



Introduction

The King of All Cosmos is back, and this time he wants his son to help out his fans. But there's more to do than just rolling up all sorts of junk; there are also tons of secrets to discover. Confused as to how to reach the bonus stages? Losing track of the Prince's wacky cousins? Wanna know where those presents are hidden at? Trying to figure out how to shoot eye lasers like the King? Check out this guide today, and let your mind roll up our tips so you can better aid the Prince in making the world a much, much weirder place.

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Basics

Controls

Basic Movement

Use the left and the right analog sticks to move the katamari around. Press both sticks forwards, backwards, and sideways to push and pull the katamari in those directions. Press one stick forwards while pressing the other backwards to rotate the katamari.

Quick Turn

Press L3 and R3 together (by pushing in both the left stick and the right stick) to immediately turn towards the opposite direction. This move is very useful, because quick turning is much faster than normally rotating the katamari around 180 degrees.

Dashing

Press the left and the right analog sticks rapidly forwards and backwards in an alternating pattern to make the katamari dash.

Prince View (First Person View)

Press L1 to view the surroundings from the prince's perspective. In this mode, press L2 to zoom out and R2 to zoom in.

Katamari View

Press R1 to get a bird's-eye-view of the surroundings, with the camera centered around the katamari. In this mode, press L2 to zoom out and R2 to zoom in.

General Tips

- Use the quick turn maneuver if there is a need to travel in the reverse direction. Pulling the katamari backwards or normally rotating it 180 degrees is far slower in comparison to quick turning and then pushing the katamari forwards again.
- Dashing is a great way to cover lengthy and flat stretches of ground rapidly. Some animals may also try to fly away when the katamari nears them. Dash to grab them before they escape. If the Prince dashes too much within a short period of time, he will become exhausted and won't be able to dash again until he stops panting.
- Hitting objects that are too large at high speeds may cause some collected items to fall off. That applies to presents and cousins as well, so if the Prince loses any of them, he must pick them back up from the floor if he wants to keep them.
- Never stop moving around and grabbing items, and don't feel compelled to remain in one area too long, because other areas contain more things that can be obtained. Furthermore, if the Prince builds up the katamari's size in new areas, he can often return to old areas to pick up items that have been previously too large. Remember, the rate of growth for the katamari's size isn't linear. The bigger the katamari becomes, the larger the objects it can catch, so its size will be increasing in an almost exponential fashion.
- Certain animals will attempt to ram the katamari if it is still small. However, the same animals will flee when it becomes large enough to capture them. Note that any living beings knocked away by the katamari can be picked up if the katamari touches them while they are still dizzy on the ground.
- The starting point can change in some stages. If the current starting point isn't satisfactory, feel free to restart the stage (by pausing and then pressing Triangle to choose the restart option). The King won't mind anyway.
- Most presents and cousins can be found in any version of a stage, but some appear only in certain versions. Presents and cousins may also disappear within a stage if the katamari becomes too large.
- Only certain cousins will count as discovered when the Prince grabs them within the stages. See the walkthrough for more details on which cousins count for each stage.
- In the versus mode, a Player can catch the other if the difference between their two katamari is great enough. To escape after being caught by the opponent, just keep performing the dash maneuver.

Walkthrough

To enter the stages, talk to the various fans, more of whom will appear as the stages are completed. (To play a stage in the 2-Player cooperative mode, both Players' characters must approach a fan and agree to begin the stage.) Note that the music can also be changed before the stage begins. To do so, press the right analog stick while speaking to a fan.

The fans (and their corresponding stages) are grouped according to the hub screens they appear on:

Screen 1	Screen 2	Screen 3	Screen 4	Screen 5	Screen 6
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Screen 1: Soccer Boy

Stage: Tutorial Area. This stage takes place inside the crown of the King. Follow the instructions by performing all of the commands that are listed. When the katamari climbs on top of the central platform, several gold objects will appear. Grab them to build up the size of the katamari. Afterwards, climb up to the outer high ledge that rings around the entire area. Now perform the advanced commands that are listed. Grab the additional gold objects on the outer high ledge to further increase the katamari's size. To complete this stage, grab Ace, the cousin who is rolling a ball along the outer high ledge.



Cousin: Ace. He is rolling a ball along the outer high ledge.

Cousin: Usuhiko. Play this stage as Ace (the guy who would be normally rolling the ball along the outer high ledge). Because Ace is now the Player character, he has to grab Usuhiko to complete this stage.

Screen 1: Blue Dress Girl (Rainbow Girl)

Stage: House. This is a standard stage. Begin picking up the smaller objects, and search the floor for more things. After building up the katamari's size a bit, go up the boards and the sheets to climb back onto the desks, the table, and the sofa, and take the items that have been previously too large.



Present: Headphones. The present is on the last of the paper planes that are flying around in the middle of the room. Climb up to the abacus between the sofa and the table, and catch the present as it flies by. For an easier time, build up the katamari's size and then grab the present along with the planes when they approach.

Cousin: Guts. He is riding a lobster that is moving across the floor, passing underneath the table along the way.

Screen 1: Sumo

Stage: Town. This stage is about fattening up the sumo with food so he can beat his opponent (by rolling into him after becoming big enough). Moving the sumo "katamari" around at the beginning is tricky, because of the sumo's humanoid shape. As he grows into a butterball, though, he will control more and more like a usual katamari. Focus on getting food items. Other things, such as inedible objects and human beings, won't add to the sumo's weight (as indicated by the amount of food items taken), but they can still increase the "katamari's" size, allowing him to take in bigger food items. To complete this stage, grab the opponent at the arena, which lies in the school yard. Have trouble finding the sumo ring? From the outbound tunnel near the train station, follow the wall and go through the gates of the school yard to reach it. Beware; if the Prince's sumo katamari isn't big enough, touching the opponent will result in a big fat Game Over.



Present: Belt. The present is tossed out by a man who is feeding a hippo at the swimming pool. Build up the sumo katamari's size, wait near the hippo, and then catch it when it appears. Take care not to grab the thrower himself before obtaining the present, or else it won't appear.

Cousin: Nik. He lying down on a kabuki stage.

Screen 1: Baby

Stage: Zoo. This stage is about collecting playthings. Almost every object and living being counts as a plaything. To obtain a larger size, avoid the smaller objects and concentrate on picking up bigger things.



Present: Kujack Feathers. The present is on top of a bear. This bear is standing on a ball in an acrobatic act, at the narrow piece of high land between the main entrance and the African safari area.

Cousin: Jungle. He is riding a fish at the gator exhibit area.

Screen 1: Yellow Shirt Girl (Michiru Hoshino)

Stage: Staff Credits. This bonus stage becomes available after the game is finished. When the staff credits begin, stay away from the left edge of the screen, and don't touch the sun katamari (pushed along by the King) when it appears. The King will line up vertically with the Prince. Knowing this, the Prince can "lead" the King's katamari into the other characters to have them caught (so they will be added to the collection list). When the King backs away and leaves the left edge of the screen temporarily, be sure to move away up or down, because he will dash across the screen. From here on, the King will continue to line himself up with the Prince vertically, dashing again periodically.



Have trouble avoiding the King? For an easier time, stay along the upper portion of the screen. When the King quickly spins his katamari and prepares to dash, immediately move down, getting out of the King's path when he zips across the screen. (The King's vertical movement will slow when he prepares to dash, giving the Prince enough time to move away.) Then, while the King is returning to the left side of the screen, move up and around his katamari, going back to the right side, in front of the King.

Screen 1	Screen 2	Screen 3	Screen 4	Screen 5	Screen 6
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Screen 2: Sleepy Man

Stage: Town. This is a standard stage. Begin picking up small objects around the desks and then the floor. Return to the desks to grab items that have been previously too large. When the katamari's size reaches at least 20 cm in diameter, it can pass through the window area that leads out to the town. If the objects at the yard are still too large to be taken, just go out to the streets and find smaller things to build up the katamari's size with, and return to the yard later.



Present: Camera. The present is on a RC car that is driving around in the yard outside of a house. This is the same yard where a pool and two birds playing trumpets can be found.



Cousin: Kyan-Kyan. He is standing on top of the desk in the room, at the house where the starting point is.

Cousin: Havana. She is lying on a picnic blanket in the yard.

Screen 2: Hansel and Gretel

Stage: Forest. This stage is about collecting cookies and other sweets. In the house version of this stage, go straight into the cookie house and pick up the small but numerous pieces to rapidly build up the katamari's size. After clearing the cookie house, go after the other sweets decorating the area outside. If the katamari is large enough, it can actually grab the witch who is flying around the place. In the field version of this stage, roll across the large patch of cookies to pick them up, as well as reveal an image that is hidden underneath. For faster results, dash back and forth straight across the field, taking the cookies one strip at a time. To complete this stage (for both versions), grab Hansel and Gretel back at the starting point before time runs out.



Present: Long Nose. The present is on the back of the witch's broom. Build up the katamari's size, and then grab it along with the witch.

Cousin: Honey. She is dancing among on the rings of cookies that lie outside of the house.

Screen 2: Crane Hat Boy

Stage: School. This stage is about collecting bird-shaped origami. Begin by taking as many bird origami and other objects as possible. When the katamari's size reaches at least 40 cm in diameter, it can pass through the doorways that lead out into the hallway and the rest of the stage. Be sure to check the other classrooms and the washrooms for more bird-shaped origami.



Present: Pursette. The present is on the beak of the white bird walking back and forth through the hallway. Build up the katamari's size before going after it.

Cousin: Opeo. He is lying on a bed in the back corner of the washroom area.

Screen 2: Yellow Raincoat Kid

Stage: World. This stage is about collecting clouds. Moving the katamari around may feel strange at first, due to its floating nature. Begin by aiming for the small cloud puffs, some of which are hidden within the bigger cloud clusters. Notice that none of the clouds will block the katamari's path, even if they are currently too large to be grabbed, so dash as much as possible through the skies for faster results. The area's edges also loop back to each other, so don't worry about wandering too far away from the clouds and getting lost.

Present: Bugle. The present is hanging from a balloon floating near a rainbow and some banana-shaped clouds, which in turn are near one of the largest groups of clouds. Have trouble grabbing it? Try making the katamari about 530 m to 540 m in diameter first.



Cousin: June. She is playing with the two cloud men with a jump rope.

Cousin: Fujio. He is riding a cloud near the two cloud men with a jump rope and a deity who is holding a fan.

Screen 2: Yellow Shirt Boy (Mutsuo Hoshino)

Stage: Garden. This bonus stage becomes available after all the cousins are found. To complete this stage, collect all the cousins. Have trouble finding them? Try searching the roads and the flower patches multiple times, because some cousins are constantly moving around.



Screen 1	Screen 2	Screen 3	Screen 4	Screen 5	Screen 6
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Screen 3: Float Guy

Stage: Pond. This stage takes place mostly underwater. Other than the buoyant forces that will reduce the katamari's apparent weight and cause it to float around easily, the rules are the same. Begin with the small items, and work up to bigger and bigger things. Also watch out for the fishing lines. While they won't cause the katamari to lose accumulated items, they will drag it out from the water, holding it for several seconds.



Present: Bikini. The present is on the back of a swan swimming around on the surface of the pond. The swan's path lies above the place with the sunken car and the large cracks hiding some flat squid. One way to obtain the present is to build up the katamari's size and then get caught by the fishing lines near the large cracks. After being dragged out from the water, aim at the swan and try to dash towards it while still in the air. The fishing lines will disappear when the katamari's size reaches at least 1 m in diameter. In this case, the only way to obtain the present is to dash against the raised ledge underwater, forcing the katamari to bounce upwards into the swan.

Cousin: Marn. He is riding a stingray that is swimming near the underwater living room, where penguins watching TV can be found.

Screen 3: Camper

Stage: Campsite. This stage is about collecting material to make the fire katamari large enough so it can set the pyre ablaze. The fire katamari dies out if it doesn't grab objects frequently enough or if it falls into the water, which is bad. To complete this stage, grab the pyre when the fire katamari is large enough. Have trouble finding it? Look for the central hill in the middle of the campsite, and follow the sloped path that winds up around it to reach the pyre.



Present: Mushroom. The present is underneath a bridge, on a narrow piece of ground near the natural tunnel where the river runs through.

Cousin: Kinoko. He can be found dancing in a circle around a campfire with several other people.

Screen 3: F-1 Racer

Stage: Racetrack. This stage always has the katamari moving forwards at high speeds. Quick turning is not possible here. Begin by picking up the small items found along the track. Following the track isn't required, but there are few things that can be grabbed elsewhere early on. Later, when the katamari is larger, look for bigger objects at other places, such as the pit area and the loading docks where the tanker is.



Present: Horse. The present is on the deck of the tanker, towards the bow, where a crane can be found. When the katamari is large enough, roll up onto the tanker's deck and grab the present.

Cousin: Odeko. He is rolling his own ball of objects along the roads near the middle of the island, with the other two cousins.

Cousin: Shai. He is rolling his own ball of objects along the roads near the middle of the island, with the other two cousins.

Cousin: Nickel. He is rolling his own ball of objects along the roads near the middle of the island, with the other two cousins.

Screen 3: Parrot and Elephant

Stage: World. This is a standard stage, although it also happens to be the largest one. Without wasting any time, begin by rolling up small objects around the town. When the katamari's size reaches at least 3 m in diameter, it can pass through the gate at the school yard that leads to the pool, which in turn leads to the rest of the city. When the katamari's size reaches at least 12 m in diameter, it can pass through the gate between the city and the highway that leads to the European and the Asian areas. When the katamari's size reaches at least 60 m in diameter, it can pass through the red-white-and-blue gate that leads to the American area. From there, just keep building up the katamari, so it can eventually pluck pieces of land out from the oceans.

Present: Mt. Fuji. The present is in the crater of the large volcano at the middle of the continent that includes the Asian and the European areas. This is the same volcano that has a ring of clouds surrounding its summit. Have trouble grabbing the present? Build up the katamari's size to between roughly 200 and 300 m in diameter first.





Cousin: Shikao. He is standing at a street corner within a group of buildings near the train station.

Cousin: Fukkumen. He is on top of a stack of wrestling rings. Be sure to grab him before the katamari's size reaches 12 m in diameter.



Cousin: Natsuo. He is riding a Loch Ness Monster at the wide waterfall area, near a rainbow.

Cousin: Boss. She is at an oasis on the desert continent. Have trouble grabbing her? Try building up the katamari's size to about 200 m in diameter first.

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Screen 4: Money Guy

Stage: Town. This stage is about collecting objects for their monetary value. Focus on obtaining products. Human beings and animals do not add any monetary value, but they can still help by increasing the katamari's size so it can grab larger products.



Present: Wig. The present is hidden behind several boxes underneath a tent at the back corner of the school yard, where the market is being held.

Cousin: Odeon. He is standing in front of a table at the school yard, where the market is being held.

Screen 4: Granny

Stage: Town. This is a standard stage. As usual, begin by going after the small objects, and then work up to bigger things. Keep cruising through the streets to find more objects that can be acquired with the katamari's current size. When the katamari's size reaches at least 50 cm in diameter, it can cross the bridge leading to the rest of the town. When the katamari's size reaches at least 3 m in diameter, it can pass through the gate to the pool and the rest of the city.



Present: Figure. The present is on a plane flying past the high grazing field adjacent to the pool, which in turn lies near the school yard. (There are multiple planes, but only one of them carries the present.) Have trouble grabbing it? Build up the katamari's size to about 12 m in diameter first.

Cousin: Foomin. He is standing in the yard of a house. This is the same yard that has a pool with a mushroom growing out from it.



Cousin: Mikki. She is waiting in line to see a fortuneteller, on the side of the town opposite of the train station.

Cousin: Velvet. She is at the beach.

Screen 4: Hoop Girl (Perfection Girl)

Stage: House, School, and World. This stage is about making the katamari's size as close as possible to a target value. To complete this stage, end it (by pressing Square) when the katamari seems to be of the correct size. For the small version (House), the target value is 20 cm. For the middle version (School), it is 2 m. For the large version (World), it is 50 m.



Present: Scarf. Enter the small version of this stage (House). The present is in the dog bowl outside on the balcony.

Present: Guitar. Enter the middle version of this stage (School). The present is on top of a cabinet at the corner of a classroom.



Present: Mask. Enter the large version of this stage (World). The present is underneath a bridge. Several anchors floating in the water form an arrow pointing towards it. This bridge is also near a series of letters on a hill that spell out, "OH MY WOOD."

Cousin: Marcy. Enter the small version of this stage (House). She is lying on a big robot toy that is standing within the set of train tracks. The katamari's size has to be at least 25 cm in diameter before it can grab her.

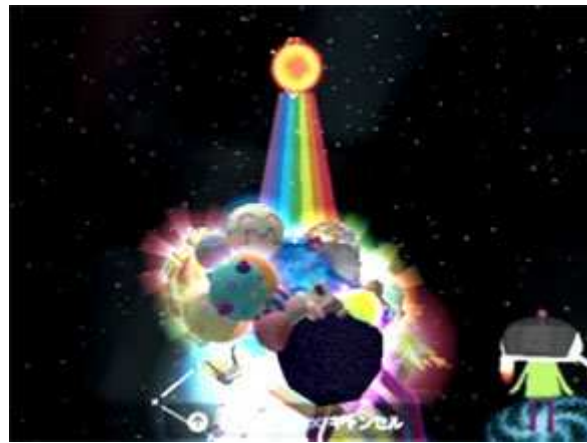


Cousin: Peso. Enter the middle version of this stage (School). He is inside the classroom that is closest to the washrooms.

Cousin: Shingo. Enter the large version of this stage (World). He is running around on the streets of a city that has a coliseum. This is the same city that lies near a castle on a small island.

Screen 4: Dog

Stage: Solar System. This is the final stage, where the Prince attempts to grab the sun with the planets he has created from the other stages. Quick turning and dashing are not possible here. First, collect all the other planetary bodies in the solar system, including the planets, moons, meteors, and constellations. Next, end the collection mode and line up with the sun (by pressing Square), and then push the katamari towards it. To complete this stage, grab the sun with a katamari that is large enough.



Note that the Prince will always fail this stage the first time, when the dog appears early into the game. However, the same dog will call out again when there are enough planets of adequate mass to be used for capturing the sun.

Screen 1	Screen 2	Screen 3	Screen 4	Screen 5	Screen 6
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Screen 5: Flower Lady (Ms. Flower)

Stage: Garden. This stage is about collecting flowers. Focus on obtaining flowers; the other living beings in the area will not add to the flower count.



Present: Flower. The present is hidden in the tree at the highest level of the area. This is the same tree that has a wooden swing. Dash into this tree to make the present fall down from it.

Cousin: Ichigo. She is riding a deer near the purple flower patches on the highest level of the area.

Screen 5: Book-Reading Boy (Mr. Study)

Stage: Campsite. This stage is about collecting fireflies. Don't bother trying to pick up anything else; just focus on obtaining fireflies. Some fireflies, especially the ones hiding in the patches of tall grass, will try to fly away when the katamari approaches, so dash to catch them before they escape. Some trees will also drop fireflies if they are rammed into. To complete this stage, grab the book-reading boy when the katamari is bright enough and before time runs out.



Present: Glasses. The present is on top of a recreational vehicle. To reach it, climb up the hill behind this vehicle.

Cousin: Dipp. He is dancing among several fireflies at the top of the central hill. To reach him, follow the sloped path that winds up around the hill.

Screen 5: Red Snowcoat Kid

Stage: Ski Resort. This stage is about collecting snow and other material to make the snow katamari's size as close as possible to a target value. To complete this stage, push the snow katamari onto the body at the middle of the ice pond (so it will form the snowman's head).



Present: Premium Mask. The present is on a horse sleigh that is moving along the ski course. Build up the katamari's size before going after it.

Cousin: Lalala. She is sunbathing under an umbrella, near the ski rental shop.

Screen 5: Elderly Gentleman (Mr. Gentle)

Stage: World. This is a standard stage. And like the other stages of its type, go after small objects first, and then slowly aim towards bigger and bigger ones. When the katamari's size reaches at least 20 cm in diameter, it can pass through the window and get out to the yard. When the katamari's size reaches at least 50 cm in diameter, it can cross the bridge that leads to the rest of the town.



Present: Royal Crown. The present is hidden inside a stack of wooden beams at the school yard.

Cousin: Johnson. He is on top of a tall stack of objects near the table, in the house where the starting point is.



Cousin: Subaru. He is on top of a tree in the front yard of a house. This yard has a curved path made of separate stones. After building up the katamari's size, come back and grab him.

Cousin: Kuro. He is flying around in the school yard.

Screen 1	Screen 2	Screen 3	Screen 4	Screen 5	Screen 6
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Screen 6: Apron Woman (Tidy Mom)

Stage: House. This stage is about collecting all the objects in the room. Begin by grabbing the small objects on the desk, and then charge right off onto the floor. After grabbing everything on the floor, climb up to the bed. From there, cross over the board to the desk, and pick up the last few objects, which have been previously too large to take.



Present: Horn. The present is on the window sill, near the desk.

Cousin: RaMan. He is standing on the floor of the room.

Screen 6: Farmer (Mr. Cow-Bear)

Stage: Racetrack. This stage is about collecting a cow or a bear of the greatest size possible. The King, being as weird as he is, will count things such as toy bears and traffic cones with cow-patterned paint, so the Prince should avoid those things if he hopes to snatch a bigger cow or bear. Other objects, such as wooden logs, sheep, and plants, can be used to build up the katamari's size without ending the stage prematurely.



Present: Moustache. The present is in the garage at the pit area of the racetrack, near a rotating circular platform. The present is among a series of items sliding in and out from the garage one by one.

Cousin: Hormone. He is running along the track, being chased by several other people. Note that grabbing him will result in the end of the stage, due to his cow-like outfit.

Screen 6: Teacher

Stage: School. This stage is about collecting objects in general or students in specific, depending on the version. In the first version, just pick up things as usual, starting with the smaller ones and working up towards the larger ones. In the second version, focus on catching all the students in the school.



Present: Ear Tassels. Enter the second version of this stage. The present is on top of a desk inside the middle classroom. This is the same classroom with a schoolgirl witch and a black cat who are riding a flying broom.

Cousin: Miso. Enter the first version of this stage. He is standing on a lunch tray on a desk in one of the classrooms.

Cousin: Y. Enter the second version of this stage. He is running around inside one of the classrooms.

Screen 6: White Animal (Dr. Katamari)

Stage: Zoo. This stage is about collecting animal friends. Catching human beings will not add to the counter, but doing so will still increase the katamari's size, which can make grabbing larger animals easier.

Present: Giraffe. The present is on top of a seal at the arctic wildlife area.



Cousin: Biyond. Enter the first version of this stage. He is standing beside a bench near the tower on a high hill.

Cousin: Colombo. Enter the second version of this stage. He is riding an alligator at the gator exhibit area.

Screen 6: Astronaut (Tumuo Hoshino)

Stage: Earth. This bonus stage becomes available after the game is finished. Dashing is not possible here, but quick turning can still be done. Quickly grab the countries, starting with the smaller ones before going after the bigger ones. The meteor's point of impact is marked by a circular shadowy spot. Be sure to head there when the alarm sounds, signalling that the meteor is close to hitting Earth.



Screen 6: Rose

Stage: Racetrack, Ski Resort, and Town. This bonus stage becomes available after the cousin-collecting stage is completed (the stage for the boy with the yellow shirt). To complete this stage, collect one million (1000000) roses. Note that the Prince can accomplish this over multiple sessions. He can leave (by pressing Square) at any time and then come back later to continue, because the number of accumulated roses will be saved.



Secrets

Memorial Option

Finish the game (by successfully completing the dog's solar system stage). This option includes a movie viewer and a music player. To unlock the second bonus movie, complete the cousin-collecting stage.

Staff Credits Stage

Finish the game, and then talk to the girl with the yellow shirt to play this stage again.

Comet Stage

Finish the game, and then talk to the astronaut to play this stage.

Cousin-Collecting Stage

Find all the cousins, and then talk to the boy with the yellow shirt to play this stage.

Rose Stage

Complete the cousin-collecting stage, and then talk to the rose to play this stage.

View Comets

After completing a standard stage with a high score, a comet will fly across the sky, and a button will be displayed. On the Cosmos Screen (which can be accessed by flying up into the sky from the hub screens), press the indicated button to see the comet fly across in the background.