

### 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.

### Map

Press the button to adjust the size of the on-screen map.



## And Something Extra...

As you play the Main Game modes, if you fulfill certain conditions, you may earn yourself something extra. It could be an extra monkey for the Challenge Mode, or it could be a new feature.



Select **Gift** in the Options menu (p.40) to access new features that are unlocked.



## Story Mode

1 Player

Play the game along with the story.

First, select from the three available Save Files. If you select a blank (open) file, you will start from the beginning. You will be asked to enter your name.

If you select data with previous gameplay, you will continue from where you left off.



### ● Clearing the World

There are 10 worlds in the mode, and each world has 20 stages. When you clear any 10 stages, a movie clip will be seen, and a brand new world becomes available.



### ● Retry

Did you fall off the course? Or you let the time run out? Don't worry! 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.

### ● Level Select

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



### ● Collect Bananas

Collect 100 bananas, and you gain 1 extra monkey.



### ● Game Over

Fall off the floor, or let the time run out, and you will lose one monkey. The game will end when you lose all your monkeys.





## Competition Mode 2-4 Players Simultaneous

Play a series of selected stages, and compete for the most bananas collected.

### ● Select Stages

After each player selects their own character, set the number of stages to compete, the stages to play, and the Game Settings.

**NOTE:** You must have played one of the specific stages in either Story or Challenge Mode to be able to select this Mode. As you play many stages in either Modes, you will, at the end, be able to select from the total of 109 stages in this Mode.

### ● Game Rules

Each stage ends when either the second to last player crosses the Goal, or the time runs out. The bananas will be awarded for crossing the Goal (there exist some stages without the Goal).



### ● Game Settings

#### Bananas

Determines the amount of bananas awarded for crossing the goal first, second, or third.

#### Consecutive wins bonus (ON/OFF)

Awards bonus for crossing the goal first consecutively.

#### Stage bananas (ON/OFF)

Except for Bonus stages, scatters bananas on the stage.



## Practice Mode 1 Player

Practice the stages you have played.

### ● Select Stage

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

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



### ● Quitting

Whether you reach the goal or fail to do so, you will play the same stage over and over. To quit, press the START button to display the Pause Menu, and either select **Stage select** or **Exit game** (see Pause Menu on p.6).

In Super Monkey Ball Deluxe, 12 Party Games are available.

### Monkey Race DX

One Course Race	1-4 Players	Simultaneous
Grand Prix	1-4 Players	Simultaneous
Time Attack	1 Player	

### Monkey Fight DX

Normal Mode	1-4 Players	Simultaneous
Survival Mode	1-4 Players	Simultaneous

### Monkey Target DX

Monkey Target DX (Version 1/2)	1-4 Players	Simultaneous
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### Monkey Billiards DX

VS. Mode	1, 2 or 4 Players	Alternating
Tournament Mode	1 Player	

### Monkey Bowling DX

Normal Mode	1-4 Players	Alternating
Special Mode	1-4 Players	Alternating
Challenge Mode	1 Player	

### Monkey Golf DX

Stroke Play (Mini Golf/Normal Golf)	1-4 Players	Alternating
Match Play (Mini Golf/Normal Golf)	2 Players	Alternating

### Monkey Boat

One Course Race	1-4 Players	Simultaneous
Grand Prix	1-4 Players	Simultaneous
Time Attack	1 Player	

### Monkey Shot

Monkey Shot	1-4 Players	Simultaneous
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### Monkey Dogfight

Normal Mode	1-4 Players	Simultaneous
Survival Mode	1-4 Players	Simultaneous

### Monkey Soccer

Exhibition Mode	1-2 Players	Simultaneous
Tournament Mode	1 Player	
PK Mode	1-2 Players	Simultaneous

### Monkey Baseball

Exhibition Mode	1-2 Players	Simultaneous
Tournament Mode	1 Player	

### Monkey Tennis

Singles Mode	1-2 Players	Simultaneous
Doubles Mode	1-4 Players	Simultaneous
Tournament Mode	1 Player	

## Monkey Race DX

Select a course and race against other monkeys in the One Course Race Mode or enter a series of races for the Grand Prix Mode. To aim for the best time on the track, enter the Time Attack Mode.



### Basic Rules

#### ● Course Out

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

#### ● Retire from the Race

In a single 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.

#### ● Items

When the **Items** option is set **ON** via the Gameplay Settings, item boxes with "?" will appear on the course. Roll over them to pick up the item in the box.

You can hold up to three items, and the item shown at the bottom of the screen will be used when the button is pressed. When you have multiple items, press the button to select the item to be used. When a fourth item box is picked up, the bottom item will automatically be dropped.

With Time Attack Mode, no item boxes appear, but you are given three Speed Stars to start the race.



### Game Screen



### Items



#### Speed Star

Increase your speed 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 with your opponent.



#### Polygon Ball

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



#### Ice Cube

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



#### Big Ball (only for Type 2)

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



#### Gravity Bomber (only for Type 2)

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



#### Hunter Missile (only for Type 2)

Fire missiles at all opponents in front of you.



### Game Settings

With the exception of Time Attack Mode, customize the settings of the game, and select **Game Start** to begin.

#### Number of laps (1 to 50) \*Only for One Course Race Mode

Select the number of laps for your race.

#### COM (ON/OFF)

Allows COM players to participate, filling all empty positions to make it a 6-player game. With one 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 (OFF/TYPER 1/TYPER 2)

Select the group of items available for the game, or not use any items.

## Monkey Fight DX

Knock other monkeys off the stage! Fight to earn points in the Normal Mode, or hang tough on the ring for the Survival Mode.


 Basic Rules

## ● KO Points (only for Normal Mode)

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.

## ● Sudden Death

In Normal Mode, if there is a tie in KO points when the time is up, the players will enter a Sudden Death Round, with no time limit, to determine the winner. Note also that on three of the five available stages the floor will crumble. The last monkey standing on the ring is the winner of the round. In Survival Mode, every round is Sudden Death.

## ● Items (only for 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. With the exception of Spinning Punch, the power up will stay in effect until you fall off the ring.

## ● Number of Win(s) &amp; Stage Selection

Choose the number of victories needed to win the match, from one to five. The number of wins for each player will be indicated by the number of bananas at the bottom of the game screen (see next page).




Select the three stages in the order you like to play. After the third stage, the game will loop back to the first stage.

When the Number of win(s) is set to one, you will only be able to select one stage.



## ● Charging up the Punch

Hold down the **F1** or **⊙** button to increase the size of the punch (glove) and release to strike your opponents.


 Game Screen

Time Left



Rounds Won

KO Points

Handicap Level


 Items

**Long Punch**

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


**Big Punch (only for Type 1)**


The size of your glove increases, making it easier to hit opponents.


**Iron Punch (only for Type 2)**

Your punch becomes harder, increasing your striking power.


**Spinning Punch**

Hold down the **⊗** button to deliver a spinning punch to the opponents around you for a limited time.


 Game Settings

Customize the settings of the game, and select **Game Start** to begin.

**COM (ON/OFF)**

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

**Handicap 1P, 2P, 3P, 4P (1 to 5)**

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


**Items (TYPE 1/TYPE 2)**

Select the group of items available for the game.




## Monkey Target DX


Roll the monkey(s) down from a steep ramp and fly into the air and touch down on the target area to earn a higher score.

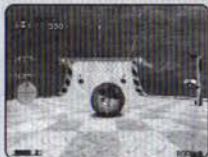

 Game Flow

- **Nuisance Roulette (only for Version 1)**





If you need more of a challenge for a Version 1 game, set the **Roulette** setting ON in the Game Settings to spin the Nuisance Roulette before each flight. Press the  button to stop the spinning roulette, and whichever nuisance you get will be in effect for that round.

- **Take Off**

First, control the ball rolling down the ramp. Once you are off the ramp, press the  button to open the ball, which will act as your wings. If you open too soon, you may not have enough momentum to reach the target. If you don't open, the ball will quickly plummet into the sea.




- **Glide**

During flight, press the left analog stick  to ascend and  to descend and /  to change the direction of your flight. Be careful not to lose your momentum, or you may not reach the target. Also, take the wind factor into account while gliding.




- **Landing**

When you reach the target, press the  button to close the ball to drop the monkey onto the landing pad. The landing pad is divided into different point areas, so aim to land on the areas with higher points. Remember that once you close the ball, you cannot reopen it. Also, if you land without closing, you will not earn landing points.



- **Formations (only for Version 2, multi-ball games)**

In one-player or two-player games, you can have more than one monkey flying. With more than one monkey flying, press the  button to change formation and ensure that most of your monkeys can make the landing.


 Game Screen


**Note:** Above screen is for Version 2 game. Version 1 appears differently.


 Items


**Wind 0 mph (Version 1)**  
Fly more easily with no wind.



**Brake Ball (Version 2)**  
Slows you down more quickly upon landing, with less roll.



**Brake Ball (Version 1)**  
Puts the brakes on your ball after landing.



**Magnet Ball (Version 2)**  
You will stick to the exact spot you landed.



**Double Score (Version 1)**  
Doubles points for all targets you land on.



**Lucky Star (Version 2)**  
Multiplies the landing points.



**Sticky Landing (Version 1)**  
Causes your ball to land exactly on target in landing mode.




**Banana Bunch**  
Adds 10 points to your score.



**Triple Score (Version 1)**  
Triples points for all targets you land on.



**Banana**  
Add one point to your score.


 Game Settings

Customize the settings of the game, and select **Game Start** to begin.

**Number of rounds** (3/6 for Version 1) (5/10/15 for Version 2)  
Determines the number of rounds to be played.

**Roulette** (ON/OFF) \*Only for Version 1

When this is ON, the Nuisance Roulette will appear before each flight.

**Number of balls** (1/2/5) \*Only for Version 2

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

**Items** (ON/OFF)

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

## Monkey Billiards DX

Play against up to three different players/COM using the rules of US Nine-Ball, JAPAN Nine-Ball, Eight-Ball, or Rotation. Tournament Mode allows one player to play a series of games incorporating each rule system against the COM.

### Basic Rules

#### ● Pocketing Balls

Take turns using the cue ball to knock colored balls into the pockets. Depending on the rules, the ball(s) you need to pocket will vary. Set **Advice** to ON in Gameplay Settings to be told which balls to pocket, and see How to Play in the Pause Menu for more detailed game rules.



#### ● Foul

If the cue ball is pocketed, or the first ball hit is not a designated target ball, then the shot is a Foul, giving your opponent the advantage.

#### ● Bonus Shots

If you pocket one of the designated balls without a Foul, you can take another shot immediately. Pocketing in chains is the key to winning!

### Game Screen

#### View Mode

Balls Sunk

Sets Taken

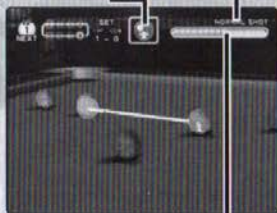


Next Ball to Hit

#### Shot Mode

Shot Point

Shot Strength



Shot Gauge

### Game Controls

#### View Mode

- left analog stick** ←→ to determine direction
- X button** Set direction and switch to Shot Mode
- O button** Return camera position
- right analog stick** Camera movement
- R1 button** With Guide ON, display the path of your ball
- button** Show ball number
- △ button** Switch between 2D top view and 3D view

#### Shot Mode

- X button** Shoot
- O button** Return to View Mode
- left analog stick** Set the spot to hit the cue ball (give "English")

#### ● Making Shots

Use the left analog stick to determine the shot direction, and press the X button to switch to Shot Mode. The Shot Gauge will go up and down automatically. Use the left analog stick to set the spot to hit the cue ball, and when the gauge reaches the desired strength, press the X button again to shoot.



#### ● Guide

If the **Guide** is set to ON in the Pause Menu, an imaginary cue ball and its potential path up to one rebound will be displayed aiding you to visualize where it will hit the target ball. When the **Guide** is set to OFF, a single arrow is displayed instead.



### Game Settings

Customize the settings of the game, and select **Game Start** to begin.

#### **Advice** (ON/OFF)

Enables/disables advice from the game.

#### **Number of sets** (1 to 99)

Determines the number of sets to play.

#### **COM level** (1 to 5)

Determines the level of COM player(s) from 1 (weak) to (strong).

## Monkey Bowling DX

Bowling game for up to four players. Normal Mode lets you play according to Normal, 9 pins or Strike rules, Special Mode is played on bizarrely shaped lanes, and Challenge Mode lets you select pin layouts to strike within an allotted number of tries.

### Controls

<b>left analog stick</b>	Move throwing position
<b>right analog stick</b>	View lane from different angles
<b>X button</b>	Confirm position, direction, and strength
<b>○ button</b>	Cancel position / change viewpoint (replay)
<b>△ button</b>	Display scorecard
<b>L1 R1 buttons</b>	Ball rotation

### ● Throwing the Ball

First, use the left analog stick ←→ to determine the location to throw the ball from, and press the X button to decide. Use the right analog stick to view the lane from different angles.



Next, determine the angle to throw the ball. The direction indicator moves automatically, so press the X button when it's at the desired angle.

Next, determine the strength to throw the ball. Look at the power gauge, and press the X button when it's at the right strength.



As you approach the Foul Line, you can add spin to the ball with the L1 or R1 buttons. The amount of spin is determined by how long the buttons are pressed.

### Game Screen



### Basic Rules



#### ● Scoring

With normal rules, you have two throws to knock down 10 pins in a frame, and the number of fallen pins are added to your score.

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

If you knock down the 10 pins in two throws (Spare), the number of pins you get on your third try will be added.

If you get a Strike or a Spare on the 10th and final frame of the game, you are allowed to take an extra throw(s) (2 or 1 respectively) to increase your score.

#### ● 9 Pins Rule (Normal Mode)

There will be only 9 pins on the lane — the missing pin in the frame will vary from lane to lane, as the missing pin will automatically be counted.

#### ● Strike Rule (Normal Mode)

There will be 10 pins on the lane and you only have one throw per frame on a 20-frame game. Note that even with a Strike, you will not get the on-added bonus points.

## Monkey Golf DX

Aim your monkey into the cup (hole) on the course. Complete your rounds in the lowest score (shots) for the Stroke Play, or play a two player hole-by-hole golf for the Match Play.



## Basic Rules



## ● Stroke Play

Play all the holes (total of 9 or 18 courses) and aim for the lowest score. Up to four players can play taking turns in this Mode.

## ● Match Play

Two players will play a hole for the fewest shots and the player who wins the hole will receive points. The game will end whenever a player is determined the winner based on the set **Number of holes** to play.

## ● OB &amp; 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 reach 10 shots on a single hole, you are forced to hole out with a 10 on your scorecard.



## Game Screen &amp; Controls (Mini Golf)



left analog stick ↑↓ : Change shot power (distance)

←→ : Direction of the shot

⊗ button Hit the ball

⊙ button Cancel

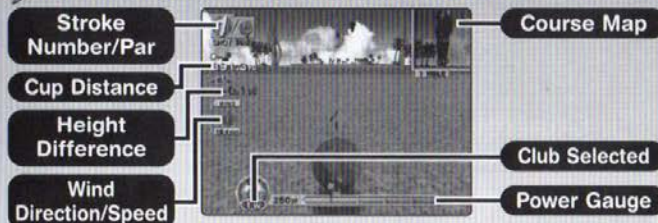
⊕ button Switch to Camera Mode

R1 button Display scorecard

right analog stick Measure distance (during Camera Mode)



## Game Screen &amp; Controls (Normal Golf)



left analog stick ↑↓ : Change club / Shot distance

←→ : Direction of the shot

⊗ button Hit the ball

⊙ button Cancel/Back Camera

⊕ button Top view

⊖ button Reverse side (view of shot destination)

R1 button Display scorecard

right analog stick Camera movement

## ● Hitting the Ball

While the Power Gauge (cursor) is moving, first, press the ⊗ button once to determine the power of the shot (distance), then determine the timing of your swing. To hit a straighter shot onto the course, you must aim the second cursor on the pink zone spot where the gauge first started. For putting, you only need to determine the power of the shot. While the Power Gauge is moving, there will also be a white spot on the ball, indicating the spot to hit. Use the left analog stick to determine where to hit. Hit the ball at the top to give it top spin; hit at the bottom to give it back spin.



## Game Settings

Customize the settings of the game, and select **Game Start** to begin.

**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 (holes number 1 to 9); select IN to play only the inner 9 holes (holes number 10 to 18).

## Monkey Boat

Select a course and race against other monkeys in the One Course Race Mode or enter a series of races for the Grand Prix Mode. To aim for the best time on the course, enter the Time Attack Mode.

## Controls

<b>L1 button</b>	Paddle left (turn right)
<b>R1 button</b>	Paddle right (turn left)
<b>X button</b>	Use Item
<b>○ button</b>	Select Item to use

### ● Rowing

Use the **L1** **R1** buttons to row. The boat turns in 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 longer strokes.



## Game Screen



## Items

When the Items option is turned ON in the Gameplay Settings, item boxes marked with a "?" will appear scattered throughout the course. Row your boat over them to pick them up. Up to 3 items can be held at once, and these are selected using the **○** button. Press the **X** button to use the item shown at the bottom.



### Piranha Torpedo

Fires a torpedo sinking your opponent.



### 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.

## Game Settings

You can customize the settings for the game in all modes except Time Attack Mode. Select **Game Start** when you are ready.

**Number of laps** (1 to 50) \*Only for One Course Race Mode  
Select the number of laps to race from 1 to 50. With the Water Dragon Route, you can only select one.

### COM (ON/OFF)

Allows COM players to participate, filling all empty positions to make it a 4-player game. With one 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.





## Monkey Shot

Select a Stage, and shoot the enemy targets as they appear one by one. Up to four players can play.

 Controls

- left analog stick** Aim (move the crosshairs)  
**⊗ button** Shoot/Tap to reload 50 bullets \*with magazine empty  
**Ⓞ L1 buttons** Reload  
**R1 button** Sight the crosshairs to the nearest opponents and shoot

## ● Shooting

Use the left analog stick to move the crosshairs over the enemy, and press the ⊗ or R1 button to shoot. Some enemies need more than one shot to defeat.


The magazine on your gun holds 6 bullets. Press either the ⊕ or L1 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 the ⊗ button rapidly to charge the gauge. When the gauge is fully charged, you will get 50 bullets in stock.



## ● Enemy Attacks

Don't let enemy missiles hit you, or you will sustain damage. Shoot and destroy the missiles before they get too close. The game will end if your Life Gauge is completely depleted.

 Game Screen

- Score
- Life Gauge
- Bullets Left  
Total/in Magazine
- Crosshairs


 Items

During the game, useful items will appear, either inside a ball which you must shoot to break open or by shooting a certain enemy. Move the crosshairs over the item to retrieve it.

**Big Gun**

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

**X2 Bonus**

You earn double 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 five seconds.

**Bullet Plus**

You get 30 bullets.

**Banana Bunch**

Replenishes the life gauge by one.


 Game Settings

Customize the settings for the game. Select **Game Start** when ready.

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

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

## Monkey Dogfight

Up to four players can fly in the air and shoot at each other. Select Normal Mode to fight for points until the time runs out, or Survival Mode to fight down to the last monkey.

## Controls

- left analog stick ↓ : Ascend ↑ : Descend  
 ← → : turn left/right
- ⊗ button Fire bullets
  - ⊙ button Fire missile
  - L1 button Decrease speed
  - R1 button Increase speed

## ● Dogfight

Use the left analog stick to fly the monkey. Press the R1 button to speed up, and the L1 button to slow down. The sight changes to a crosshair when an enemy is close enough to hit. 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.



## Items

**Banana**

Replenishes your life gauge a little.

**Pineapple**

Adds five missiles.



## Game Screen



## Game Settings

Customize the settings for the game. Select **Game Start** when ready.

**Time Limit** (3 min/5 min/10 min) \*Only for Normal Mode  
 Select the time limit for the game.


**COM** (ON/OFF)

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



## Monkey Soccer

Soccer game for up to four players. Choose Exhibition Mode to play a friendly match, Tournament Mode to see how far your team can get, or PK Mode to enjoy a penalty kick shootout.

 Controls

## Exhibition / Tournament Mode

- left analog stick** Move monkey (one with arrow above)
- X button** Shoot (with ball)/Dash or tackle (without ball)
- button** Pass (with ball)/Dash or tackle (without ball)
- L1 R1 buttons** Change strategy

\*: See below for the controls in Penalty Kick Shootout (PK Mode).

## ● Pass &amp; Shoot

When you have the ball, press the X button to shoot, or the ○ button to pass. When you don't have the ball, press either the X or ○ button to dash and tackle. Pass to your teammates, and shoot for the goal.

## ● Changing Strategies

You can order your team to be more offensive or defensive. Press either L1 or R1 button to change your team strategy.


## ● Penalty Kick Shootout


When kicking, use the left analog stick to approach the ball. As you reach the ball, use the left analog stick to determine the direction of the kick.

When you're defending the goal, your opponent will automatically shoot, so use the left analog stick ←→ to block their shot.



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

 Game Screen

 Game Settings

Customize the settings for the Exhibition and Tournament Mode. Select **Game Start** when ready.

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

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 to 5)

Determines the level of COM team from 1 (weak) to 5 (strong).

## Monkey Baseball

Choose Exhibition Mode to play one ball game, or enter a four player tournament and become the champion of the Monkey Baseball series.



### Basic Rules

#### ● Wheel

Press the **X** button to stop the Wheel that appears every inning before your first at bat and determine the field layout – position of pockets and jump boards. If the arrow lands on a blank space, a normal shift will be in effect.



#### 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.



#### Center Shift

Extra base hit pockets shift towards the center, and all jump boards appear on the center 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

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

#### ● Extra Innings & Draw Game

If the score is tied at the end of the **Number of innings** set (via Game Settings), the game will go into extra inning(s). The game will end in a draw if tied at the end of 12th inning.

#### ● 10-Run Mercy Rule

When this rule is enabled (via the Game Settings), 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.



### Game Screen & Controls



#### Pitching

- left analog 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
- X button** Pitch (roll) the ball
- L1 R1 buttons** Change defensive position

#### Batting

- left analog stick** Move the batter's position
- X button** Swing the bat



### Game Settings

Customize the settings of the game, and select **Game Start** to begin.

#### Bat first (1P/COM/RANDOM)

Determines which player bats first.

#### Number of innings (1 to 9)

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

#### Com level (1 to 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.

## Monkey Tennis

Go one-on-one against a friend or a COM player in the Singles Mode, or play a two-on-two match with or against friends in the Doubles Mode. Enter the single player Tournament Mode and win all four matches to become the Monkey Tennis champion.



## Basic Rules

### ● Tennis Rules

The game starts by serving the ball with either the or button. Return the ball to the opponent's side of the court — win a point if the opponent cannot return the ball, and lose a point when you fail to return the ball to the other side of the court.

### ● Scoring in Tennis

In Tennis, first three points are scored 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 (**deuce**), you must take two points in a row to win the game.

### ● Winning a Set

To win a set, you must win the **Number of games** set via Game Settings with at least a two game difference.

### ● Tie Break

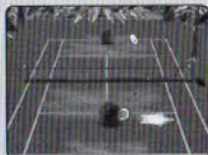
If the number of games won is tied at the **Number of games** set via Game Settings, the set goes into a Tie Break.

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

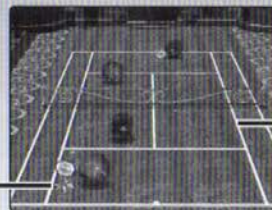
**Note:** If Tie Break is disabled in Gameplay Settings, the game will continue with normal rules until one player takes the next two games.

### ● Smash Mark

Depending on the returns you receive, there will be a Smash Mark displayed on the ground. Stand on the mark and hit the ball to return a powerful smash.



## Game Screen & Controls



Sideline for  
Singles Match

Sideline for  
Doubles Match

<b>left analog stick</b>	Move monkey/direction of the shot
<b>button</b>	Top Spin (fast and high return)/Serve
<b>button</b>	Slice Spin (slow and low return)/Serve
<b>button</b>	Lob
<b>button</b>	Display score



## Game Settings

Customize the settings of the game, and select **Game Start** to begin.

### **Number of games** (2 to 6)

Determines the number of games needed to win a set.

### **Number of sets** (1/3/5)

Determines the number of sets needed to win the match.

### **Com level** (1 to 5)

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

### **Tie Break** (ON/OFF)

Enables/disables the Tie Break.



## **Replay**

Watch or delete replays saved on the memory card (8MB) (for PlayStation®2). When watching a replay, press the **○** button to pause/unpause. While paused, press the **×** button to play one frame at a time. Press the **○** button to return to the Replay Menu Screen.

## **Gift**

Access extra features, when the conditions for unlocking them have been fulfilled.

## **Rankings**

View your best records in each mode.

## **Game Data**

Load the previously saved Game Data from the memory card (8MB) (for PlayStation®2), or save the current Game Data to it. You can also turn **ON/OFF** the Autosave feature.

## **Controller**

● **Vibration Function**  
You can turn **ON/OFF** the vibration function separately for all 4 controllers.

## **Game Screen**

● **TV monitor**  
Select the horizontal/vertical ratio of the game screen for your TV monitor (**4:3 Normal/16:9 Wide**).

● **Split Screen**  
On 3-player simultaneous split-screen games, choose either to have one wide area for a selected player, or have Live Action Camera displayed on vacant space.

## **Sound Settings**

Change the sound output of the game (**Stereo/Monaural**).



### **SEGA of America**

#### **President**

Hide Irie

#### **Director of Development and Localization**

Osamu Shibamiya

#### **Localization Producer**

Jason Kuo

#### **Vice President of Entertainment Marketing**

Scott A. Steinberg

#### **Product Marketing Manager**

Mark J. Polcyn

#### **Associate Product Marketing Manager**

Teri Higgins

#### **Creative Services Specialist**

Chris Mowry

#### **Public Relations**

Bret Blount

Ethan Einhorn

#### **Director of Web Development**

Chris Olson

#### **Web Team**

Bridget Oates, Ricky Viray, David Fung, Leri Greer & Rodwin Pabello

#### **Special Thanks**

Rob Lightner, Noah Musler, Sue Hughes, Keith Gerhardt, Mike Kacz, Chris May, Tom Dudley, Lisa Mares, Diane Stainer, Becki Hanan, Becky Wright, Nickie Rearden, Craig Mitchell & Jim Cotter

#### **Packaging**

Moore Design Group



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