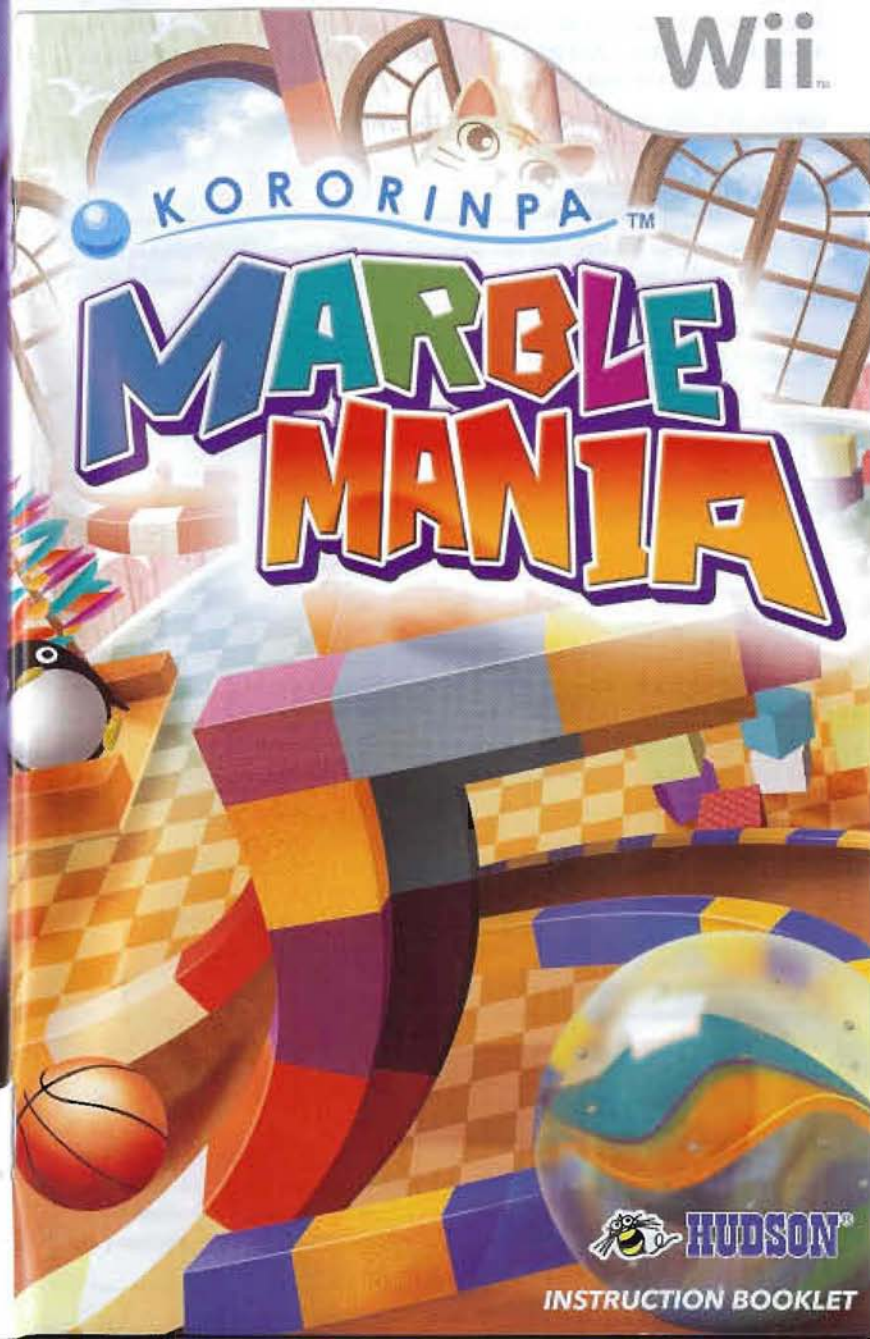


LOOK FOR OTHER GREAT GAMES
FROM HUDSON
AVAILABLE NOW!



Nintendo DS and the Wii logo are trademarks of Nintendo. © 2006 Nintendo.
Hudson Entertainment, Inc., 350 Marine Parkway, Suite 100, Redwood City, CA 94065
© 2006, 2007 HUDSON SOFT. KORORINPA is a trademark of HUDSON SOFT. Published by Hudson
Entertainment, Inc. Distributed by Konami Digital Entertainment, Inc. The rating icon is registered
trademark of the Entertainment Software Association. Manufactured under license from Dolby
Laboratories. Dolby, Pro Logic, and the double D symbol are trademarks of Dolby Laboratories.

<http://www.replacementdoes.com>



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.

⚠ CAUTION - 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.



The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.



Nintendo, Wii and the Official Seal are trademarks of Nintendo. © 2006 Nintendo. All rights reserved.



Manufactured under license from Dolby Laboratories. Dolby, Pro Logic, and the double D symbol are trademarks of Dolby Laboratories.

Licensed by Nintendo



CONTENTS

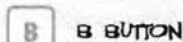
CONTROLS	2
STARTING a GAME	5
RULES	6
GAMEPLAY	8
OPTIONS	10
GAME TIPS	11

CONTROLS

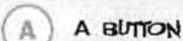
WII REMOTE™ (1PLAYER)



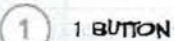
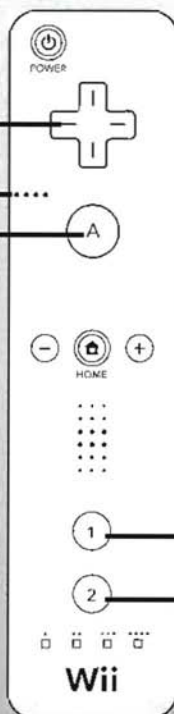
+CONTROL PAD
Press to select menu items. Examples include selecting menu items on the Pause Screen.



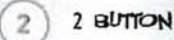
B BUTTON
Press to cancel the currently selected menu item and return to the previous screen. Pressing it during a game displays the Pause Menu. (See Pg. 9)



A BUTTON
Press to confirm items selected on menus and display the next screen. Pressing it during a game returns you to the starting point or a checkpoint on the current course.



1 BUTTON
Press this button and use the +Control Pad to select background music (BGM) when in the course selection screen. Only one BGM selection will be available the first time you play. However, more will become available as you satisfy certain conditions.



2 BUTTON
When in the course selection screen, pressing this button after satisfying certain conditions will... Well, we'll leave that one for you to discover!

USING TWO WII REMOTES

Two players can play the game if you have two Wii Remotes. The game controls are basically the same as in the One Player game, except that in the stage selection screen, Player Two can only select a marble.

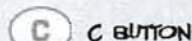
CONTROLS

NUNCHUK™ (TWO PLAYER GAME)

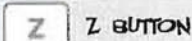
The Nunchuk is for the Two Player game. You cannot use it in the One Player game. In the stage selection screen, Player Two can only use it for selecting a marble.



CONTROL STICK
Same as +Control Pad on the Wii Remote.



C BUTTON
Same as A Button on the Wii Remote.



Z BUTTON
Same as B Button on the Wii Remote.



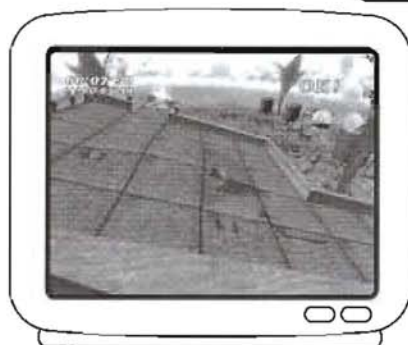
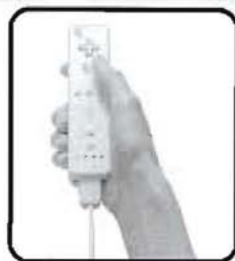
Connect the Nunchuk to the Wii Remote. Two players can now each use one of the controllers to compete against each other.

CAUTION

When competing against another player using the Wii Remote and the Nunchuk, do not pull on the cable connecting the Nunchuk to the Wii Remote. Pulling on it will not only make it impossible to control the game properly, it may also damage the controllers or cause injury.

HOW TO HOLD THE Wii REMOTE

When starting the game, hold the Wii Remote or Nunchuk level and point it straight at your TV screen.



Control the game by tilting the Wii Remote or Nunchuk left or right, forward or backward. For example, tilting the Wii Remote left will tilt the entire course to the left, causing the marble at the center of the screen to roll in that direction. The objective of this game is to tilt the course right, left, backward, and forward, as necessary, to roll the marble all the way to the goal.

STARTING a GAME

Once the title screen appears, pressing any button on the Wii Remote displays instructions on how to play the game. Pressing the A Button displays the Data Selection Screen.



SELECTING DATA

There are three save positions in the game. Use the +Control Pad to select the save data you would like to play and then press the A Button. The Main Menu Screen appears. To start a new game, select an icon that displays the message "From the start". There are 12 types of icons you can select for displaying your saved games.

Icon Date Saved



Percent Complete

Erase- Erase a saved game. But be careful! Erased games will be permanently deleted.

Copy- Copy a saved game. After selecting this menu item, select the saved game you want to copy and then select where you want to copy it.

Change Icon- Change the icon for a saved game. After selecting this menu item, select the saved game for which you want to change the icon and then select a new icon.



MAIN MENU

One Player- Game mode for one player.

Two Player- Game mode for two players. This mode allows you to compete against another player using the Nunchuk connected to the Wii Remote or using two Wii Remotes.

Ranking- (See Pg. 9)

Options- (See Pg. 10)

CAUTION

Returning to the data selection screen from the main menu without saving discards all game data up to that point. You can change the settings for saving games in Options. (See Pg. 10)

RULES

Tilt the Wii Remote or Nunchuk to roll the marble all the way to the goal.

ONE PLAYER GAME SCREEN

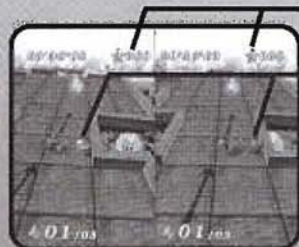
Time-The time elapsed since the game started is displayed here.



Number of Red Crystals- The number of crystals you have collected followed by the total number on the course is displayed here. Collect all of the red crystals and the message "OK!" appears.

Marble- The shape and speed of the marble varies depending on which one you selected.

TWO PLAYER GAME SCREEN



Wins

Ghost- In the Two Player game, your opponent's marble will display as a translucent sphere known as a ghost.

The split screen setting for the Two Player game can be changed in the Options. (See Pg. 10)

GAME START

You can begin rolling your marble once the "Start!" message appears.



RED CRYSTALS

These crystals are placed at pre-determined points along the course. You must collect all of them to finish the course. If you reach the goal without collecting all the red crystals, you will be returned all the way back to the starting point.



GREEN (SPECIAL) CRYSTALS

These crystals are sometimes found along the course. Something special happens when you collect them. You do not have to collect them all before reaching the goal. They do not appear in the Two Player game.

MISS

If you fall off the course, the "Miss" message appears and you will be returned to the starting point or a checkpoint. Note that your time will not be reset to 0. Rather, it will keep counting, starting from the time you fell off. In addition, you will keep the red crystals you have collected up to that point.



GOAL

You complete the course by collecting all of the red crystals and safely reaching the goal. Different trophy cups will be earned depending on the time it took to complete the course.

Selecting One Player or Two Player in the main menu starts a game that proceeds as described below.

COURSE SELECTION SCREEN

Use Player One's +Control Pad to select the course you want and then confirm it by pressing the A Button. More courses will become available as you complete them.



SELECTING BGM

Pressing the I Button on Player One's Wii Remote allows you to select the BGM to play during the game. Press Up/Down on the +Control Pad to select the BGM you want and then confirm it by pressing the A Button.



SELECTING A MARBLE

A Picture of the selected marble along with its special features will be displayed. Also, the following menu will appear at the bottom of the screen.

Start: Start the game.

Balls: Change the marble. More marbles will become available as you satisfy certain conditions.



COURSE DISPLAY

When you select Start, you will first see a view of the entire course. You should use this opportunity to locate all of the crystals. Pressing any button starts the game.



GAME START

While navigating the course, you can display the Pause Menu by pressing the B Button on the Wii Remote or the Z Button on the Nunchuk during the game.



COURSE COMPLETED

The following menu appears when you reach the goal.

Next Stage: Proceed to the next stage.

Retry: Try the same course again.

Quit: Quit the game and return to the Course Selection Screen.



PERCENT COMPLETE

The stages you can play and the marbles and BGM you can select increase as you fulfill various conditions. The "% complete" indicator shows how far along you are in the following categories:

- Number of courses cleared
- Number of special crystals collected
- Number of marbles available
- Number of BGM selections available

RANKING

This is where you can view your completion times for each course. Your best five times will be recorded. Use the +Control Pad to select the course that you would like to view. Your rankings appear on the top part of the screen. Pressing the B Button returns to the Main Menu Screen.



PAUSE MENU

Pressing the B Button on the Wii Remote or the Z Button on the Nunchuk pauses the game and displays the following menu.

Continue: Unpause the game and return to the course.

From Start: Restart from the beginning of the course. The time resets to 0.

Options: Display the Option Menu where you can change the Rumble, Level Gauge, Sound, and Split Screen settings.

Map: View the entire course.

Give Up: Displayed only when in Two Player mode and the game is paused after one of the players reaches the goal. Selecting this menu item allows the player who has not finished yet to give up.

Quit: Quit the game and return to the Course Selection Screen.



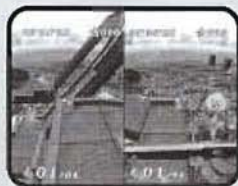
OPTIONS

Use the +Control Pad to select an option and then press the A Button to change its settings. Pressing the B Button returns to the Main Menu Screen.



OPTIONS MENU

Rumble (P1/P2)	Turn the Wii Remote's Rumble function on/off separately for Player One and Player Two. If Player Two is using the Nunchuk, there is no Rumble function for Player Two when using that device.
Level Gauge (P1/P2)	Choose whether or not to continuously display the Level Gauge that appears at the beginning of each game. Player One and Player Two can choose the option that they prefer.
Sound	Change the audio settings between Stereo, Mono, or Surround.
Split Screen	Set the split screen format to 1 (top and bottom) or 2 (side by side).
Autosave	Set whether to automatically save your game when switching between screens and at other pre-set points in the game.
Back	Return to the Main Menu Screen.



GAME TIPS

Here is some additional information that will help you play the game.

CHECKPOINTS

Some courses have checkpoints. Once you pass a checkpoint, you will be able to return to it instead of the starting point if you fall off the course. However, you must first collect all of the red crystals along the way before you can do this.



The screenshot to the left shows a marble that has passed through a checkpoint after the player collected all of the red crystals along the way. The checkpoint is activated from that point on.

OBSTACLES

You will find a variety of obstacles on each course. Three of the obstacles that appear early in the game are introduced here. Later in the game, you will encounter obstacles that will result in an immediate "Miss" if they are touched.

Magnet

Your marble will automatically stick and be moved to a new location if it rolls under a magnet. Moving to the end of the magnet automatically releases your marble.

Conveyor Belt

Conveyor belts always travel in one direction. Check the belt's direction and speed before deciding to roll your marble onto it.

Cannon

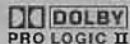
You can send your marble flying by getting inside one of these. Make sure to use the Wii Remote to keep from falling off the course after you land.



DON'T GIVE UP!

Memorizing a course by playing it numerous times helps you complete it, but the most important thing to remember is to never give up, even when you are about to fall over the edge.

NOTES



This game is presented in Dolby® Pro Logic® II surround sound. Connect your game console to a sound system with Dolby Pro Logic, Dolby Pro Logic II, or Dolby Pro Logic IIx decoding to experience the excitement of surround sound.

Select "Surround" in the audio options menu of the game to enable Dolby Pro Logic II.

WARRANTY

Hudson Entertainment, Inc. ("Hudson") warrants to the original purchaser of this Hudson software product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase by the end user. This Hudson product is sold "as is," without express or implied warranty of any kind, and Hudson is not liable for any losses or damages of any kind resulting from use of this program. Hudson agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Hudson product, postage paid, with proof of date of purchase, at its Factory Service Center. This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Hudson software product has arisen through abuse, unreasonable use, mistreatment, or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE HUDSON. HUDSON HEREBY DISCLAIMS ALL OTHER WARRANTIES EXPRESS OR IMPLIED WHICH MAY BE APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING THE IMPLIED WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE OR NON-INFRINGEMENT. IN NO EVENT WILL HUDSON BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS HUDSON PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

If you experience technical problems with your game, please call our Warranty Services number at (650) 654-5687, from 9:00 am to 5:30 pm PST, Mon-Fri.

Konami Digital Entertainment, Inc.
1400 Bridge Parkway
Redwood City, CA 94065

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.

Konami Game Hint & Tip Line: 1-650-801-0465

Hints are available 24 hours a day. Availability is subject to change.

Become a **KONAMI INSIDER**

Register now to become a "Konami Insider" at www.konami.com to be automatically entered in a monthly drawing to win FREE games and receive exclusive game play tips and product news!