

GAME BOY ADVANCE

SUPER
MONKEY
BALLS
JR.

<http://www.replacementdoes.com>

AGB-ALUE-USA



INSTRUCTION BOOKLET



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

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

WARNING - Seizures

Some people (about 1 in 4000) may have seizures or black outs triggered by light flashes, such as while watching TV or playing video games, even if they have never had a seizure before.

Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.

Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

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

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

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

WARNING - Repetitive Motion Injuries

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

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

WARNING - Battery Leakage

Leakage of battery acid can cause personal injury as well as damage to your Game Boy. If battery leakage occurs, thoroughly wash the affected skin and clothes. Keep battery acid away from your eyes and mouth. Leaking batteries may make popping sounds.

To avoid battery leakage:

- Do not mix used and new batteries (replace all batteries at the same time).
- Do not mix alkaline and carbon zinc batteries.
- Do not mix different brands of batteries.
- Do not use nickel cadmium batteries.
- Do not leave used batteries in the Game Boy. When the batteries are losing their charge, the power light may become dim, the game sounds may become weak, or the display screen may be blank. When this happens, promptly replace all used batteries with new batteries.
- Do not leave batteries in the Game Boy or accessory for long periods of non-use.
- Do not leave the power switch on after the batteries have lost their charge. When you finish using the Game Boy, always slide the power switch OFF.
- Do not recharge the batteries.
- Do not put the batteries in backwards. Make sure that the positive (+) and negative (-) ends are facing in the correct directions. Insert the negative end first. When removing batteries, remove the positive end first.
- Do not dispose of batteries in a fire.



EVERYONE
COMIC MISCHIEF

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THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

SUPER MONKEY BALL JR.™

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GETTING STARTED

Thank you for purchasing *Super Monkey Ball™ Jr.* Please note that this Game Pak is designed only for use with the Nintendo® Game Boy® Advance. Please read the following instructions thoroughly before you start playing.

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of *Super Monkey Ball™ Jr.* into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

Menu Screen Controls

Control Pad:	Stage and mode selection
A Button:	Stage and mode confirmation
B Button:	Cancel

*Restart the game at any time by simultaneously pressing SELECT, START, and the A and B Buttons.



CONTROLS (Cont.)

Game Controls

Main Game - Normal/Practice

- Control Pad: Tilt the playfield to move your monkey
A Button: Tilt the playfield harder
B Button: Tilt the playfield softer
START: Pause game

Monkey Fight

- Control Pad: Move your monkey around the playing field
A Button: Punch with the boxing glove
START: Pause game

Monkey Bowling

- Control Pad: Left/Right: Position monkey before bowling
A Button: Press once to bring up the line your monkey will travel.
Press again to stop the accuracy line and to set the power bar in motion. Press again to confirm the power to throw the monkey ball down the lane.
L Button: Use to make the ball spin to the left; the longer you hold the button, the harder the spin
R Button: Use to make the ball spin to the right; the longer you hold the button, the harder the spin
START: Pause

CONTROLS (Cont.)

Monkey Golf

Control Pad

Left/Right: Move the angle the monkey will travel

Control Pad

Up/Down: Select the maximum distance the monkey will travel

A Button:

Press once to activate Power Meter, press again to choose power level

R Button:

View hole

START:

Pause game

Monkey Duel

Control Pad:

Tilt the playfield to move your monkey

A Button:

Tilt the playfield harder

B Button:

Tilt the playfield softer

START:

Pause game

MAIN MENU

Select a gameplay mode or change the gameplay settings.

Game Start

Select Game Start to choose between Main Game and Mini Game modes. See *Playing the Game* on page 12 for more information.

Options

Select Options to view Play Points, Rankings, Credits, adjust the Music/SFX Volume or Reset Data. See *Options* on page 8 for more information.

Multiplayer

Challenge a friend to a game of Monkey Fight, Monkey Golf, Monkey Bowling or Monkey Duel. See *Multiplayer* on page 10 for more information.



OPTIONS

Play Points

Select Play Points using the Control Pad, and then press the A Button to see how many points you've accumulated, how many continues you have for use during a game and how many Mini Games you've unlocked. Press the B Button to return to the Main Menu screen.



Rankings

Select Rankings using the Control Pad, and then press the A Button to view the top five scores in the Beginner mode. Press Right on the Control Pad to view the top five scores in the Advanced and the Expert modes. Press the B Button to return to the Main Menu screen.

Music Volume

Select Music Volume using the Control Pad. Next, press the Control

Pad left/right to adjust the volume to Off, Low, Medium or High. Press the B Button to return to the Main Menu screen.

SFX Volume

Select SFX Volume using the Control Pad. Next, press the Control Pad left/right to adjust the volume to Off, Low, Medium or High. Press the B Button to return to the Main Menu screen.

Reset Data

Select Reset Data using the Control Pad, and then press the A Button. Next, press the Control Pad Up/Down to choose either Yes or No to reset your gameplay data. Press the B Button to return to the Main Menu screen. Warning: All player data will be permanently erased by choosing this option!

Credits

To see who's responsible for *Super Monkey Ball™ Jr.*, select Credits using the Control Pad, and then press the A Button. Press the B Button to return to the Main Menu screen.

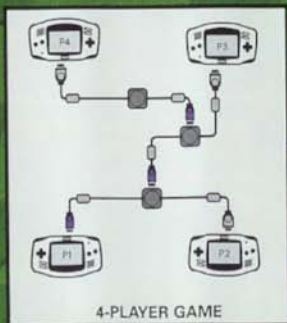
*Note: Credits will not be selectable until you have beaten one of the difficulty modes in a normal game.

MULTIPLAYER

To play Mini Games in Multiplayer, connect up to four Game Boy® Advance systems, each with its own *Super Monkey Ball™ Jr. Game Pak*, using one or more Game Boy® Advance Game Link® Cables.

Connection Method

1. First make sure that the **POWER** on all Game Boy® Advance systems is switched **OFF**, then insert the Game Paks into all systems for Multiplayer play.
2. Connect the Game Boy® Advance Game Link® Cables to the external connection sockets on each system. (See Figure)
3. Turn all systems **ON**.



*Note: When playing with 2 to 3 players, do not attach systems which are not used in play.

Multiplayer Mini Game Play

1. After all systems are connected and switched **ON**, each player should select "Multiplayer" and then press the **A Button**. Now, each player should press the **A Button** again to synchronize their Game Boy® Advance systems.
2. Once all the Game Boy® Advance systems are synchronized, "Select a Mini-Game" will appear on each player's screen. Press the **Control Pad Left** or **Right** to select a Mini-Game, and then press the **A Button**.

*Note: You can also play a multiplayer version of *Monkey Bowling* or *Monkey Golf* where everyone takes turns using the same Game Boy® Advance system.

PLAYING THE GAME



To begin a game, select Game Start from the Main Menu, and then press the A Button. Next, use the Control Pad Left/Right to select Main Game or Mini Games, and then press the A Button to advance to the next screen. To cancel your selection at any time and return to the previous screen, press the B Button.

MAIN GAME

Normal Mode

This is the primary game of *Super Monkey Ball™ Jr.* After choosing Main Game from the Select a Game screen, select Normal Mode using the Control Pad Left/Right and then press the A Button. At the Select Difficulty screen, choose either BE (Beginner), AD (Advanced) or EX (Expert) using the Control Pad Left/Right, and then press the A Button. At the Character Select screen, choose your monkey, either AiAi, MeeMee, Baby or GonGon, and then press the A Button to start your game. Once your game is over, you can choose to quit your session or use a Continue (you have 5) to play on.

To play the game, roll the ball with the monkey inside it toward the goal. Go through the goal before time runs out. If time runs out before you complete the level, you will lose a life. Along the way there will be many delicious bananas, so pick up as many as you can! When you've picked up 50 bananas, you earn an extra life.

*Note: You can save your progress at any point during gameplay by pressing START and using the Control Pad Up/Down to select Save and Quit.

MAIN GAME (Cont.)

Practice Mode:

This is where players can hone their skills on any stage they've already unlocked. After choosing Main Game from the Select a Game screen, select Practice Mode using the Control Pad Left/Right and then press the A Button. At the Character Select screen, choose your monkey, either AiAi, MeeMee, Baby or GonGon, and then press the A Button. At the Stage Select screen, use the Control Pad Left/Right to select the stage you want to practice and use the Control Pad Up/Down to select the Difficulty mode, and then press the A Button to begin.

Play Points

At the conclusion of every game, players are awarded Play Points. These are crucial in opening up the Mini Games, so be sure to play often.

Banana Bonus Levels

On level 5 in the Beginner Mode, level 10 in the Advanced Mode, and levels 10 and 20 in the Expert Mode, you get a chance to add to your score by collecting as many bananas as possible within a certain time. While these bonus levels aren't as hard as the normal stages, they can prove quite tricky, so don't expect an easy time of it.



MINI GAMES

In addition to the Main Game, players can compete in four outrageously fun Mini Games: Monkey Fight, Monkey Golf, Monkey Bowling and Monkey Duel. All the Mini Games are available for single player and multiplayer action, except Monkey Duel, which is for two players only (see page 10 for information on linking Game Boy® Advance systems for multiplayer games). At the Select a Game screen, choose Mini Games using the Control Pad, and then press the A Button.



*Note: You must accumulate 2500 Play Points in the Normal Mode to unlock each of the Mini Games.

Monkey Duel (Two-players only)

In Monkey Duel, two players can race through any of the Normal Mode stages that have been unlocked. None of the Bonus levels or Master levels are available in Monkey Duel. Choose up to five levels to compete in and try to collect the most points. Be careful though, players can collide with each other and knock each other out of the arena.



Monkey Fight

Single-player Mode

In Monkey Fight, you fight against three other computer-controlled monkeys for up to four rounds. To begin, choose Monkey Fight from the Select a Mini-Game screen, and then press the A Button. Pick the monkey you want to fight with at the

Monkey Fight (Cont.)

Character Select screen, and then press the A Button. Next, choose the number of wins you would like to play to, from one to four, using the Control Pad Left/ Right. Lastly, choose the arenas you want to fight in – Mid-Summer Jungle Square, Cold Ice Octagon or High Flying UFO Circle – using the Control Pad Left/Right and confirm your selection by pressing the A Button. Players receive points for knocking their opponents out of the arena. The player with the most points wins the round. The player who reaches the chosen number of wins first, wins the game.

Multitplayer Mode

This is the same as the single-player Monkey Fight, except you can play with up to three of your friends. You can use computer-controlled players to fill in for any human players you're missing, or turn the computer off to only fight against your friends. All human players must have their own copy of *Super Monkey Ball™ Jr.*

Power-Ups

During your battles, various boxes will drop onto the playing field containing power-ups. You must punch each box twice to access the power-up, and then roll your monkey over the power-up to grab it. Power-ups last for a limited time.



Long: Gives your monkey a longer reach to hit faraway opponents.



Big: Makes your monkey's boxing glove twice its normal size.



Vortex: By pressing and holding the punch button, your monkey's glove will spin in a circle, hitting anything in its path.

Monkey Bowling



In Monkey Bowling, one to four people can play through a game of bowling using the monkey as a ball. To begin, select Monkey Bowling from the Select a Mini Game screen, and then press the A Button. At the How Many Players screen, use the Control Pad Left/Right to choose how many people will be

bowling, and then press the A Button. If you chose a one-player game, you have the option of playing either the Normal Mode or the Challenge Mode. If you chose two or more players, you only have the option of playing the Normal Mode. After selecting the gameplay mode, choose the monkey you want to bowl with at the Character Select screen, and then press the A Button. For Monkey Bowling, additional players don't need to have their own copy of *Super Monkey Ball™ Jr.* or their own Game Boy® Advance. Everyone trades off using the same Game Boy® Advance.

Normal Mode (One to four players)

Play a straight game of bowling, which is 10 frames, by yourself or with up to three of your friends. The player with the highest score at the end of the game is the winner.

Challenge Mode (For one player only)

Play a unique game of bowling where you try to knock down 10 patterns, one at a time, using only 11 balls. You can complete the challenges in any order.

Multiplayer Mode (For two to four players)

This is the same game as the Normal Mode except everyone uses his or her own Game Boy® Advance system and copy of *Super Monkey Ball™ Jr.*

Monkey Golf

In Monkey Golf, one to four people can play a round of nine holes. To begin, select Monkey Golf from the Select a Mini Game screen, and then press the A Button. At the Select Course screen, use the Control Pad Left/Right to choose what course you will golf on, and then press the A Button. Next, select how many people will be golfing, and then press the A Button. For Monkey Golf, additional players don't need to have their own copy of *Super Monkey Ball™ Jr.* Everyone trades off using the same Game Boy® Advance. Now, choose the monkey you want to golf with at the Character Select screen, and then press the A Button.

*Note: Choose Stroke Play to compete in a standard round of golf. The player with the fewest strokes at the end of the round wins the match. Choose Match Play to compete in a variation of golf. Score fewer than your opponent on a hole to win that hole. The player who wins more holes than the opponents is the winner at the end of Match Play.



Multiplayer Mode (For two to four players)

This is the same game as the Normal Mode except everyone uses his or her own Game Boy® Advance system and copy of *Super Monkey Ball™ Jr.*

Note: There is also a multi-player mode in Normal Mode where players switch off using a single Game Boy® Advance system.



The Ultimate Sega Collection

For Game Boy®
Advance

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Violence



CREDITS

Realism Ltd.
Producer/Programmer
Andy Onions

Lead Programmer
Dave Reed

Programmer
James Watson

Programmer
Neil Millstone

Lead Artist
Dave Worton

Artist
Michael Smith

**THQ Product
Development**

Executive Producers
Wendy Sorenson
Jack Sorensen

Executive Producer
Brian Christian

Producer
Derek C. Smith

Lead Tester
Marla Anyomi

Testers
Graham Ratliff
Carlos Restrepo
Steve Travers
Logan Derrick
Jim Krenz
Ryan Rothenberger

QA Technician
Mario Waibel

**QA Database
Administrator**
Jason Roberts

QA Manager
Monica Vallejo

**Director of Quality
Assurance**
Jeremy S. Barnes

**THQ Marketing
VP - Marketing**
Peter Dille

**Group Marketing
Manager**
Alison Quirion

**Assistant Manager
Marketing Manager**
Heather Hall

Marketing Coordinator
Michael Greene

**Director - Creative
Services**
Howard Liebeskind

**Senior Creative Services
Manager**
Kathy Helgason

**Creative Services
Manager**
Kirk Somdal

PR Manager
Reilly Brennan

Assistant PR Manager
Erik Reynolds

Manual Writer
Brett Rector

Packaging Design
JAM Advertising

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Shinobu Toyoda
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Judy Jette-Hansen
Toshihiro Nagoshi
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Monkey Ball
Development Team

Special Thanks-
Brian Farrell, Jeff
Lapin, Alison Locke,
Robert Reilly, Ricardo
Fischer, Jack Suzuki,
Gordon Madison,
Christian Kenney,
Paul Rivas, Stacey
Mendoza, Michael
Rubinelli

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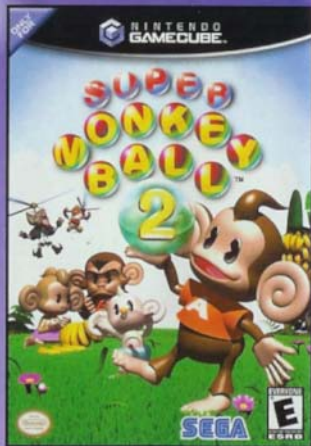
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