SUPER MONKEY BALL ADVENTURE

SEGA

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.

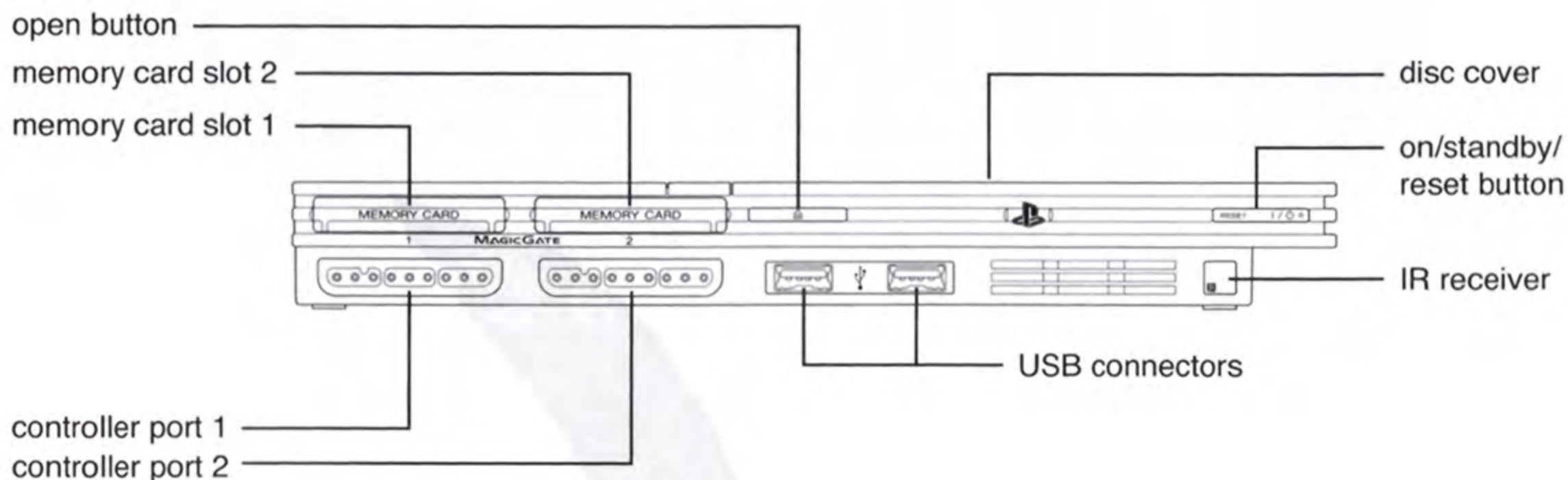## HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- 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.

SUPER MONKEY BALL ADVENTURE

Thank you for purchasing *Super Monkey Ball Adventure*™.
Be sure to read this instruction manual thoroughly before you start the game.

open button
memory card slot 2
memory card slot 1

MEMORY CARD
MEMORY CARD
MAGICGATE
1
2

disc cover

on/standby/
reset button

IR receiver

USB connectors

controller port 1
controller port 2

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 Adventure*™ 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)

Super Monkey Ball Adventure™ is a memory card (8MB)(for PlayStation®2) compatible game memory card (8MB)(for PlayStation®2) sold separately. Please insert the memory card (8MB)(for PlayStation®2) into MEMORY CARD slot 1 before you turn ON the game. You will be prompted to create a new Game Data the first time you play. 140KB of free space is required to create Game Data.

WARNING: This title uses an autosave feature. Insertion of a memory card (8MB)(for PlayStation®2) after boot up may result in data being overwritten.

This title supports English, French, Italian, German and Spanish languages. Please select your preferred language from the console's System Configuration Menu before commencing play.
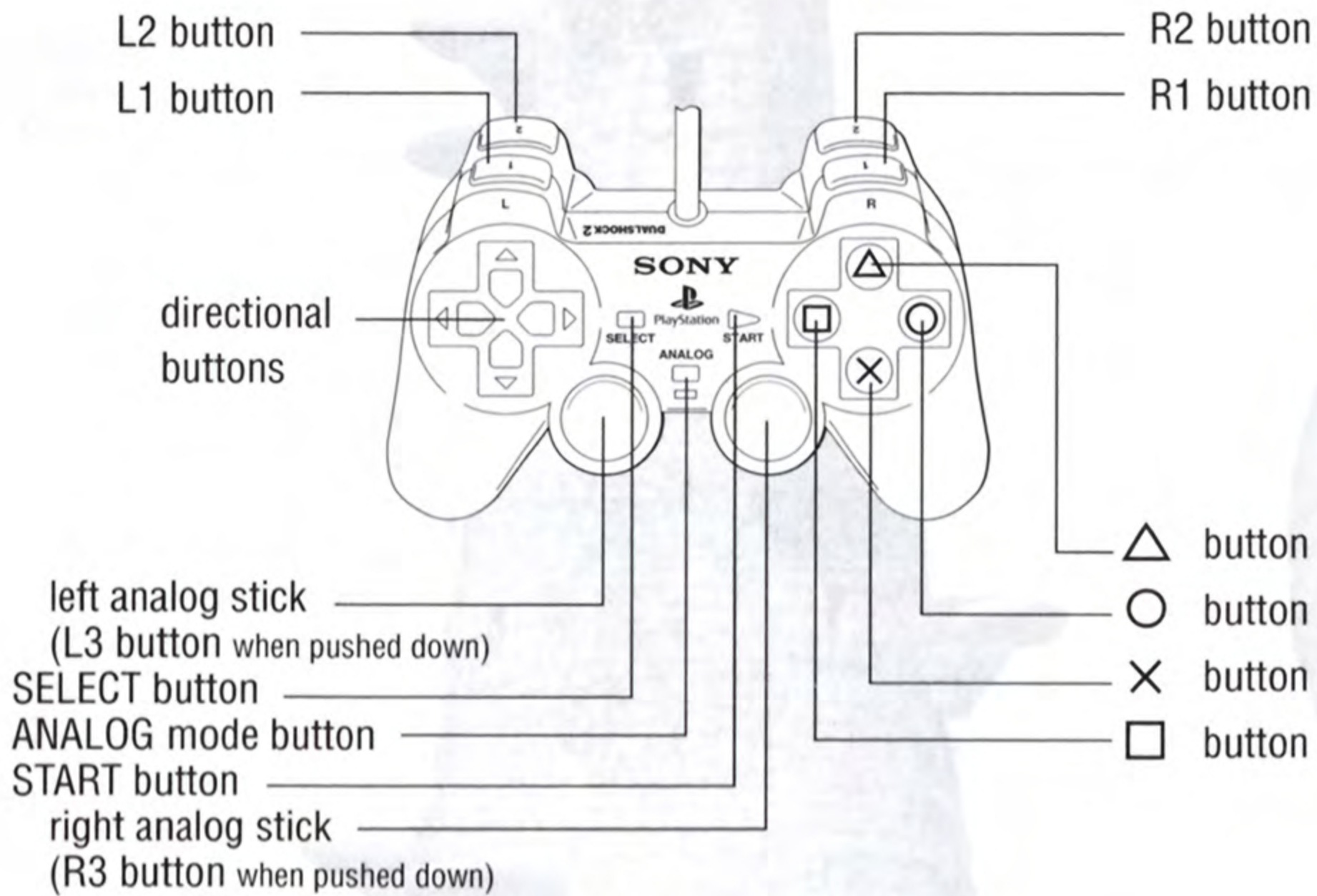
To save Game Data and progress, insert a memory card (8MB)(for PlayStation®2) into the MEMORY CARD slot 1 of the PlayStation®2 computer entertainment system. Saved Game Data can be loaded from the same memory card (8MB)(for PlayStation®2) or any memory card (8MB)(for PlayStation®2) containing previously saved Game Data. *Super Monkey Ball Adventure*™ requires up to **140**KB free space to save Game Data.

Note that *Super Monkey Ball Adventure*™ utilizes an Autosave system, so inserting a different memory card (8MB)(for PlayStation®2) 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 card (8MB)(for PlayStation®2) while Game Data is being saved or loaded.

DUALSHOCK®2 ANALOG CONTROLLER CONFIGURATIONS

L2 button

L1 button

R2 button

R1 button

directional buttons

△ button

○ button

✕ button

□ button

left analog stick
(L3 button when pushed down)

SELECT button

ANALOG mode button

START button
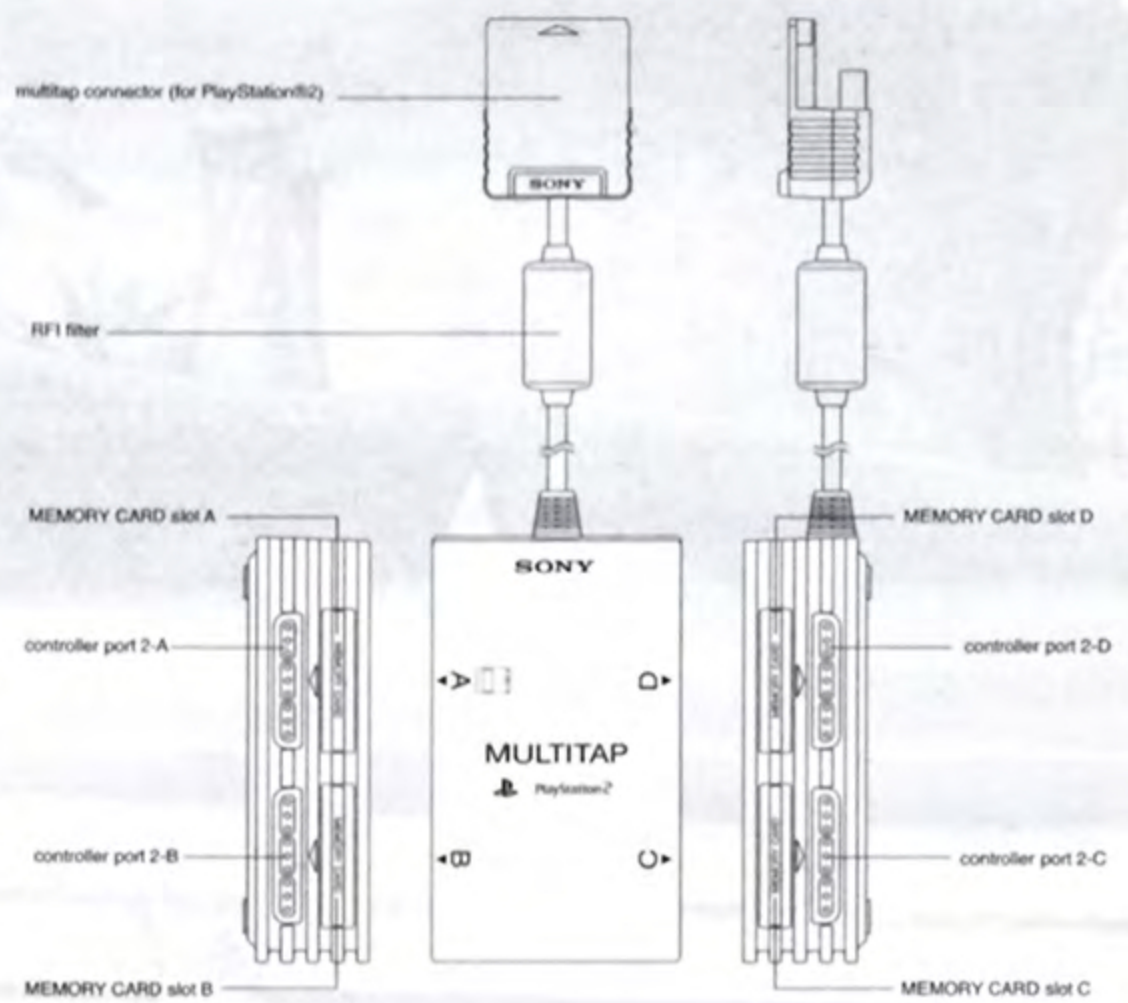
right analog stick
(R3 button when pushed down)

Super Monkey Ball Adventure is a one to two player game compatible with the DUALSHOCK®2 analog controller. Connect the controller port 1 and controller port 2 for up to two players respectively.

MULTITAP (FOR PLAYSTATION®2)

For a three to four player game, connect the Multitap (for PlayStation®2) to controller port 1, then connect the controllers for players two to four in order from controller port 1-A to 1-D.

The Multitap (for PlayStation®2) must be connected to controller port 1 for it to be used. When the Multitap (for PlayStation®2) is connected to controller port 1, ALL players must be connected via the Multitap (for PlayStation®2) (none in controller port 2). When using the Multitap (for PlayStation®2), player 1 must be in controller port 1-A, 2 in 1-B, 3 in 1-C and 4 in 1-D. If you want a 3-player game, controller ports 1-A, 1-B and 1-C must have a DUALSHOCK®2 analog controller inserted. You can't use controller ports 1-A, 1-C and 1-D for instance.

multitap connector (for PlayStation®2)

RF1 filter

MEMORY CARD slot A

MEMORY CARD slot D

controller port 2-A

controller port 2-D

MULTITAP

controller port 2-B

controller port 2-C

MEMORY CARD slot B

MEMORY CARD slot C

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

To use this option first ensure you have a memory card (8MB)(for PlayStation®2) inserted in the PlayStation®2 computer entertainment system, and a Memory Stick Duo™ inserted in the PSP® system. Connect your PSP® system to your PlayStation®2 computer entertainment system with a USB cable. Select Game Data from the Options Menu on the PSP® system and select Send Game Data (to send Game Data to the PlayStation®2 computer entertainment system) or Receive Game Data (to save Game Data to the PSP® system). Then select which save file you wish to send. The game will then transfer the data from one console to the other. Once the data has been transferred please select a save file to which the 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 5)
Party Games (see page 9)
Challenge Mode (see page 18)
Options (see page 18)

MENU CONTROLS

directional buttons OR left analog stick: Choose menu items, change settings.

❌ button: Select.

🔺 button: Cancel / go back.

Highlight the option you wish to change and use the left and right directional buttons to change the setting. Press ❌ button to proceed.

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.

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 the Pause Menu you can select the Options Menu that has the following options:

Graphics: Here you can turn the widescreen on and off, and center the screen.

Vibration: Here you turn the vibration on and off.

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

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

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:

← : Movement.

→ : Camera Control.

❌ button: Context Sensitive, activates Chant Mode.

When in Chant Mode, pressing ❌ button again will redial the previously called chant.

◉ button: Talk to characters.

▣ button: Brings up your Banana Counter and Joy Meter.

▲ button: 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 learned 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.

HEADS UP DISPLAY
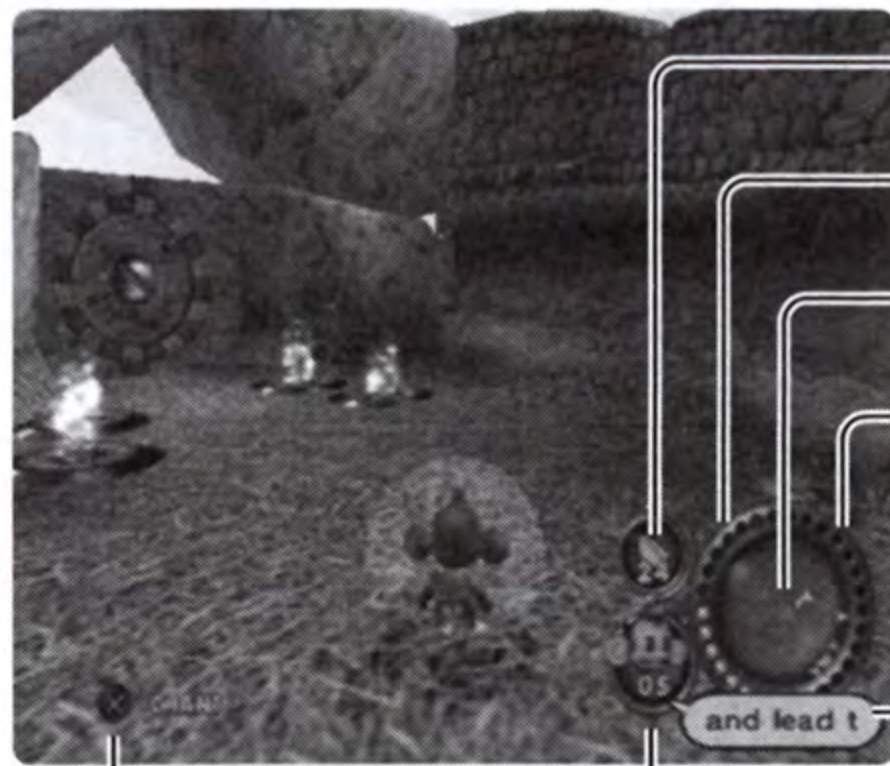
BANANA COUNTER

ALTIMETER

RADAR & COUNTDOWN TIMER

SPEEDOMETER

HINT TEXT

JOY RAISED IN THIS KINGDOM

CONTEXT SENSITIVE ACTIONS

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.
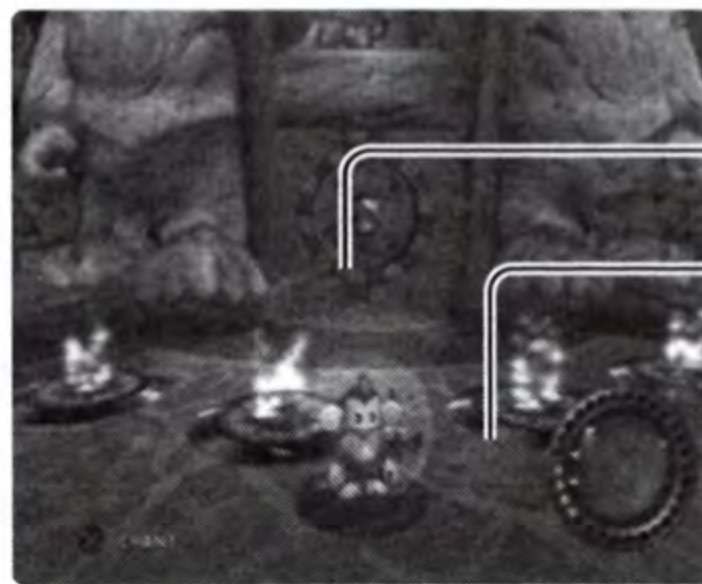
PUZZLE GATE

PUZZLE PADS

To select a puzzle, roll your chosen monkey onto the pad and press ⊗ 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.

The Super Monkey Ball is a magic device that can change its properties to suit a players 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 ✖ button.

At this point four magical monkey words appear.
You select the desired word by moving the left analog stick or relevant directional buttons in the direction it appears on screen.
✖ button: Redials the last chant used.
▲ button: 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 ▲ button 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 learned.

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.

< 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.

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.

CURRENT
LAP TIMES

LAPS
CURRENT/ TOTAL

POSITION

OPPONENTS

POWER-UPS

COURSE MAP
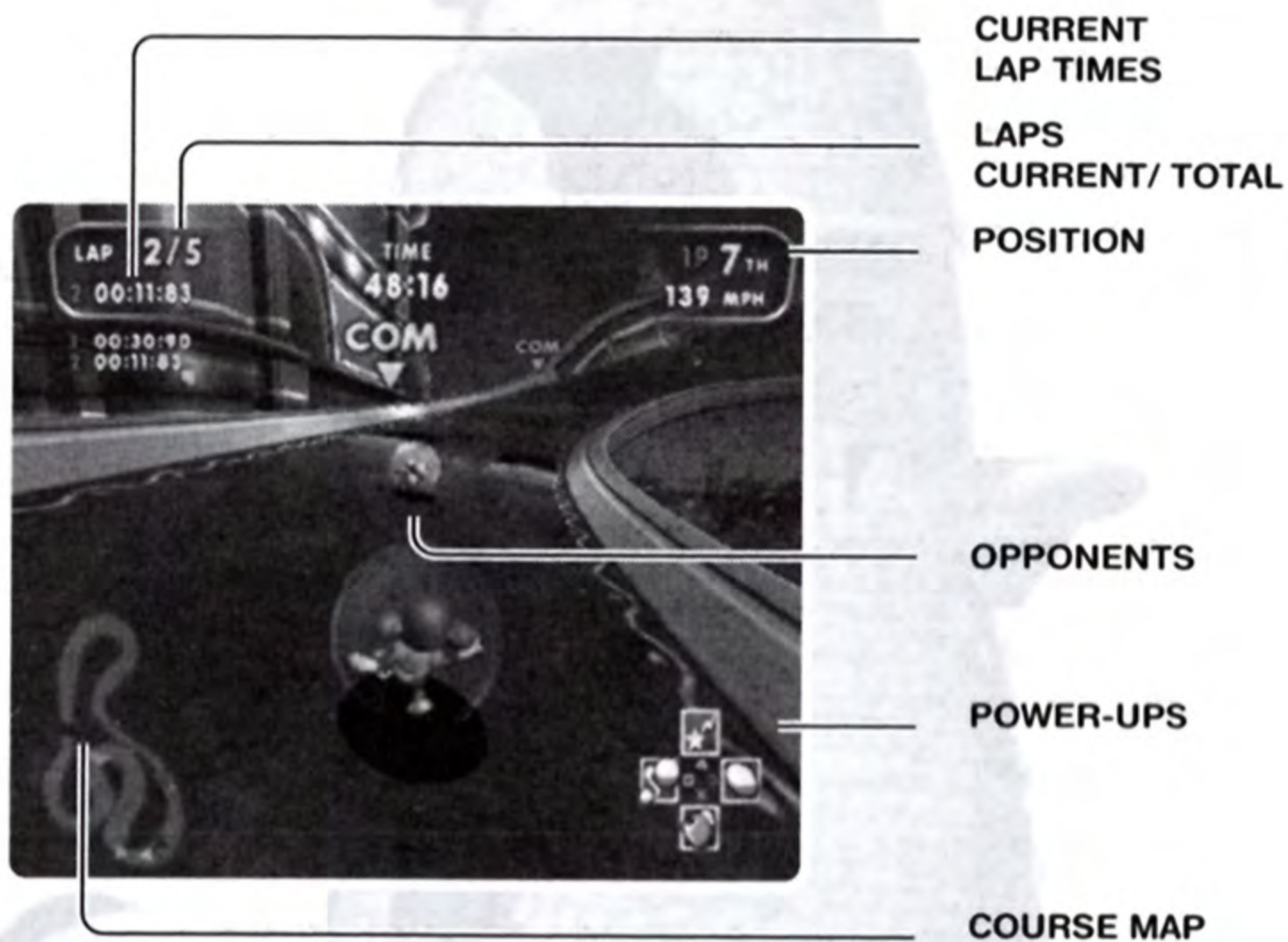
GAME MODES:

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

Grand Prix: Beat your opponents over a number of events to end up 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.

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.

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

EggBall: 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.

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 around the track.

✖, ▲, ◉ and ■ use power-ups.

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

From here you can select the following options:

Return to game: Select this to continue the game.

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…

SCORE

SPEED

WIND SPEED

ALTIMETER

COLLECTED
POWER-UPS

ROUND

RADAR
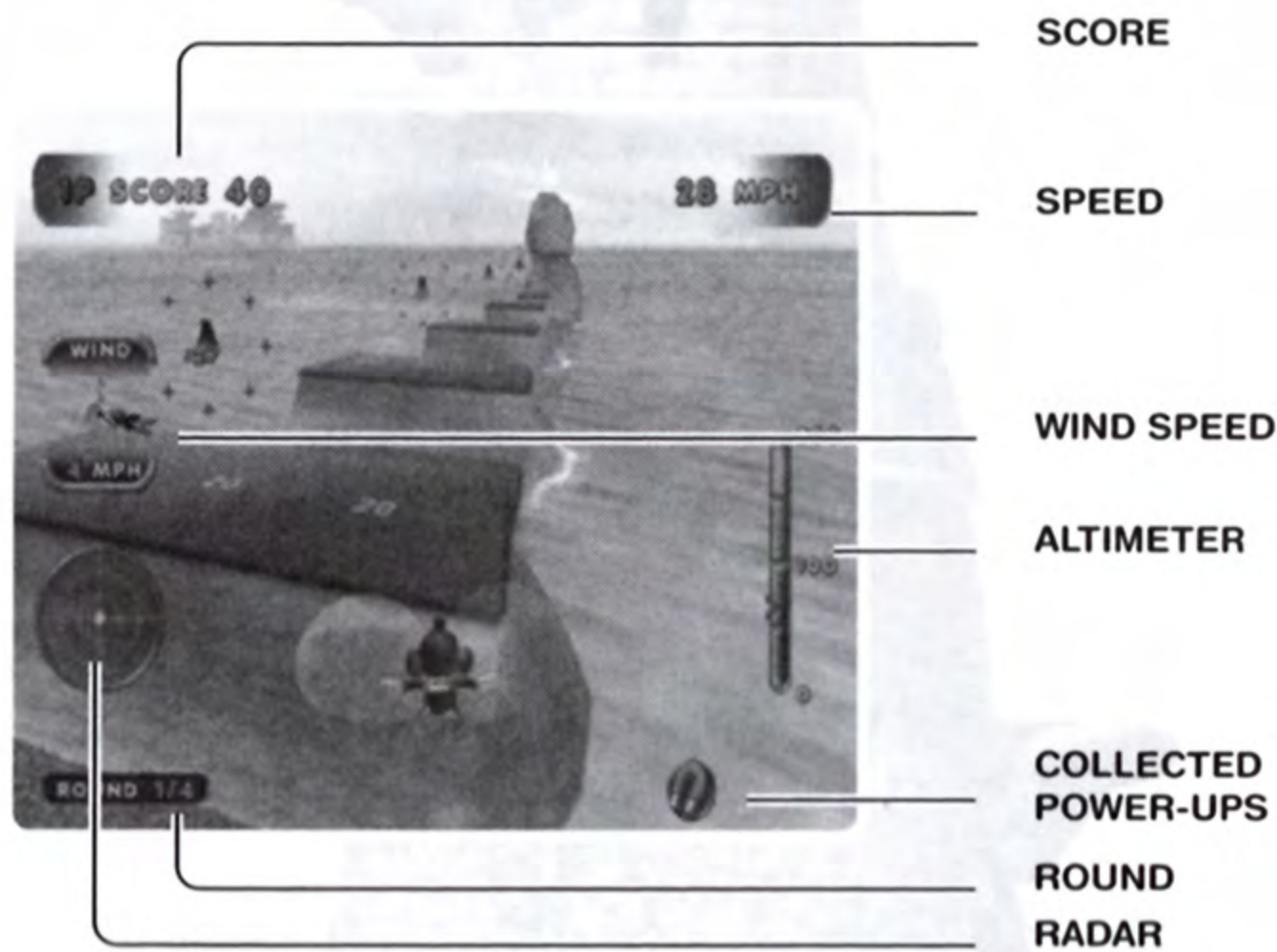
GAME SETUP:

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:

MagnetBall: 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.

BANANA BUNCH
Adds 10 points to
your score

COLLECTED
POWER-UPS

GEYSERS
Gives you a height boost

11

CONTROLS:

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

△ button: 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.

PLAYER 1'S SCORE
TIME REMAINING
PLAYER 2'S SCORE
COLLECTED POWER UPS
COLLECTABLE POWER UPS
PLAYER 4'S SCORE
PLAYER 3'S SCORE
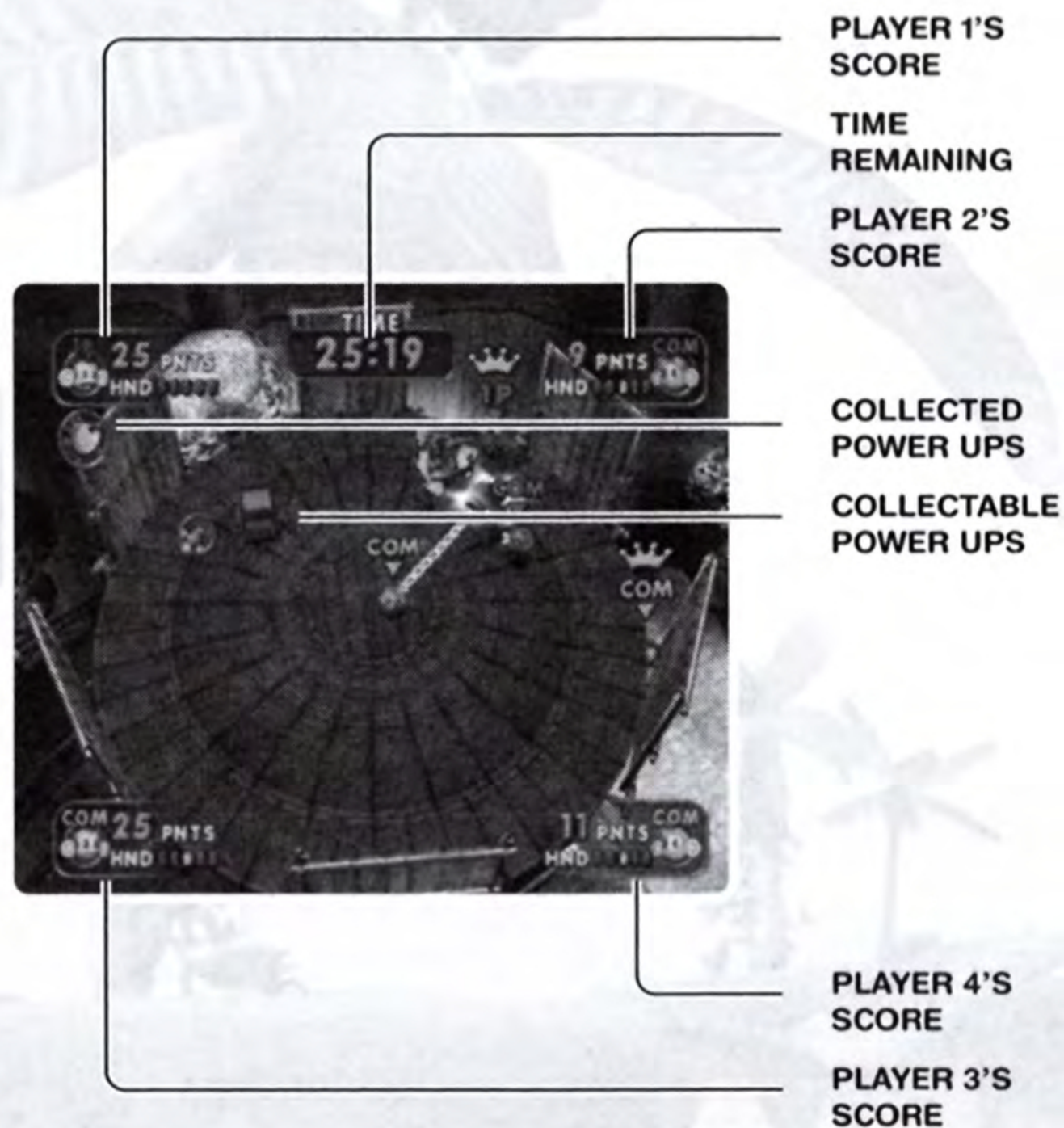
GAME MODES:

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 the ⊗ button to spin around punching all opponents within your spinning area.

Rapid Punch: Hold down the ⊗ button to machine gun punch your opponents.

CONTROLS

left analog stick: Moves the player around the level.
⊗ button: Press to punch.
◎/◼ button: 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.
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.
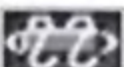
Wrecking Ball: This tethers the ball to the flag of another castle, bumping into it and causing damage.

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:

BRICKS COLLECTED

WARNING CASTLE LOW

TIME REMAINING

CASTLE HEIGHTS

COLLECTABLE POWER-UPS

COLLECTED POWER-UPS
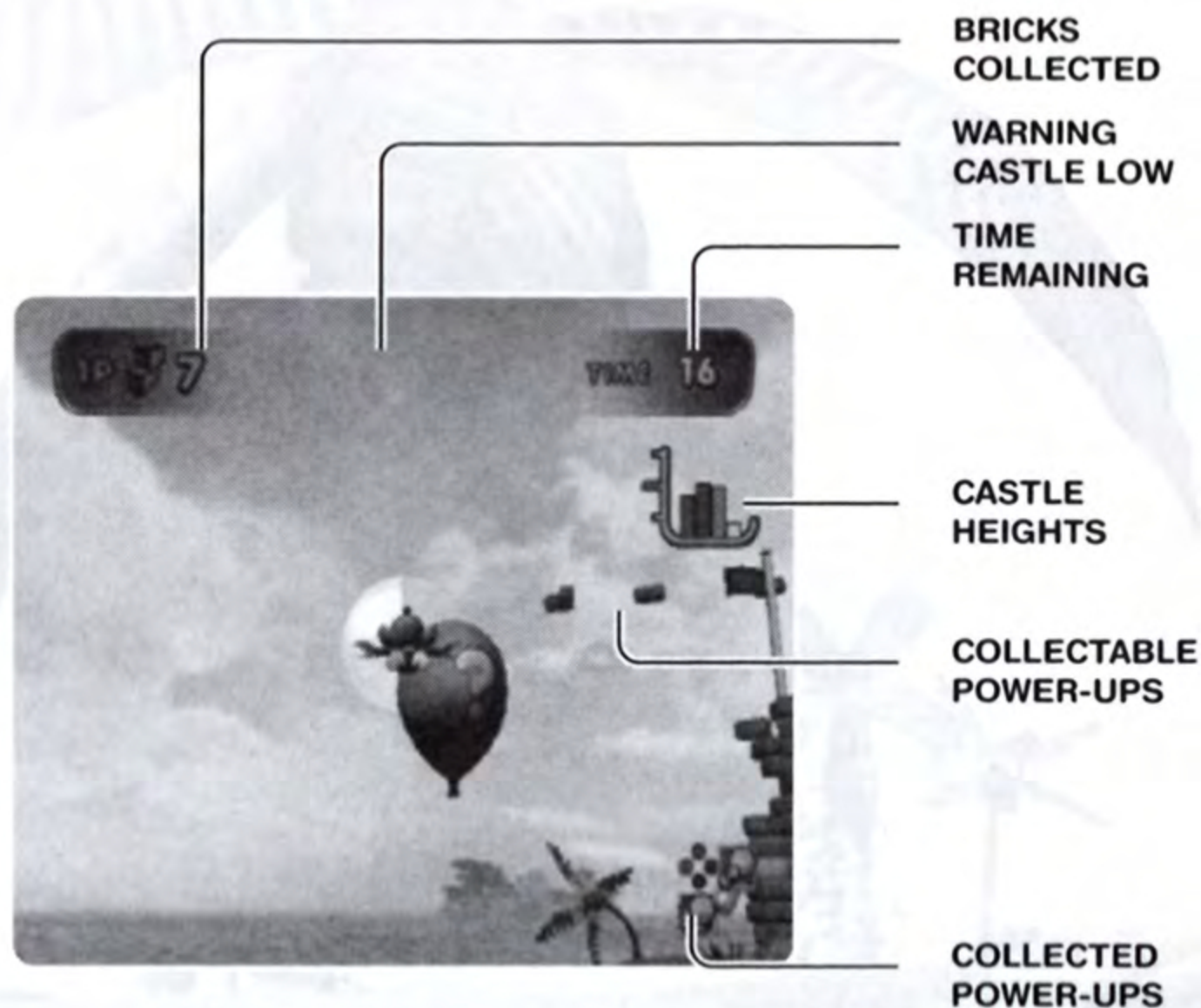
CONTROLS:

left analog stick: Moves the cannon's aim.
R1: Zooms in on a target.
L1: looks at your own castle.
✗: fires the ball.
To use power-ups press the associated button while in flight if available. Experimentation could provide some interesting results!
✗: Blast Ball
▲: Wrecking Ball
■: Rapid Fire
●: Scalar Ball

BUILD PHASE:

BRICKS
COLLECTED

TIME REMAINING
THIS ROUND

CASTLE
HEIGHTS

POSITION OF
OTHER CASTLES

SPECIAL BRICK
CURSOR

CONTROLS
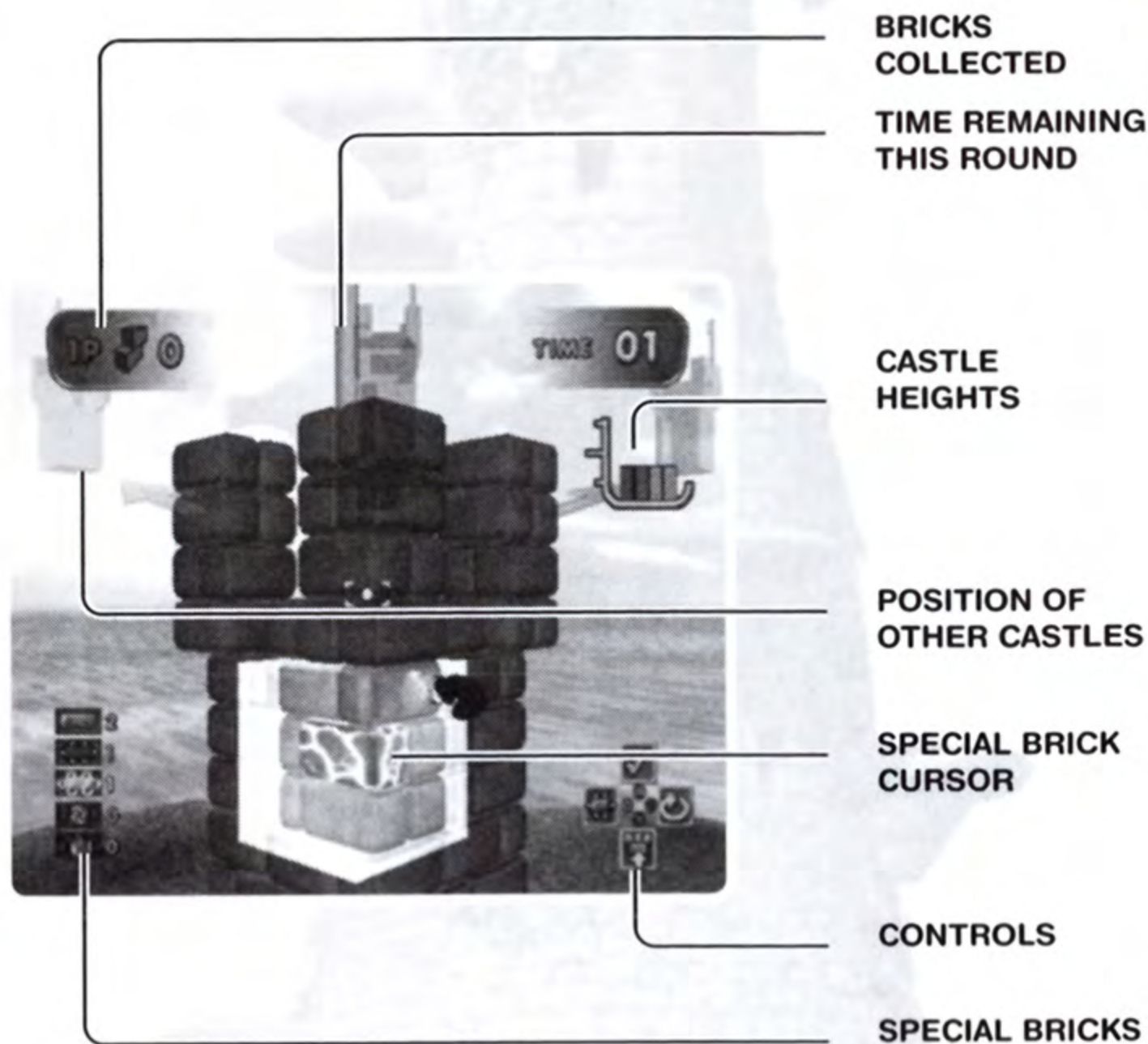
SPECIAL BRICKS

CONTROLS:

left analog stick: Moves the castle around and highlights individual bricks.

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

⊡ button: Cycles through collected special bricks in the highlighted position.

▲ button: Quit the Fortify Phase and you're ready for action!

◉ button: 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 color. The winner is the one with the most squares!

PLAYER 1'S
SCORE

PLAYER 2'S
SCORE

COLLECTED
POWER-UPS

COLLECTABLE
POWER-UPS

PLAYER 4'S
SCORE
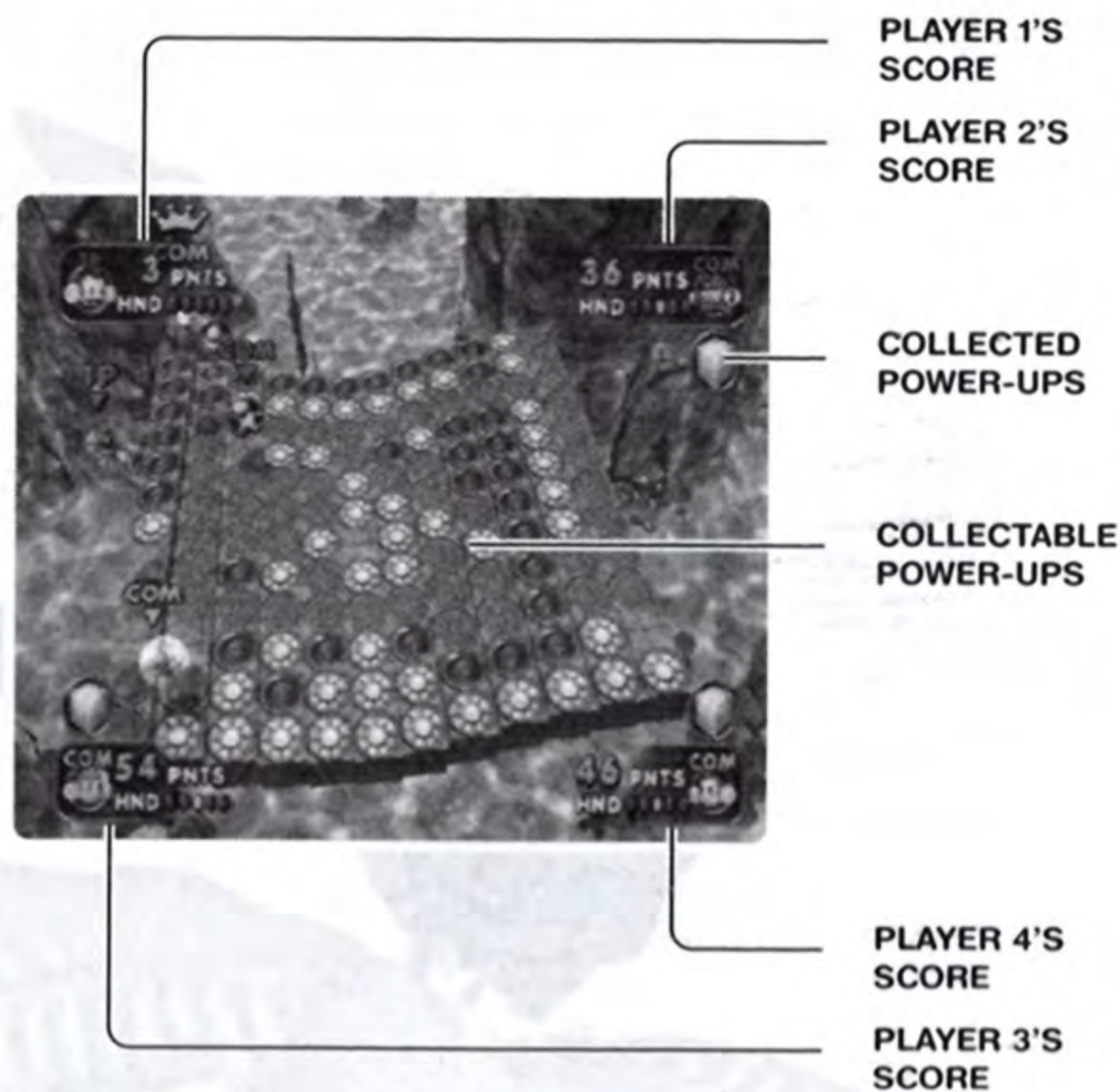
PLAYER 3'S
SCORE

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:

left analog stick: Moves the bouncing ball 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 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!

SCORES

COLLECTABLE
POWER-UPS

TIME
REMAINING

GOAL

COLLECTED
POWER-UPS
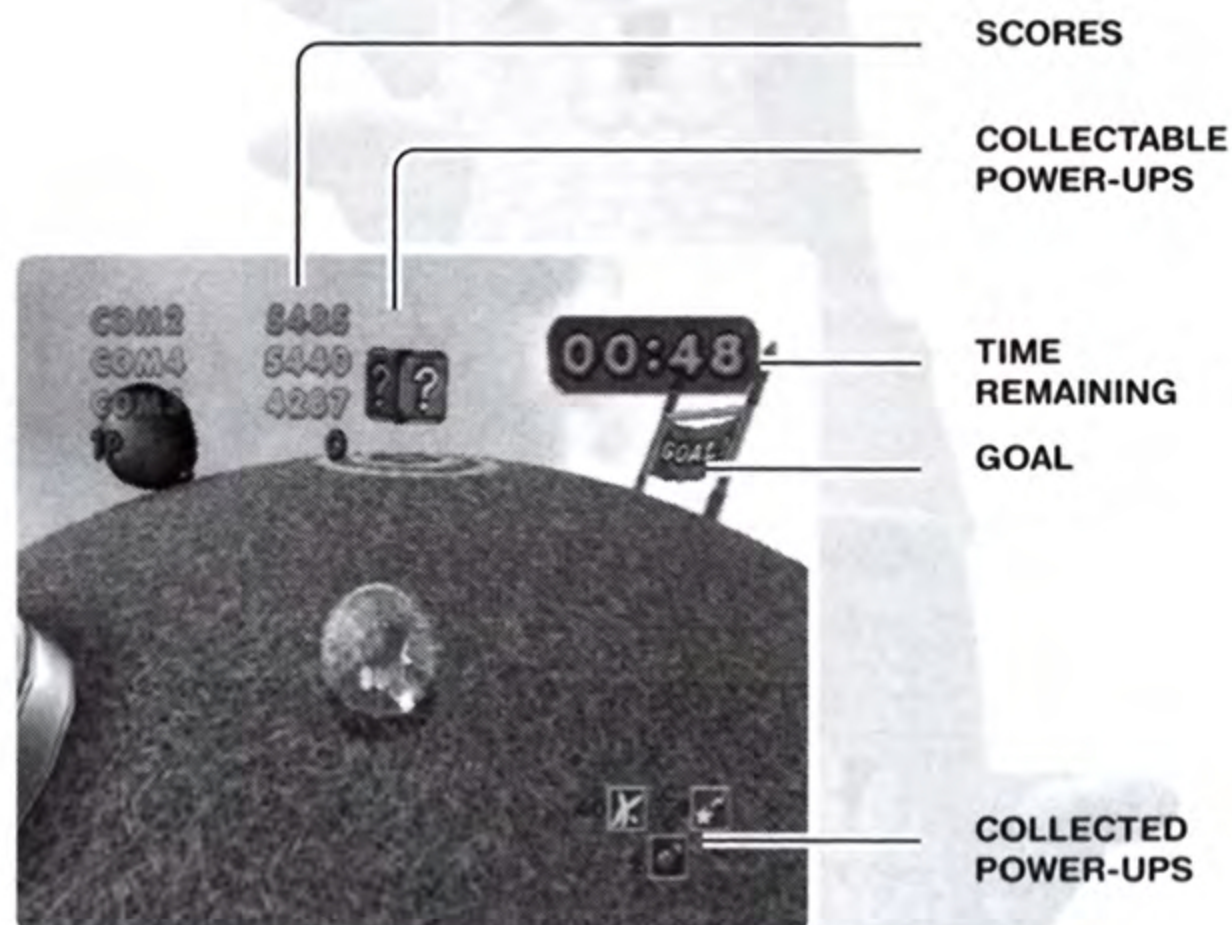
GAME MODES:

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.

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:

left analog stick: Makes you move around the level.

◉ button: Uses Banana Blast if available.

✕ button: Uses Bowling Bomber if available.

◉ button: 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 Main Menu.

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.

SCORE

GOAL

BANANAS COLLECTED

SPEED

TIME REMAINING

LIVES REMAINING

MAP
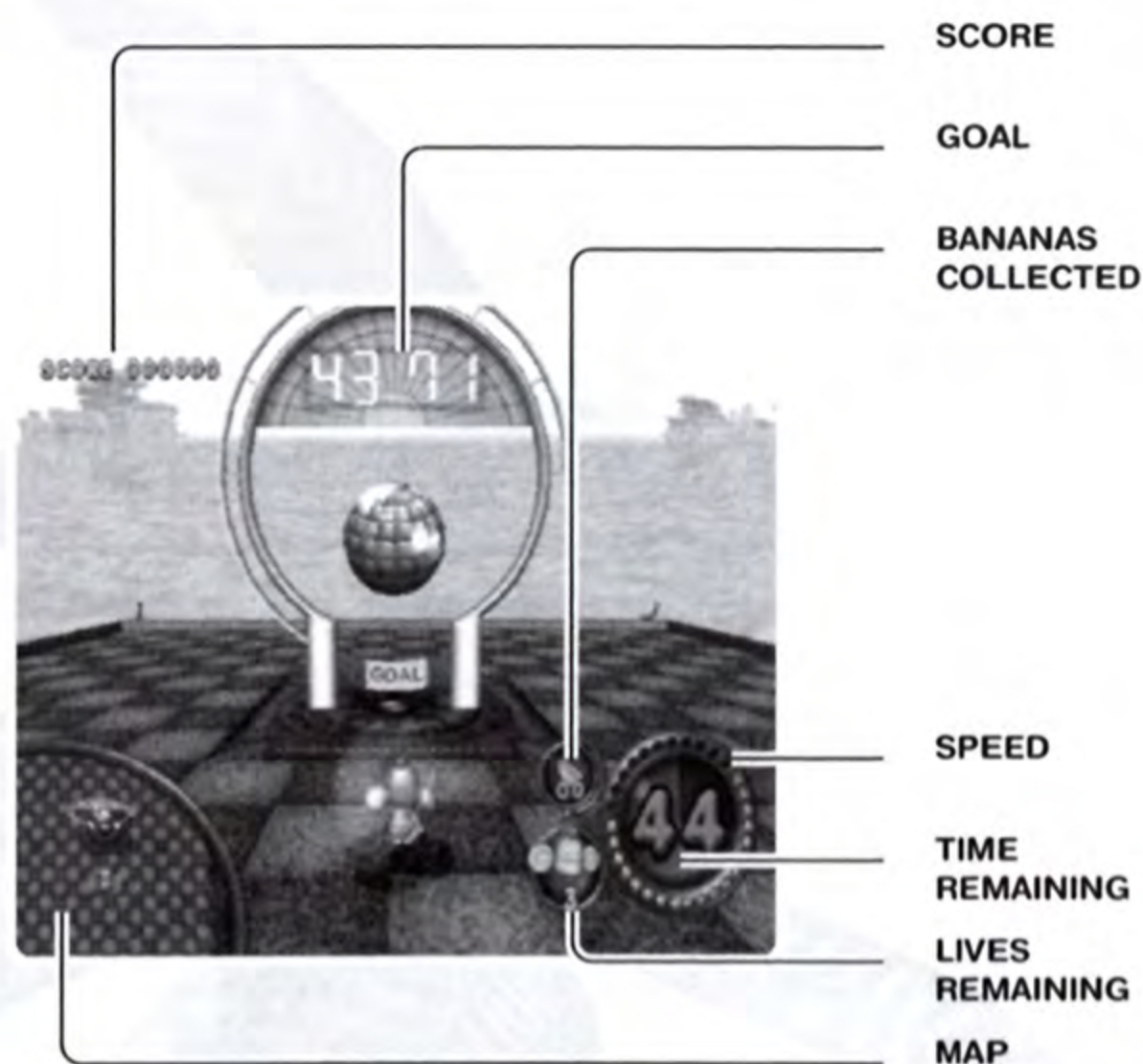
PUZZLE REALM CONTROLS:

left 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 the PlayStation®2 computer entertainment system.
GRAPHICS:

Here you can turn widescreen on and off, and center the screen.
VIBRATION:

Here you turn vibration 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.

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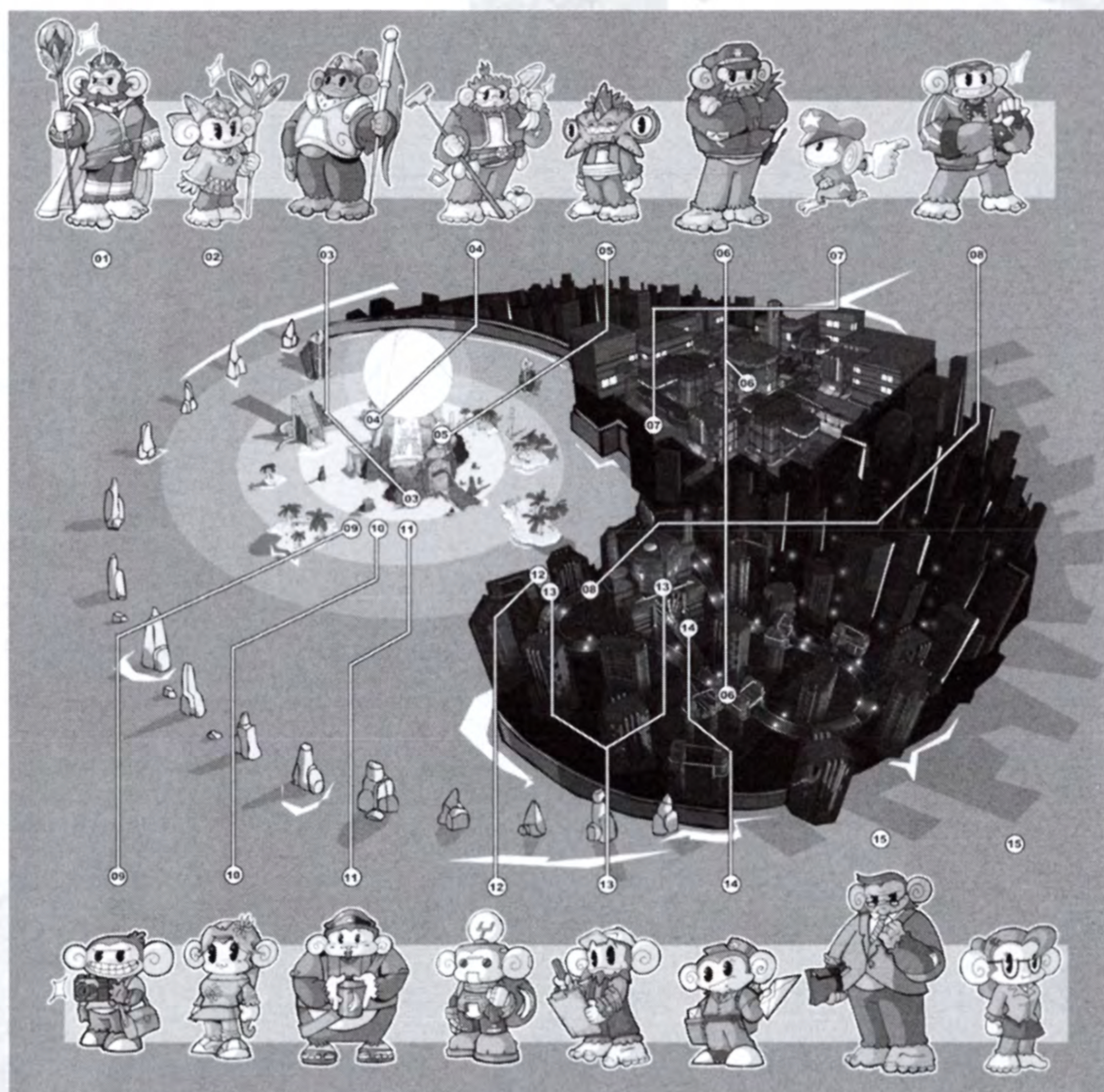
1 King Kon-kon
2 Queen Cha-cha
3 Help the guard stop the Robochimps
4 Digdig needs his plants watered
5 Assist Jeck-jeck with the noise towers
6 NeeNAW needs to stop the monster invasion
7 Aid NikNIK in releasing the pressure from the noise factory outlets
8 Do you want to join VinVIN's gang?
9 Sisi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

MOONHAVEN
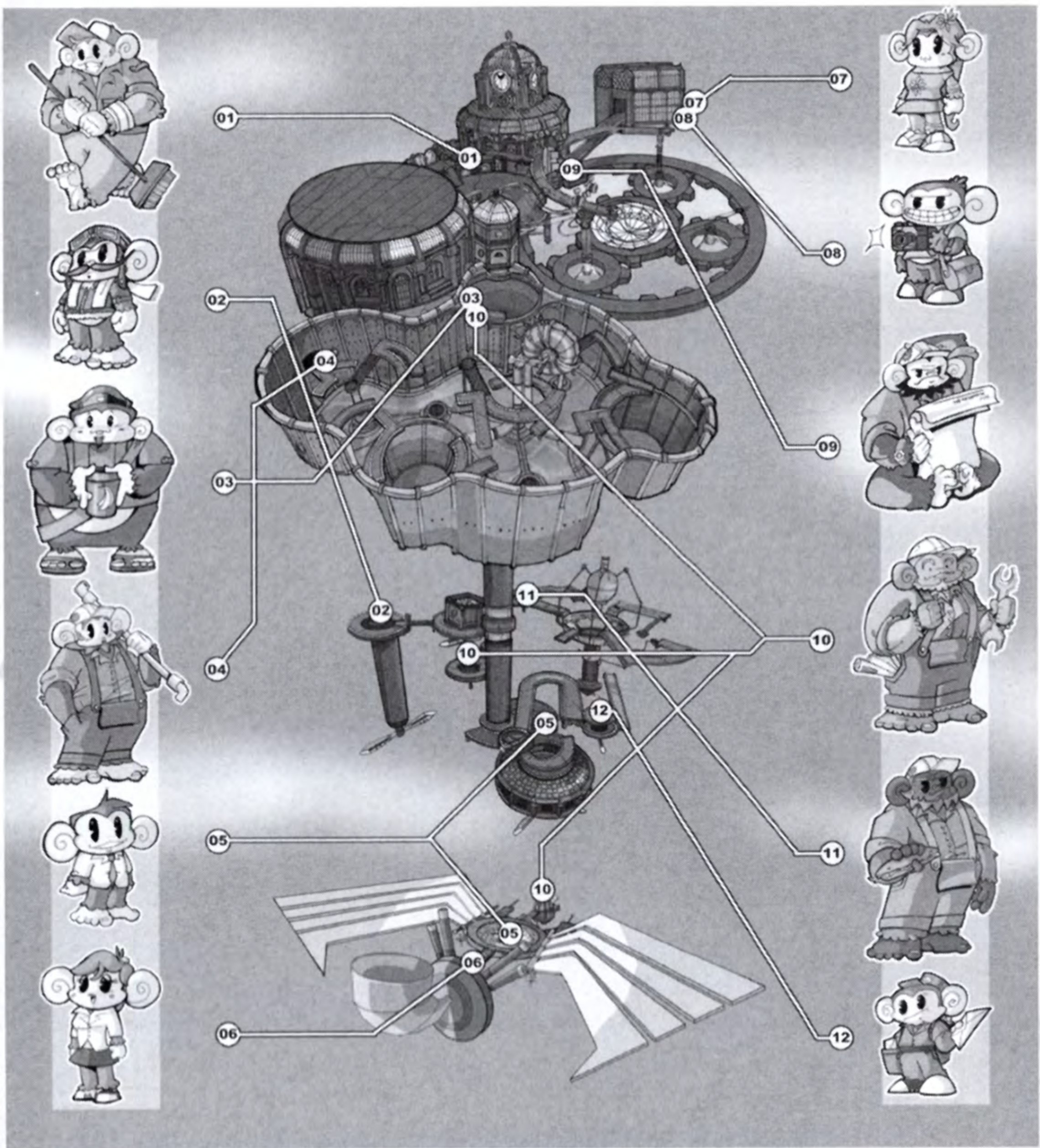
1   Mo d'Mo is in a sticky situation and has too much work to do
2   Help Captain Si'mian with his next expedition
3   Makmak
4   Engineer Wu'wu can't free the water pumps
5   Eee'nee has great ideas on how to repair the angry automatons
6   Ch'chi needs help freeing the children on her tour
7   Paipai
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

JUNGLE ISLAND
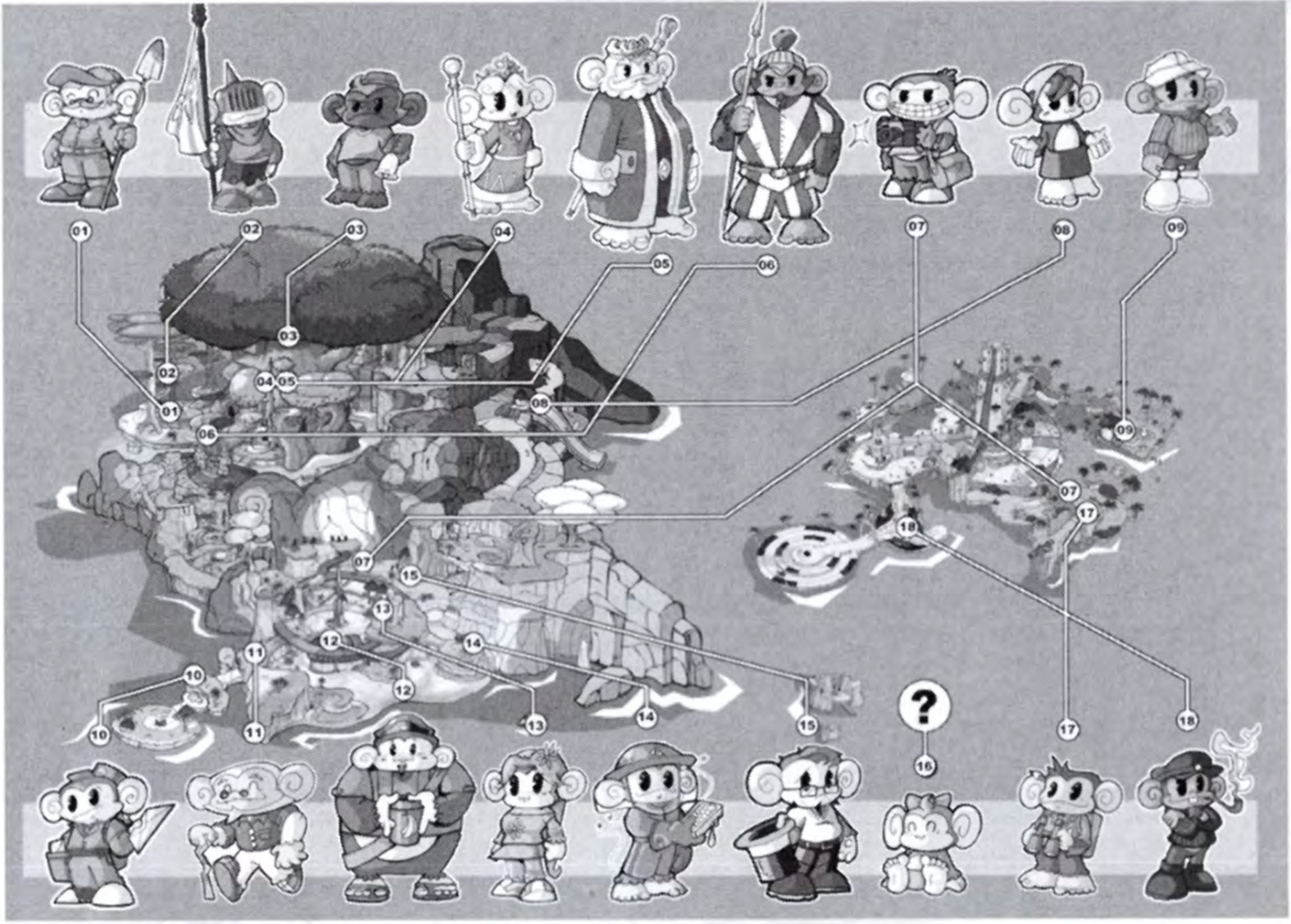
1   Help Dugdug maintain the royal garden's flowers
2   Sleeping guards
3   Bongbong cannot wait to let everyone know about the big day
4   Queen Jenjen
5   King Junjun needs you to get to the bottom of all this trouble
6   Gargar needs to give his troops a wake up call
7   Sisi
8   Mermer can't let 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
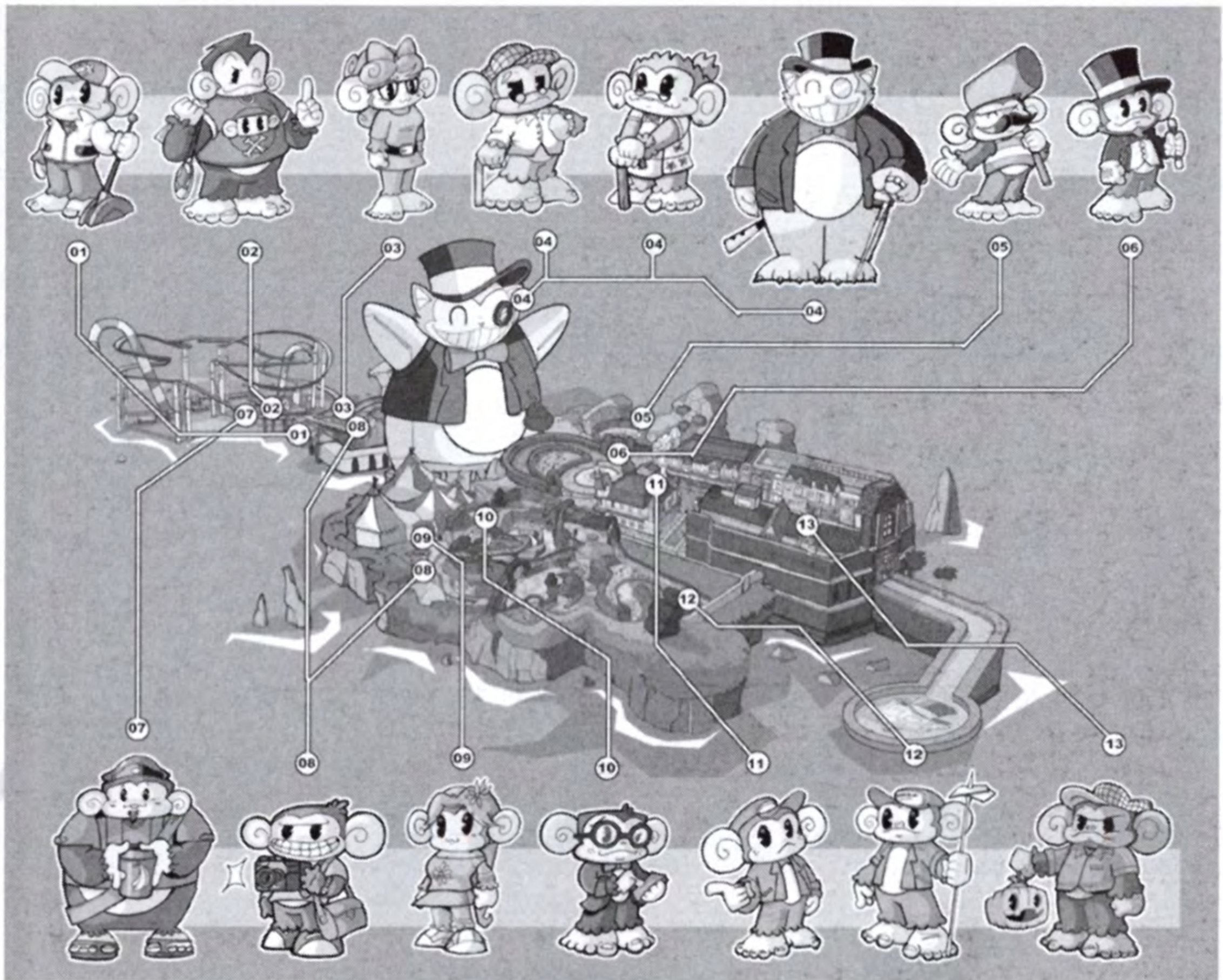
1   Whe d'Whe needs help with the rollercoaster
2   You think you can beat Boomboom's machine?
3   Sumsum's lost her pupils
4   The people behind the park, Pa d'Kee, Ma d'Kee and the famous Fatcat
5   Po d'Pow is the strongest, it would take a big monkey to beat him
6   Roll up, roll up. See Duv d'Duv's 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 Klikoff/
Kyle Uberman/Steve Fleming/Eric Wang/Sam Carion
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VP of Marketing - Scott Steinberg
Director of Marketing - Rick Naylor
Senior Product Marketing Manager - Erica
Mason
Associate PR Manager - Denny Chiu
Creative Services - Jen Groeling
Production Specialist - Heather Lucchetti
Special Thanks - Constantine Hantzoupolos/
Eric Koch/Jez Sherlock/Sarah Berridge

TRAVELLER'S TALES - OXFORD

Language Testers - Javier Vidal/Hugo
Sieiro/Giovanni De Caro/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
Hougs/Alan Murta

With Thanks...
Scott Evans/John Evripiotis/Juan Garcia Ramirez/Nic
Ho Chee/Simon Jaques/John McCann/Steve
Oldacre/Ben Powell/Mathew Seymour/Dan Tonkin

SEGA EUROPE LIMITED STAFF CREDITS

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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
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Mastering Technicians - John Hegarty/Jigar Patel
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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/Shaun Leach/Imonena Unude/Stephen
Morrison
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Andac
Standards Testers - Rob Jenkins/Aaron
Wright/Imran Yusuf/Ibrahim Bhatti/Nicky
Kotze/Mike Hanley/Ali Hassan/Shiva Allari
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Wittmaack/Maria Paolo Chironi