



KONAMI
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INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE Wii™ OPERATIONS MANUAL COMPLETELY BEFORE USING YOUR Wii HARDWARE SYSTEM, GAME DISC OR ACCESSORY. THIS MANUAL CONTAINS IMPORTANT HEALTH AND 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 blackouts triggered by light flashes or patterns, and this may occur while they are 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 their children play video games. Stop playing and consult a doctor if you or your child has any of the following symptoms:

Convulsions	Eye or muscle twitching	Altered vision
Loss of awareness	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 and Eyestrain

Playing videogames can make your muscles, joints, skin or eyes hurt. Follow these instructions to avoid problems such as tendonitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. Parents should monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists, arms or eyes become tired or sore while playing or if you feel symptoms such as tingling, numbness, burning or stiffness, stop and rest for several hours before playing again.
- If you continue to have any of the above symptoms or other discomfort during or after play, stop playing and see a doctor.

⚠ WARNING - Motion Sickness

Playing video games can cause motion sickness in some players. If you or your child feels dizzy or nauseous when playing video games, stop playing and rest. Do not drive or engage in other demanding activity until you feel better.

IMPORTANT LEGAL INFORMATION

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.



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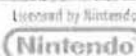


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THE BIRTH OF THE ELEBITS

A long, long time ago...

It was a time when there was no fire or light, and the darkness only brought fear.

One night, an enormous bolt of lightning ripped through the sky.

After a while, people noticed little living things glowing in the darkness.

These living things were the Elebits.

The Elebits had many mysterious abilities.

They could be used for fire or light, and they brought peace and happiness to everyone's lives.

The people protected the Elebits. They laughed with them and they loved them.

The long, long friendship between people and the Elebits had begun.



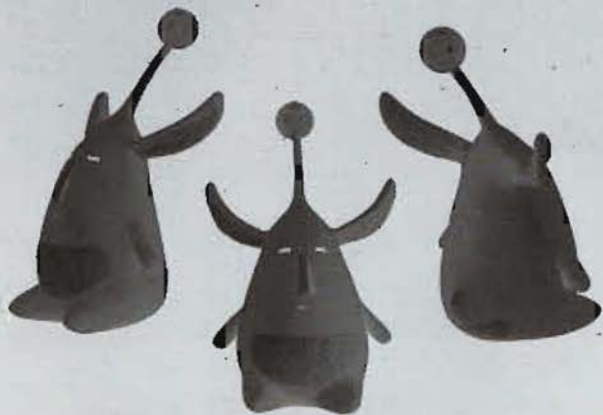
STORY

Elebits are cute living beings that contain a mysterious form of energy. They have lived in harmony with people for a very long time. In the world of the Elebits, there is no gasoline, natural gas, or nuclear energy. Everything in this world runs on the mysterious energy of the Elebits.

Kai is a 10 year-old boy. Kai's mom and dad are famous scientists who perform Elebits research. They're always too busy with work to pay attention to Kai, so he has grown to hate all the Elebits.

One day, there was a powerful lightning strike in Kai's town. All the power has gone out, and the normally friendly Elebits began to act strangely as well. Mom and Dad leave Kai at home and head to the laboratory to determine the cause. Kai really wants to watch his favorite TV show, but he can't since the power is out. He decides that it is the Elebits' fault, and gets his dad's Capture Gun.

With the Capture Gun, Kai vows to capture all of the Elebits in the house...



CHARACTERS

KAI

A 10 year-old boy in the fourth grade. His mom and dad are famous Elebits researchers. Kai grew up surrounded by the Elebits, but his parents' passion for Elebits research has led him to resent and hate the Elebits. He loves watching Ranger Heroes on TV and wishes his parents would take him to see their shows at the amusement park on the weekends.



ED (DAD)

He is a world-famous Elebits researcher, and is also known for his great love of the Elebits. He is the co-creator, along with his wife, of one of the century's greatest inventions, the Capture Gun. He is not very good at expressing his feelings at home, however, and he cannot seem to show Kai just how much he loves him.



ANA (MOM)

Ana is an Elebits researcher and is well known for her work in co-creating the Capture Gun with her husband, Professor Ed. She enjoys drawing picture books as a hobby, and her skill puts most professionals to shame. She loves her family deeply, but she often gets lost in her research. She feels guilty about not being able to spend more time with Kai.





CONTROLS

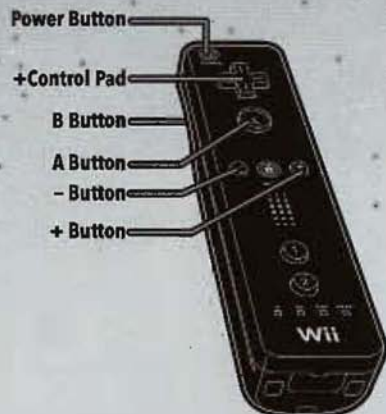
Elebits is played with the Wii Remote and the Nunchuk controller together. Connect the Nunchuk to the Wii Remote's External Extension Connection. See the Wii console's instruction manual for details.

Wii CONTROLS

Nunchuk



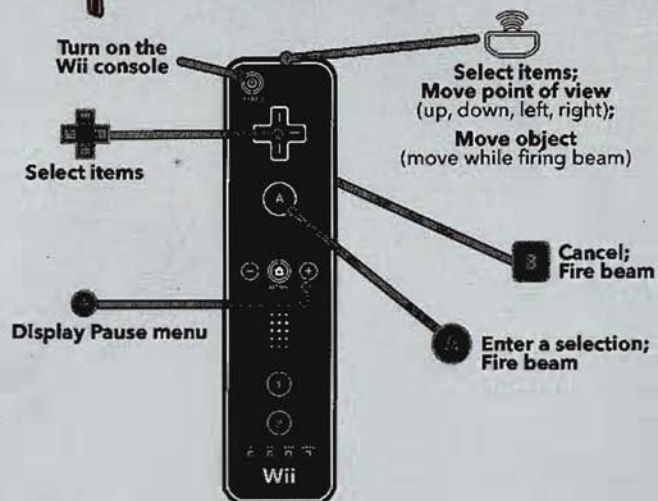
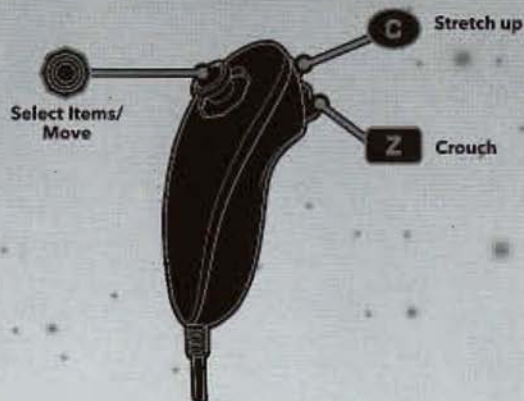
Wii Remote



* You can turn the Rumble on or off by selecting Options, then Control Settings. (See Pg. 15 for details on Options.)



CONTROLS



* See Pgs. 8-12 for details on each action.
* See Pg. 29 for controls for Edit Mode.





HOW TO PLAY

In this world, the mysterious life forms called Elebits can be converted into energy (Watts) to generate power. Elebits are necessary to do almost everything, from turning on lights to watching TV.



1. CAPTURE ELEBITS!

First, use the Capture Gun to capture Elebits. Elebits may be in plain sight, hiding in a desk, or on top of shelves! They can be anywhere so search thoroughly.

2. THE ROOM IS BRIGHTER!

As you capture Elebits, you will build up Watts. When you get to a set number of Watts, the light will turn on, and it will become easier to find Elebits.



3. YOU CAN DO VARIOUS THINGS!

As you build up lots of Watts, you can do more and more things, such as opening the door to go to other rooms, or turning on household appliances.



4. TRY PRESSING SWITCHES!

Try pressing the switches on appliances you can see. Power Elebits will appear.



5. CAPTURE THE POWER ELEBITS!

When you capture a Power Elebit, your Capture power will increase. When your Capture power reaches a certain point, your Capture Gun will level up.



6. USE THE UPGRADED CAPTURE GUN!

The leveled up Capture Gun allows you to lift heavier objects to find more Elebits.





ACTIONS

Learn the basic controls for moving, firing the beam, and capturing a lot of Elebits!

LOOKING AROUND (AIM)

MOVE POINTER

Move the Pointer up, down, left or right in any direction to shift the point of view. As your cursor moves closer to the edges of the screen, the screen will scroll in that direction to adjust to your view.

MOVE

CONTROL STICK

Move in the direction of the Control Stick.

STRETCH UP / CROUCH

C BUTTON / Z BUTTON

Press and hold the C Button to stretch up and see higher things, or press and hold the Z Button to crouch and see lower things.



Stretching up



Normal



Crouching

USING THE CAPTURE GUN

A BUTTON / B BUTTON

Press the A Button or B Button to fire the beam in the direction you're aiming. The cursor shows where you will shoot the beam. Aim at your target before firing the beam. You can use this to capture Elebits, or to move things like chairs.



ACTIONS

CAPTURE ELEBITS

FIRE BEAM

Aim at Elebits and fire the beam to capture them.

[See Pgs. 23-25 for Elebit types and states.]



Aim at an Elebit...



Fire the beam!

AIMING

Your cursor will change depending on what you are aiming at.



Switch Cursor

Appears when you aim at appliance switches. Fire the beam to turn the appliance on.



Twist Cursor

Appears when you aim at something you can twist, like a faucet or door handle.



Object display (Highlight)

When you shoot the Capture Gun at something, the object outline will show what you are targeting. The outline turns blue when aimed at an object you can grab, and it turns red when aimed at an object you cannot grab.

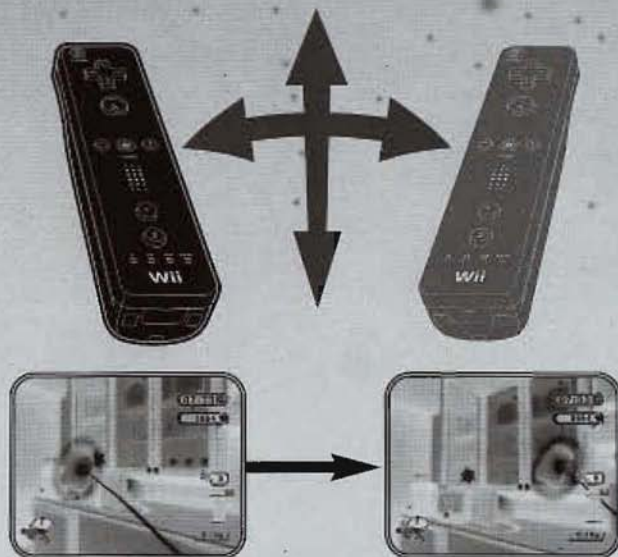


ACTIONS

GRABBING OBJECTS

You can grab an appliance or piece of furniture by aiming at it and continuously firing a beam at it. (Holding down the A Button or B Button) When you release the A Button or B Button, you will release the object you are grabbing.

* There are some objects you cannot move until you collect a certain number of Watts. Also, the length of time you can hold something varies according to its weight.



Grab objects and move them throughout the environment. You can move them side to side, lift them up in the air or put them down on the ground.

* You can shake things by moving the Wii Remote up/down/left/right.

* Release the button while moving it to throw an object. The direction that you are moving is where you will be throwing it.



ACTIONS

TWISTING OBJECTS

ROTATE/TWIST THE Wii REMOTE

Rotate the Wii Remote in a circular motion left or right while firing the beam at a faucet or doorknob to twist the faucet or doorknob, or to rotate an object you are holding.

* There are some objects you cannot twist until you collect a certain number of Watts to release the lock.



Try twisting the faucet!



Twist the doorknob and push away...



And the door opens!

* Don't forget you can twist objects that you are grabbing, which can help with positioning or placing things in certain places.





ACTIONS

PUSHING/PULLING OBJECTS MOVE THE Wii REMOTE TOWARD/AWAY

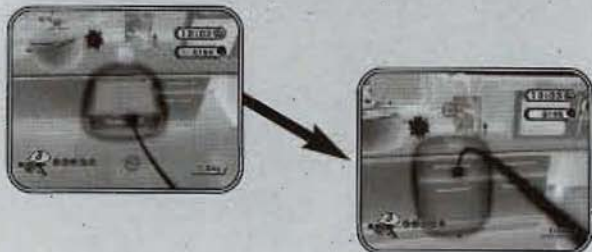
Fire the beam and move the Wii Remote toward or away from yourself to open and close drawers, pull objects, or place things behind them.

* There are some objects you cannot open or close until you collect a certain number of Watts.



Move the Wii Remote toward or away from yourself to push or pull objects in and out of the foreground!

Move the Wii Remote toward yourself to open drawers...



Move the Wii Remote away from yourself to close drawers...



BEGIN A GAME

When you begin a game, the game will check for saved data. If you are playing for the first time, create data here. If data already exists, select one and proceed to the Title Menu.



TITLE MENU

Use the Control Stick, +Control Pad or Pointer to select an item, and enter with the A Button.





BEGIN A GAME

STORY MODE (SEE PGS. 16-25)

A mode for a single player to play the game as the story unfolds. When you capture certain Elebits, you can unlock new modes such as Time Attack and Challenge Mode.



MULTIPLAYER MODE (SEE PGS. 26-27)

Up to four players can compete to see who can capture the most Elebits.

* To play in Multiplayer Mode, you will need a Wii Remote and/or Nunchuk for each player.



EDIT MODE (SEE PGS. 28-29)

You can create your own stages by placing objects and items, and then use them to play with one to four players, including in Multiplayer Mode.

You can also exchange your edited stages with your friends with WiIConnect24. (See Pg. 30)



BEGIN A GAME

OPTIONS

You can adjust various game settings, such as turning the Rumble Feature on or off, and adjusting sound volume. Select Back to return to the Title Menu Screen.



Saving settings

Save Save your game progress
Auto-Save Turn autosave on or off

*Elebits needs at least 128 blocks of available memory in the Wii system memory in order to save your game progress.

Sound settings

Mode Switch between Stereo, Monaural and Surround "Pro Logic II"
Music Volume Adjust the music volume
SFX Volume Adjust the sound effects volume

Control settings

Beam Output Adjust the beam output for right-handed or left-handed players
Camera Settings Adjust the point of view movement speed
Rumble Settings Turn the Rumble Feature on or off

Default Settings

Return all the settings back to the original default settings

EXTRAS MODE (SEE PGS. 27-28)

You can view various things such as movies you have seen in the game, a list of objects you've picked up, and the Elebits' room. You can also view the Elebits Memos to see hints regarding hidden elements, and other change settings.





STORY MODE

Use the Capture Gun to catch Elebits and work your way through the story. Search all over the stages in order to catch as many Elebits as you can!

BEGINNING THE STORY MODE

When you select Story Mode from the Title Menu, you will be asked if you want to start a new game. Select "Yes" to go to the Tutorial, or "No" to go to the Main Menu.

THE MAIN MENU

After you view the tutorial and adjust the game settings, select "Start Game."

Start game	Go to the Mission Select Screen
Save	Save your game progress
Tutorial	View controls and how to play
Story Overview	View the story up to this point
Options	Adjust various game settings (See Pg. 15)
Mode Selection	Return to the Title Menu



MISSION SELECT

Choose the mission and mode you want to play. As you complete Missions, new ones will unlock.

*Initially only the Main Mode will be available. New gameplay modes will unlock as you capture rare Pink Elebits (See Pg. 25)



Main Mode	Play through the story
Score Attack	In this mode, try to capture as many Elebits as possible within the time limit
Eternal	In this mode, try to capture as many Elebits as you can on the stage
Challenge Mission	In this mode, clear specific challenges to move on



STORY MODE

VIEW CLEAR CONDITIONS

The clear conditions for the selected mission will appear. Once you have read them, press the A Button to begin the mission.



Time Limit



Watts Needed



Objects Broken



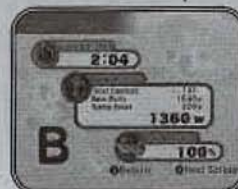
Making too much Noise

You can review the clear conditions at any time by pressing the - Button.

SCORE DISPLAY

After you clear or fail the mission, the Results Screen will appear. After are done viewing your results, you can choose to retry the level or to go to the Main Menu.

Score	An overall score of S (great), A, B or C (bad)
Cleared Time	The time elapsed before clearing or failing the mission
Elebits	The number of Elebits captured, as well as bonuses based on the capture conditions
Durability	The durability remaining in the Capture Gun



The Pause Menu

Press the + Button during a mission to pause the game and display the Pause Menu.

Return to game	Resume gameplay
Take Screenshot	Take a screen shot
Give Up	End the game and return to the Main Menu





STORY MODE

THE SCREEN

The mission screen is displayed in first-person view.

Lock release information

Information appears when electrical appliances or doors are unlocked

Gun Sight

Capture Gun level

Capture Gun durability

The durability decreases when attacked by Elebits, and the mission fails if it reaches zero. This is displayed as you progress through the game.



08:53

2456 W

5

60

1.0Kg

Remaining time

The mission ends when it reaches zero.

Power Indicator

Collect Elebits to fill up the meter and power the lights in the room.

Watts collected

Increases as you capture Elebits.



Boss Elebits health

FIGHTING AGAINST AN ELEBITS BOSS

The boss's health decreases when attacks hit, and the boss is defeated when the gauge is empty.

* Some boss Elebits cannot be damaged by the Capture Gun. Try using different attacks, such as hitting them with objects or breaking the shield first.

Weight of held objects

Shows the weight of the last object that you grabbed. The icon shows what type of object it is:



Breakable object



Item object



Watt activated object



STORY MODE

WHEN DESTRUCTION IS PROHIBITED

The current number of broken objects is displayed on the right side of the screen, and if you break more objects than the limit, you will fail. The more objects that you break, the more your capture gun's power will decrease.



WHEN SOUND IS PROHIBITED

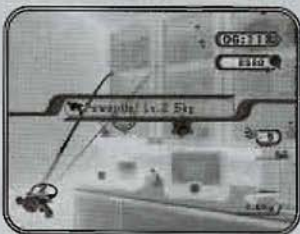
If you make a sound loud enough to cause the gauge on the right side of the screen to go beyond the red line, the gauge will decrease. If the gauge reaches zero, you will fail.



LEVELING UP THE CAPTURE GUN

As you capture Power Elebits (yellow) and High Power Elebits (Pink) and build up Capture Power, your Capture Gun will level up and become more powerful, allowing you to pick up heavier objects.

* Your Capture Gun's level will return to 1 at the end of each mission.



STORY MODE

ITEMS

There are various items hidden in the stages. To use an item, grab it with the Capture Gun and jolt it.



Vacuum Laser



The Vacuum Laser sucks in objects within its range, and captures Elebits from that area.



Shield



The Shield protects against damage from Elebit attacks for a set period of time.



Homing Laser



The Homing Laser locks on to a set number of Elebits to capture them all at once.



Electromagnetic Pulse Ball



You can knock out Elebits with electromagnetic energy.



Elebits Cookie



Use this cookie to lure Elebits for a set period of time.



Elebits Radar



A radar displays the positions of Elebits and electrical appliances for a set period of time.



Noise Canceller

The Noise canceller muffles all noise for a set period of time.



Capture Gun Power Up

Upgrades your Capture Gun's power for a set period of time, so you can lift heavier objects.



Present Box

Contains a random item.



STORY MODE

BASIC RULES

Catch Elebits with the Capture Gun and defeat boss Elebits to clear the missions. If you meet the mission clear conditions with time still left on the clock, you can choose to end the mission and move on, or continue playing on the same stage until time runs out.

CLEAR CONDITIONS

There are various types of clear conditions for each level.

Collect Watts

Collect a certain number of Watts within the time limit to clear the mission.



Defeat the boss

Defeat the Elebits boss within the time limit to clear the mission.



MISSION FAILURE

If you are hit by Elebits attacks and your Capture Gun durability reaches zero, or if you cannot meet the mission clear conditions within the time limit, or if you meet a special failure condition, you will foil the mission.



Special failure conditions

Destruction Prohibited

You will fail if you break more objects than the limit.

Sound Prohibited

You will fail if the total of the sound you make during the mission goes over the limit.



STORY MODE

ELEBIT TYPES AND CONDITIONS

When you catch Elebits with the Capture Gun, you can collect energy such as Watts and Capture Power.

TYPES OF ELEBITS

There are three main types of Elebits. There are other types of Elebits as well, each with their own different characteristics and Watt energy.

Elebits that yield Watts when captured

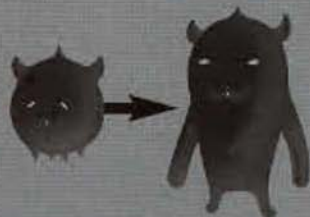


Green Elebits

You cannot obtain many Watts by capturing them, but they are plentiful and slow, and relatively easy to capture.

Yellow Elebits

The Yellow Elebits will merge with other Elebits and grow larger. They will turn into a Merged Elebit and will attack by throwing objects. Merged Elebits cannot be captured unless you first grab them and knock them against a wall, or hit them with an object to separate them.





STORY MODE

Elebits that yield Capture Power when captured

There are two types of Power Elebits. The Pink colored versions are High Power Elebits and they yield more Capture Power than the normal (yellow) Power Elebits.



Elebits that cannot be captured

If you hit them with a beam, they will fly toward you and attack. You cannot capture Black Elebits, but you can knock them out by throwing objects at them. Also, if you make too much noise, you may attract large, dangerous Black Elebits, so be careful.



STORY MODE

ELEBITS STATES

Elebits can be in different states depending on the conditions, and can sometimes be easier to capture. Also, the state of the Elebits when captured can affect your score.



Stunned: Elebits may be stunned by an object or the use of an EMP ball. Stars will appear above their heads, and they will be unable to move for a set period of time.



Sleeping: Elebits do not move when they are asleep, so approach them carefully to avoid waking them.



Flattened: Elebits can be flattened by objects and will be unable to move for a set period of time.



Surprised: If the player sneaks up on an unsuspecting Elebit, he may become surprised. Different Elebits react differently to being surprised.

RARE PINK ELEBITS AND NEW MODES

There is a very special type of Elebit that is pink and is very elusive. When you capture Pink Elebits, you will unlock new modes for that particular mission, such as Time Attack and Challenge. These new modes can be selected on the Mission Select Screen.



There are 3 Pink Elebits hidden in each mission and the modes that you unlock will vary depending on the number of pink Elebits you capture. The 3rd Pink Elebit will not appear in the mission unless certain conditions are met. Hints on the conditions can be found in the Elebits Hints in the Extras Mode. (See Pg. 16 for Mission Select and Pg. 31 for Extras Mode)



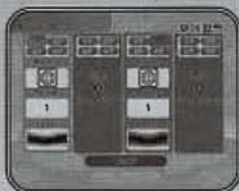


MULTIPLAYER MODE

Play against your friends using stages from Story Mode or stages you've made in Edit Mode. Up to four players can play at once.

PLAYING IN MULTIPLAYER MODE

Select Multiplayer Mode from the Title Menu to display the Entry Screen. Adjust various settings such as your aiming sight and Capture Gun level, then move on to the Game Settings Screen.



GAME SETTINGS

Adjust various settings, such as time limit and who will control the camera, then move on to the Multiplayer Mode Main Menu Screen.



* A Wii Remote is necessary for each player in the Multiplayer Mode. If the Camera Control setting is set to one of the Random settings, each player will need a Nunchuk.

MULTIPLAYER MODE MAIN MENU

Select the stage you wish to play and begin the match.



MULTIPLAYER MODE



GAMEPLAY

The player who captures Elebits and collects the most Watts within the time limit wins. Press the + Button during the game to pause, and display the Pause Menu. Use the Pause Menu to take a screenshot or end the match.

Time limit



Watts collected by each player

RESULTS

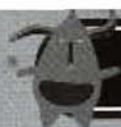
When the match ends, the Results Screen appears. When you are finished viewing the results, you can choose from the following options.



Menu
Retry

Return to the Multiplayer Stage Select Screen
Retry the stage again





EDIT MODE

Place items and objects to edit stages you have cleared in Story Mode. Use your creativity to make your own stages!

EDIT MODE MAIN MENU

Select Edit Mode from the Title Menu to display the Edit Main Menu.

- My data** Edit your own data or use it to play a game.
- Friend's Data** Play data that has been created by another player
- How to Edit** View instructions for how to edit a stage in the Edit Mode
- Mode Selection** Return to the Title Menu



IF EDITING NEW DATA

Once you choose My Data or Friend's Data, the Edit Mode Stage Selection Screen appears. You can begin creating a new stage by selecting an empty slot. You can also choose to play or edit a stage by selecting it from this screen. Note you can only edit the stages that are in the "My Data" section. If you would like to edit a "Friend's Data" stage, you must first copy that stage to your "My Data" section.



EDIT STAGE MAIN MENU

Once you have selected a stage you can choose to play or edit it from this menu.

- Edit** Proceed to the Edit Menu and modify the stage data
- Play** Play the stage
- Send this Data** Send the selected data to your friends through the WiiConnect24
- Delete Edit Data** Delete this data
- Save** Save the current data
- Save Copy** Save a copy of this stage



EDIT MODE

EDIT MENU

Edit stages by placing items and creating stage clear conditions.

- Edit** Place/Move objects and Elebits on the stage
- Select Play Method** Set the gameplay parameters and clear conditions for the stage
- Control Help** View the controls and processes for Edit Mode
- Exit Edit** Exit the Edit Menu and return to the Edit Stage Main Menu.



EDITING CONTROLS

The controls during editing are different than in other modes.

- +Control Pad** Select object
- A Button** Place object
- B Button** Capture (grab object)
- + Button** Display Menu
- Button** Delete object
- 1 Button** Copy object indicated with line
- 2 Button** Activate/Stop object
- Pointer** Select menus or objects (move forward/back/left/right during capture) Move object (twist during capture) Rotate object



Using WiiConnect24, it is possible to send and receive edit game data and screenshots of Elebits to and from your friends.

*WiiConnect24 features are only accessible when an Internet connection is available.

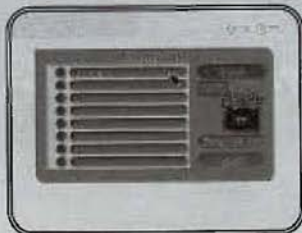
WHAT YOU CAN DO WITH WiiConnect24

WiiConnect24 allows the Wii system to be connected to the Internet while the system is in Standby Mode. Elebits can retrieve screenshots and edit data created by people on your Friend Roster at this time.

SEND DATA

To send edit data, choose send edit data in the edit mode. To send screenshots, choose the pictures from My Album.

* It is only possible to send one edit mode data and one screenshot daily.



RECEIVING DATA

Data is automatically received. When the game is started, you will have a notification that new data has been received.

HOW TO TAKE SCREENSHOTS

To take screenshots, press the + Button and select from the pause menu, and choose "Take this picture". The picture will be saved in My Album. This picture can be sent to your friends via WiiConnect24.



MY ALBUM

View the pictures that you have taken.

MOVIE LIBRARY

View the movies in the Story Mode that you have previously viewed.

OBJECT VIEWER

View the objects that you have grabbed in the Story mode.

ELEBITS NOTES

View various notes on the Elebits, including hints on how to find the Pink Elebits in the missions.

ELEBITS ROOM

View your captured Elebits and find out more information about them.



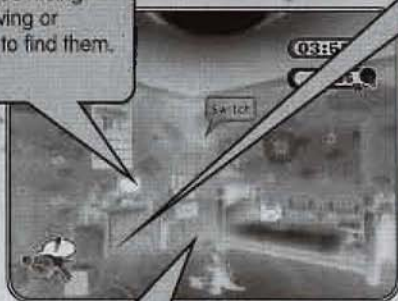
View movies you've seen during the game once

HINTS

The shy Elebits hide out of plain sight. Even if you think you have found all Elebits on a stage, you may find many more if you look carefully.

IF YOU LOOK CAREFULLY AT OBJECTS...

If you look carefully at plates or potted plants, you may see something move. Elebits may be hiding there, so try moving or shaking objects to find them.



LOOK INSIDE EVERYTHING

You should try grabbing, shaking, or breaking all objects in the stage. Elebits can hide inside anything.



TAKING SCREEN SHOTS

Press the + Button where you want to take a screen shot, then use the Pause Menu to select "Take a picture of the screen." The picture will be saved in My Album.

SOLVE PUZZLES IN THE STAGES

If you find a puzzle in the stage, try solving it. Something good may happen!



IF THE ROOM GETS TOO MESSY...

In some missions, if you focus too much on capturing Elebits and make the room too messy, Black Elebits will appear and get in your way, so be careful and clean.



PLAY GAMES IN THE STAGES

Try playing the games you find on the stages, such as the ring toss and basketball. Large numbers of Elebits may appear when you throw a ring or throw the ball in the basket!



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Manami Ute, and ALL STAFF

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CREDITS

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Carolyn Miller

Ed(Dad)
Eric Kelso

Ana(Mom)
Rumiko Vornes

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Barry Gloré

Elebits
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Nazuki Matsushita, Rie

Yamatani, Kyoko Kuhasaka,
Maki Kirioka

Theme Song
The Smile of You

Lyrics: Margaret Lucy

Music: Naoyuki Sato

Vocal & Chorus: Jessy

In Cooperation with
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Open Dynamics Engine
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CONSUMER SUPPORT

If you feel stuck in the game, or just need a boost, don't worry!
You can call the Konami Game Hint & Tip Line for help on many Konami games.

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