

# N·GAGE

# SUPER MONKEY BALL™



N·GAGE [www.n-gage.com](http://www.n-gage.com)  
NOKIA

SEGA® QV™  
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Single Player

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SEGA® QV™

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Printed in \_\_\_\_\_

Package contains one game on one game card. Made in Taiwan.

The information contained in this user guide was written for the \_\_\_\_\_.

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#### EXPORT CONTROLS

This product contains commodities, technology, or software exported from the United States in accordance with the Export Administration regulations. Diversion contrary to U.S. law is prohibited.

Further detailed information is given in the separate user guide. Do not use this guide in place of the complete user guide, which provides important safety and maintenance information.

## FOR YOUR SAFETY

Read these simple guidelines. Breaking the rules may be dangerous or illegal. Read the user guide for your gaming device for further information.



#### SWITCH ON SAFELY

Do not use this product when wireless phone use is prohibited or when it may cause interference or danger. Follow any restrictions or rules in the device's user guide.



#### ROAD SAFETY COMES FIRST

Obey all local laws. Always keep your hands free to operate the vehicle while driving. Your first consideration while driving should be road safety.



#### INTERFERENCE

All wireless devices may be susceptible to interference, which could affect performance.



#### USE SENSIBLY

Use the gaming device only in the normal position as shown in the user guide. Don't touch the antenna unnecessarily.



#### ENHANCEMENTS AND BATTERIES

Use only approved enhancements and batteries. Do not connect incompatible products.

## Important: Safety information about video games

### About photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause photosensitive epileptic seizures while watching video games. These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

**Immediately stop playing and consult a doctor** if you experience any of these symptoms. Adults who allow teenagers (or children) to play the games should watch for or ask their children about these symptoms as they are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by playing in a well-lit room and by not playing when you are drowsy or fatigued. If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

### Play safely

Take a break from playing games at least every half hour. Stop playing immediately if you begin to feel tired or if you experience an unpleasant sensation or pain in your hands and/or arms. If the condition persists, consult a doctor. Use of vibration can aggravate injuries. Do not turn vibration on if you have any ailment in the bones or joints of your fingers, hands, wrists, or arms.

## CARE AND MAINTENANCE

Your game card and game deck are products of superior design and craftsmanship and should be treated with care. The suggestions below will help you protect your warranty coverage and enjoy your game for many years.


- Keep the game card and game deck dry. Precipitation, humidity and all types of liquids or moisture can contain minerals that will corrode electronic circuits.
- Do not use or store the game card and game deck in dusty, dirty areas.
- Do not store the game card and game deck in hot areas.
- Do not store the game card and game deck in cold areas. When the game deck returns to its normal temperature, moisture can form inside the game deck and damage electronic circuit boards.
- Do not attempt to open the game card or game deck other than as instructed in the user guide.
- Do not drop, knock, or shake the game card and game deck.
- Do not use harsh chemicals, cleaning solvents, or strong detergents to clean the game card or game deck.
- Keep the game card out of the reach of small children.

All of the above suggestions apply equally to your game card, game deck, and any enhancement.

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## Inserting the N-Gage Game Card

1 Make sure the N-Gage game deck is switched off. If it's on, press and hold  to switch off the device.

2 With the back of the N-Gage game deck facing you, slide open the cover (Fig. 1).



3 Slide finger into the finger slot, then lift and remove the battery. (Fig. 2)



4 Remove the existing game card or memory card (if you have one fitted).



5 Position the N-Gage game card in its slot. Make sure that the gold contacts of the card are facing down and lined up with the gold contacts on the device (Fig. 3).





6 When you have secured the card in place, replace the battery, then replace the cover by sliding it back into place (Fig. 4).

*Note: SIM card must also be inserted in the N-Gage game deck before a game can be played. Insert SIM card as described in the N-Gage game deck instruction manual.*

## Starting a game

Turn the power switch on.

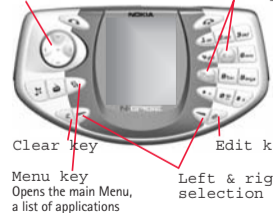
The game icon will automatically appear on the Menu screen once the game card is successfully installed.

Press , scroll to the game icon and press . Now you're ready to start the game.

## Using the N-Gage Controls

Controller key  
8-way navigation.

Press to activate or select



Menu key  
Opens the main Menu, a list of applications

Left & right selection

## Game Objective ...

The object of this game is to roll your monkey ball through the course until it crosses the goal line. Pressing the Controller Key will tilt the floor and send the ball rolling in that direction. Go for the goal as quickly as possible, but be careful not to fall off the track. You must reach a goal within the time allotted for each stage.



## Super Monkey Ball Game Controls ...

### Controller Key

Choose a command

(except during gameplay)

Stage tilt

(Normal Mode and Practice Mode)

Roll the ball

(Monkey Race, Monkey Fight, and Monkey Target)

### Left Selection Key

Select

(except during gameplay)

Display the Pause Menu

(during gameplay)

### Right Selection Key

Command cancel

(except during gameplay)

Display the Pause Menu

(during gameplay)



### 5 Key

Select

(except during gameplay)

Major tilt

(Normal Mode and Practice Mode)

Use item

(Monkey Race)

Punch

(Monkey Fight)

Fly and land

(Monkey Target)

### 7 Key

Command cancel

(except during gameplay)

Minor tilt

(Normal Mode, Practice mode, and Monkey Target)



## Characters . . .

### AIAI

The only thing that AIAI ever thinks about is bananas, bananas and MORE bananas.

AIAI can get over any obstacle as long as he has banana power. AIAI's monkey ball adventures begin with his "A-APE" call.



### MEEMEE

Much more serious than AIAI, MEEMEE really likes AIAI but is a bit worried about his obsession with bananas. MEEMEE is very fashionable, always starting the day with a fragrant flower.

### GONGON

GONGON is AIAI's best friend even though they were rivals a long time ago.

GONGON trains every day, is incredibly strong, and wants to be the top monkey.

### BABY

Just a baby but very tough, Baby usually doesn't cry over small things. However, once he does start crying, MEEMEE is the only one that can calm him down.



## Game Screen . . .

### Score

Points scored while playing. Based on the time taken to score goals and the number of bananas collected.

### Remaining Monkeys

Number of currently remaining monkeys. One of these will disappear when the ball drops off the track. If the ball drops off the track or the clock reaches zero with no remaining monkeys, the game will be over.

### Speed

Your current speed.

### Stage

The current stage.

### Banana

The number of bananas collected. Collect 50 bananas to gain an extra monkey.

### Remaining Time

Goals must be scored before the clock reaches zero. If no goal is scored, remaining monkeys will decrease by one.

### Banana

A banana.


### Ball (Monkey)

Your monkey.





## Title Screen ...

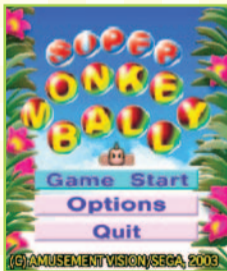
After pressing the Application key  and selecting from the menu, the logo screen will appear, followed by the title screen. Pressing one of the game keys will bring up the following two modes.

### Game Start

Aim for a goal by moving the ball **"Main Game"** (P.9), or play three different Mini-Games **"Mini Game"** (P.11).

### Options

Change the game settings or view your high scores and play points. (P.14)



## Main Game ...

Play **Normal Mode** where stages must be cleared in succession, or practice on optional stages in **Practice Mode**.

### Normal Mode

Start the game by choosing **[Normal Mode]** from **[Main Game]**. Set the difficulty level, choose a player, and then the game will begin. Clear each stage or the game will end when all of your monkeys are gone. After that, you can enter your name if you have ranked high enough.

The difficulty levels are:

- [BE]** Beginner / 10 Stages
- [AD]** Advanced / 15 Stages
- [EX]** Expert / 20 Stages





## Main Game ...

### Practice Mode

The game can be started by choosing **[Practice Mode]** from **[Main Game]**. However, only stages that have been attempted in **[Normal Mode]** may be selected. Choose a stage after selecting a character and the game will begin. Pressing up /down on the Controller Key will choose the difficulty level and pressing left /right will select a stage for that difficulty level. The levels in this mode are identical to those in **[Normal Mode]**.



## Mini Game ...

Depending on the **[Play Points]** received while in **[Normal Mode]**, the following three Mini Games can be played.

### Monkey Race

Get your ball to the goal before your opponent does. The following settings can only be changed in **[Monkey Race]**.

- [LAP]** Changes the number of laps.
- [COM]** Turns the computer-operated monkey ON (com. races) or OFF (com. doesn't race).
- [Assist]** Gives a speed boost to all losing players when set to ON.
- [Item]** Item Box Display can be turned ON (display) or OFF (do not display).

### Items



**Acceleration item:**  
Increases the maximum speed for a limited time and makes your ball go faster.



**Explosive item:**  
Launches an explosive in the direction you are traveling. If you are hit by an explosive, you will temporarily lose control of your monkey.





## Mini Game . . .

### Monkey Fight

Punch your opponent and knock him off the stage. Knocking your opponent off the stage earns you K.O. points. The character that earns the most K.O. points within the allotted time is the winner of the round. The character that wins the required amount of rounds wins the game. The number of required rounds can be changed before beginning the game.

#### Items



Enlarges the monkey's glove.



Extends the monkey's punching range.



Allows the monkey to do a spinning punch attack.



### Monkey Target

Fly through the air and try to land as close as possible to the target. The following settings can only be changed in **[Monkey Target]**:

**[Round]** Change the number of rounds to be played.

**[Roulette]** Turn the roulette ON / OFF.

#### Items



Reduce the stage's wind velocity to zero. Normally, wind blows.



Points scored after stopping are doubled.



Drops the Monkey Ball straight down when closed and stops it rolling.



Points scored after stopping are tripled.



Makes the ball roll less after landing.







## Options ...

The following options can be changed here:

**[Play Points]** Check the number of Play Points needed in **[Mini Game]**.

**[Rankings]** Check the score ranking in **[Normal Mode]**.

**[Music volume]** Adjust the music volume.



**[SFX Volume]** Adjust the sound effects volume.

**[Reset data]** Delete saved data.

**[Credits]** View credits.



## Pause Menu ...

Pressing the Left Selection Key  or Right Selection Key  during the game will bring up the following menu:

**[Continue Game]** Restart the game.

**[Save and Quit]** Record all current data and return to the Title Screen.

**[Quit (no save)]** Return to the Title Screen without recording all current data.



**Nokia Limited Warranty**

Nokia warrants to the original consumer purchaser that the Nokia N-Gage game card shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If the Nokia N-Gage game card is found to be defective in material and workmanship within that 90 day warranty period, the Nokia N-Gage game card will be replaced free of charge. This limited warranty does not apply if the defect shall have been caused by negligence, abuse, damage, modification, tampering or any other causes not related to defective materials or workmanship. Please retain the original or a photocopy of your sales receipt to establish the date of purchase for warranty replacement. For replacement, return the Nokia N-Gage game card, with its original packaging and receipt, to the retailer from which the game card was originally purchased. In the event that you cannot obtain a replacement from the retailer, please contact Nokia.

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**Obtaining Warranty Support/Service**

To receive warranty and additional support, including troubleshooting assistance, please contact Nokia at:  
- Web site: [www.N-gage.com](http://www.N-gage.com)

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