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Wii™

SUPER MONKEY BALL™ BANANA BLITZ



SEGA™

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.

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Thank you for purchasing *Super Monkey Ball Banana Blitz™*. Please note that this software is designed only for use with the Wii. Be sure to read this instruction booklet thoroughly before you start playing.

SUPER MONKEY BALL BANANA BLITZ™

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Super Monkey Ball Banana Blitz is a one-player game for Main Game mode, and a multiplayer game (up to four players) in the Party Games. Multiplayer games require a Wii Remote (and a Nunchuk, depending on the game) for each player.

Game Data

The progress/result of your game is recorded automatically onto the internal flash memory after the end of each game. You will be notified that saving is in progress. Never turn OFF the Wii power while the game data is being saved.

Characters



AiAi

The monkey who just can't get enough bananas, he spends his carefree life thinking about them every day. In fact, he's willing to take on any difficult adventure for the sake of bananas.

MeeMee

She's a monkey with firm character. She loves AiAi, but is a little discontent since he thinks about nothing but bananas. She loves to wear new fragrant flowers every day. Lately she feels uneasy about YanYan who moved close to AiAi's home.



Baby

He is the son of AiAi and MeeMee, but he comes from the future. He is obstinate and rarely cries, but when he does, only MeeMee can calm him down.

GonGon

He used to be the rival of AiAi, and he was always very rowdy. But now, the two are best friends. He is a very powerful monkey, who trains everyday to become the strongest ape around.



Doctor

This mysterious old monkey drifted around Monkey Island in a state of confusion. He has no idea who he is or what his name is — he has amnesia! Because he is a smart monkey, making various inventions for everyone, people called him "Doctor" out of respect.

YanYan

A young girl who moved into AiAi's neighborhood recently. She is a fearless girl who studied a form of martial arts, the strongest in the ape world, from her father. Apparently falling in love with AiAi, she shows her shy side at times.



In the Main Game, each character has different abilities, allowing different playability. Some can jump higher, while other can destroy some bumpers on the field. The sizes of the balls vary also. You can change which monkey to use on the Stage Select Screen, so careful selection could also be a key to your success.

Main Game

Starting the Game

While on the Title Screen, press the A Button to display the Main Menu. Tilt the Wii Remote left/right to select the Main Game, Party Games (p.8), or Options (p.7), and press the A Button to enter.

Flow of the Game

The Main Game is for one player only. After you select the Main Game, select the monkey to play the game with.



You start the game from World 1. If Worlds have been cleared already, you will have to select which World to play.



If this is the first time you have played the selected World, you will automatically start from Stage 1. After clearing Stage 1, you may play the rest of the stages in the World in any order. Alternately, on Stage Select Screen, use the +Control Pad to switch between Stage Select and Monkey Select, allowing you to change the monkey to use.

When you clear any four stages in the World, you will enter a Bonus Stage. Here you have only one try to collect all of the bananas. Don't worry about falling off or letting the time run out, as you won't lose any extra lives.



When you clear all eight stages, get ready to face the boss. If you defeat the boss, you clear that World, and a new World will become available.

How to Play the Main Game

The Main Game is played with the Wii Remote only. You do not need the Nunchuk. For better control, it is advisable to disconnect the Nunchuk from the Wii Remote.

Tilt the Wii Remote to tilt the play field, and start your monkey rolling. You can adjust the speed by the amount you tilt the Wii Remote.



There are two ways to jump. Press the A Button. Alternately, you can also make the monkey jump by swinging the Wii Remote upwards at the same time you press the B Button. Note that you must release the B Button first before making the monkey jump again.

There are delicious bananas on the field that you can collect for points. For every 20 bananas you collect, you also gain one monkey (life). Some bananas are hidden, so find them all.



Carefully guide the monkey towards the goal. If you go through the goal gate before the time runs out, you clear the stage. Both the Time Score and Stage Score will be added to your score. The Clear Score will also be added if you clear the stage without losing any monkeys.

Don't let the monkey fall off the field or let the time run out. If you do, you will lose a monkey. The game will be over if you lose all your monkeys.



Game Screen — Normal Stages



1 Score

Increase your score by picking up bananas and reaching the goal quickly.

2 Time Left

Time remaining to clear the current stage. Reach the goal before it reaches zero!

3 Number of Bananas

If you pick up 20 bananas, you get an extra monkey (life), and the banana count will be reset.

4 Monkeys Remaining

Indicates the number of monkeys (lives) remaining in the game. The game will be over if you fall off the course or let the time run out when this number reaches zero.

5 Speed

The current speed the monkey is rolling.

Game Screen — Boss Stages



6 Time Left

The timer is in a shape of a bomb and a fuse. Defeat the Boss before the fuse burns out!

7 HP (Health Points) Gauge

Each Boss has HP (Health Points) and a weak spot. Find a way to attack its weak spot to decrease its HP gauge. When the HP gauge is depleted, you win the battle and clear the World. But don't fall off the stage or let the time run out, or you will lose a monkey (life).

Practice Mode

On the Stage Select Screen, hold the B Button and select the stage to play in Practice Mode. You can select the stages you have already cleared as well.

There are no extra lives in Practice Mode. Whether you clear or fail the stage, you will play the same stage over and over, until you select Stage Select from the Pause Menu to return to Stage Select Screen. The score will not be recorded.

Pause Menu

Press and hold the + Button during the game to pause the game and display the Pause Menu. Tilt the Wii Remote left/right to select a menu item and press the A Button. Some of the Menu Items are also available during mini-game play in Party Games.

Continue game

Closes the Pause Menu and returns to the game.

Stage Select (Practice Mode Only)

Quits the Practice Mode and returns to the Stage Select Screen.

Exit game

Quits the game.

How to play

Displays brief instructions of the controls. Some Party Games may have items appearing in the game. Use the +Control Pad to change pages.

View stage (Main Game Only)

Allows you to view the stage. Tilt the Wii Remote left/right to rotate the camera. Use the +Control Pad up/down to zoom in/out. Press and hold the B Button to view stage from the top (release to return). Press the A Button to exit.

Save replay (Main Game Only)

Allows you to save the gameplay of the stage you just completed. This can be accessed after you go through the Goal Gate, fall out or run out of time. You can save up to 30 replays. **Note:** A caution message will be displayed if you do not have enough memory space remaining.

Options

In Options, you can enjoy extra features. Tilt the Wii Remote left/right to select a menu item, and press the A Button. Press the - Button to return to the previous step. The following features are available:

Rankings

You can view your best records in the Main Game or in each of the Party Games.

Replay

You can watch replays of the Main Game which were saved onto the internal flash memory.

Party Games

In addition to the Main Game there are 50 different Party Games. They are all fun, so they are excellent for groups of friends.

Number of Players

Party Games can be played solo or with other players (two to four players, depending on the game). With some games, the COM player(s) will fill in to make up the number of on-screen players.

Simultaneous Play or Alternating Play

Some Party Games allow all players to play simultaneously; others require players to take turns for alternating play. Many games with simultaneous play utilize a split-screen for each player.

Wii Remote and Nunchuk

While many of the games require only the Wii Remote, allowing you to use either hand to control, others also require the Nunchuk to play. With these games you must hold the Wii Remote with your right hand, and the Nunchuk with your left hand. The game cannot be operated correctly if you do not hold the controllers properly. If this happens a caution message will be displayed.

Sequence Play

You can also set how many Party Games to play. Here you earn points according to the result of each Party Game, and compete for the total points earned. While selecting the game to play, Use the +Control Pad up/down to switch to Play Number Selector, and tilt the Wii Remote to select the number to play.



The scores for Sequence Play will be displayed after each Party Game's result screen. By setting the number of games to one, you can disable this feature. This feature will not be available if you are playing alone.

Note: After the first game, the player who is in the last place for the total points has the right to select the next game.

Flow of the Game

After you select a Party Game, all participating players must select a monkey to use. The same monkey can be selected by multiple players.



If you are right-handed, press the A Button to select a monkey; if you are left-handed, press the B Button to select. After all players have selected their monkeys, press the 1 Button to advance. The player who pressed the 1 Button makes the selections listed below.



Next, select the game to play. Brief information of the highlighted game will be displayed. Here you can also set up the number of games for the Sequence Play.

Note: If you have more than two players participating, you will not be able to select the games for two players.

When a game is selected, brief instructions for the game will be displayed. Some games may have additional information. Use the +Control Pad left/right to change the page.



If a game uses a pointer, a calibration screen will be displayed. Each player must point the Wii Remote towards the TV screen and move the ladybug cursor as close to the center of the sunflower as they can. Press the A Button when you have done this.

Note: During the above steps, press the - Button to return to the previous step.

Descriptions of Party Games

Here are brief descriptions of the 50 Party Games in alphabetical order, along with the number of players and Simultaneous or Alternating play. "Nunchuk" indicates that the game requires the Nunchuk for two-handed play. While the brief instructions of the game will be displayed before the game, additional descriptions of rules and controls to selected games are given here.

Alien Attack

Nunchuk 1~4 Simultaneous

Take command of your own fighter spaceship to jump, sidestep and swoop your way across the alien landscape. Aliens and UFO's must all be destroyed without getting your ship blown up. Start firing those missiles to rid the planet of those pesky aliens!

* See p.18 for the controls of your spaceship.

Asteroid Crash

1~2 Simultaneous

Red Alert! Asteroids are hurtling towards the monkey spaceship and you've got to stop them. Shoot the incoming targets to score. If the asteroids hit the ship you'll lose energy — too many strikes and its game over. Let bananas reach you to restore energy, but don't shoot them or you'll lose points.

Banana Catch

1~4 Simultaneous

It's raining bananas! Move around the court and try to catch as many as you can while avoiding the bombs. Catch a bomb and you'll drop all the bananas you've collected so far. Nudge the bombs towards your opponents and then steal their bananas to make sure you win!

Banana Thief

1~4 Simultaneous

Thieves are trying to steal the bananas right off the trees! Protect them by knocking the thieves out of the way, but watch out for the rolling balls on the ground. Get caught in one of these and the thieves will have a free run!

Bugs Balance

1~2 Simultaneous

Pile up those ladybugs on the stick. Can you get them to reach the sky? Watch out for anything that's not a bug though, it will remove all your bugs and your game will be over. With multiplayer play, you'll have to start collecting again until the time runs out.

Dangerous Route

1~4 Simultaneous

Guide your monkey around a perilous path that has no barriers! Run around the course collecting bananas while keeping your eye on the edge. It's you against the clock but one wrong step and you'll have to start from the beginning!

Disk Golf

1~4 Alternating

Fling that ring and grab the bananas to win! Four players can take turns and throw the disk around the course to try and beat par. Watch out for the wind though, you don't want to throw the disk off the island!

Fish Catcher

1~4 Simultaneous

Let's go spear fishing! Diving under the waves, you've got to catch fish by thrusting your spear at them. You'll have to be quick, otherwise the fish will be able to avoid you and you're up against the clock! Remember also that you must bring in exactly the color and number of fish that you're asked to catch.

Free Throw

1~4 Simultaneous

Step onto the court and compete to score the most baskets. There's no backboard so you're going to have to be accurate with power and direction. Do you have what it takes to win the game?

Frog Ball

1~4 Simultaneous

Your monkey ball now has a pair of legs, which are made for jumping so get some height and distance to ensure you stay ahead of the game. Across the pond, up the cliff and on to your goal, there's no stopping a monkey ball with frogs legs!

Fruit Basket

1~4 Simultaneous

This fruit tree can't make up its mind what fruit to drop! This is where you step in to direct the falling fruit into the right basket and save the day!

Hammer Throw

1~4 Alternating

Round and round and round you go, but then you've got to let it go! Make sure you throw the hammer at the right time, there's no safety net around this circle and each throw only counts if it goes ahead of the mark!

High Wire Act**1~4 Simultaneous**

Roll up! Roll up! Watch the death defying monkey walk from mast to mast across the wire! Can you keep your balance? The faster you go, the harder it gets, so be careful and good luck!

Home Run Derby**1~4 Alternating**

Step up to the plate, swing the bat, and try to smack that ball out of the park! Watch the fastball and hit it as far as you can. Can you beat your friends and hit the ball the furthest?

Hovercraft Battle**Nunchuk 1~4 Simultaneous**

Battle your opponents on the ice by piloting your hovercraft into the back of your opponent's craft! Pick up items to stop everyone cold, boost your speed, or double your score. Take the crown from the leader and you'll be victorious!

* See p.18 for the controls of your hovercraft.

Hovercraft Race**Nunchuk 1~4 Simultaneous**

Jump in your hovercraft and dodge your rivals while collecting the flags. Control your craft as it slides around on the ice and try to avoid the obstacles. Playing alone, you compete against time. Playing with others, you compete for points.

* See p.18 for the controls of your hovercraft.

Hurdle Race**Nunchuk 1~4 Simultaneous**

On your marks. Get set. Go! Sprint to the finish line while making sure you jump the hurdles on the way. Hit a hurdle and you'll slow down, so time those jumps and beat your opponents to the finish line.

Jigsaw Puzzle**1~4 Simultaneous**

Pick up the pieces and assemble the picture. Choose the number of pieces and then start to put everything into place!

Jump Rope**1~4 Simultaneous**

Sitting in a banana tree, how many monkeys can you see? One, two, three... how many times can you jump? Watch the rope as it swings around and time the jump so you don't get caught. Jumping high is good but not always best!

Keepy Up**1~2 Simultaneous**

Using a bat, keep the ball bouncing up in the air for one minute. Beware, the bat is round, just like the ball. So unless you get it just right, one crazy bounce and the ball is down, losing time.

Monkey Bowling**1~4 Alternating**

The pins are all lined up and ready for a battering. Cast yourself down the alley with a little spin and aim for that strike! If any are left you'll have to bowl again looking for that all important spare.

Scoring in Bowling

In bowling, your goal is to knock down as many pins as possible in 10 frames, with up to two throws per frame. If you knock down all 10 pins in one throw ("strike"), the number of pins you knock down on your next two throws will be added as bonus points. If you knock all 10 pins down in two throws ("spare"), the number of pins you knock down on your next throw will be added. If you get either a strike or a spare in the final frame, you will have extra throw(s) for more bonus points.

Monkey Boxer**Nunchuk 1~2 Simultaneous**

Ding, ding! There goes the bell, seconds out, round one! Jump into the ring and swing. The first one to hit the canvas loses! Don't be that monkey — knock your opponent out first.

* See p.18 for the controls to move your character in the ring.

Monkey Darts**1~4 Alternating**

Step up to the oche and try to hit that treble twenty! Score the most points or compete in the classic games of 301 and 501. Earn respect from your friends for hitting that bulls eye to finish!

Brief Rules on 301 and 501

In 301 and 501, you start the game with 301 (or 501) points. You have three throws per round (10 rounds in 301; 15 rounds in 501), and the score of throw is subtracted from the total. You must reach zero to win. If your score goes below zero ("bust"), the round is over and the score is returned to what it was at the beginning of the round. After the final round, if no one reaches zero, the player closest to zero becomes the winner.

Monkey Fencing**1~2 Simultaneous**

Touche! Thrust and parry your way to victory in a duel with the noblest of weapons. Remember, your opponent also has a sword, so keep an eye on him and you'll avoid being beaten.

Monkey Golf**1~4 Alternating**

Choose your club, take aim, swing and try to beat that par. Careful you don't hit it out of bounds or you'll have to re-take your shot. Play the first nine or go the full distance of 18 holes. Can you hit a hole-in-one?

Brief Rules on Golf

The game of golf is scored in number of strokes; the lower the number the better. If a shot goes out of the course or drops into the water, you must hit again from the same spot, with one penalty stroke added. At any hole, if you hit 10 strokes, you are automatically forced to give up that hole, scoring 10.

Monkey Race**1~4 Simultaneous**

Roll your ball around the track as fast as you can against seven other monkeys. Pick up items and use them to increase your chances of beating your opponents. Play a single event or compete in a Grand Prix over five races.

How to Hold Wii Remote

In Monkey Race, hold the Wii Remote sideways, with +Control Pad to the left side and the 1 and 2 Buttons to the right side (front of the Wii Remote facing you). The game will not operate correctly if you hold the Wii Remote flat.

Time Attack Mode

Hold the 1 Button while selecting course to play in Time Attack.

Monkey Snowboard**1~4 Simultaneous**

You're at the top of the mountain and there's only one way off of it, down! Jump on the board and speed your way down the run competing against your opponents. Play a single event or compete in a Grand Prix over three races.

Monkey Squash**Nunchuk 1~2 Simultaneous**

Take to the court in this fast-paced ball game. Take your chances and hit the ball into those hard-to-reach areas of the court to make sure you beat your opponent. First to six wins the game, so make sure every shot counts!

Monkey Target**1~4 Simultaneous**

Can you pilot your ball to the center of the target? Collect those bananas while gliding toward a high score. Time the release of the Option Ball right and you could get even more points. In the multiplayer game, knock your opponent's ball off course to ensure you're the winner!

Monkey Wars**Nunchuk 1~4 Simultaneous**

Gladiators, are you ready? Pick up those weapons and wage war against your opponents. Boost your life with items and increase your chance of winning by riding the vehicles for extra power. Can you keep your crown to be the winner?

Monkeysmith**1~4 Simultaneous**

Learn the art of metal working, monkey style. Swing your hammer along with the master to create works of art. If you fail to swing too many times, you'll be thrown out of the forge!

Number Ball**1~4 Simultaneous**

The pool table is in a mess and you're needed to collect the balls. Make sure you pay attention, as you're supposed to collect them according to the number of the ball that is shown.

Paper Sumo Fighter**1~2 Simultaneous**

Take control of your own paper sumo fighter and step into the ring. If you push your opponent out of the ring, you're a winner. You can also knock him over, so start fighting!

Paraglider**Nunchuk 1~4 Simultaneous**

Take to the skies and try to land on the target. Control your parachute to glide gracefully through the air and land. If the wind changes, you'll have to work harder to make the perfect landing! Go near the mountain and use the updraft, if you need to raise altitude.

Paraglider Rules

Select the Rules before you play the game.

Target: Compete for the accuracy from the center of the target.

Landing: Compete for the time differential from the predetermined landing time.

Checkpoint Race: Go through all the checkpoints and compete for the landing time.

Racing Birds**Nunchuk 1~4 Simultaneous**

Can you fly? You can in this game! Soar up to the sky and dive at the ground in an attempt to pass through as many rings as you can. It's not that simple though as the canyon pass is narrow and if you hit the cliff walls you'll lose valuable time.

Red Light, Green Light**Nunchuk 1~4 Simultaneous**

Can you creep up on the wolf without him spotting you moving? Race your opponents to reach the goal, but remember if he turns around and sees you moving, you'll have to go back to the start!

Ring Toss**1~4 Alternating**

Anyone for hoopla? Now you can compete against your friends in a classic game of skill and accuracy. Throw the hoops over the poles and watch out for the Bonus Poles. Increase your score using different combinations.

Rock-Paper-Scissors Attack**Nunchuk 1~2 Simultaneous**

Play this classic game by choosing your weapon for each round. Win and you get to try to bash your opponent on the head with a mallet, but lose the round and you're going to have to be quick to grab the helmet to defend your own head!

Scoop the Goldfish**1~4 Simultaneous**

Even monkeys want to keep fish as pets and to get yours you'll need to get down to the pond with your net and fish one out. Be gentle though or else your bucket will remain empty and you'll never catch that goldfish!

Seesaw Ball**1~4 Simultaneous**

Starting at the top and using only gravity to get your monkey ball to the target at the bottom, you'll need to tilt those seesaws just right to avoid a fall out. Too fast and you could go shooting past the next seesaw. Collect bananas along the way, and compete for the most points!

Shepherd**1~2 Simultaneous**

One monkey and his dog are in the pen and you have to get the sheep out through the gate. You're up against the clock in this battle with the sheep, so control that sheepdog for the best results!

Simon Says**Nunchuk 1~4 Simultaneous**

Semaphore can be tricky, but with a teacher like this you'll pick it up in no time. Raise and lower the corresponding flags according to the master's instructions but remember to hold them in that position until he tells you to move them again.

Sling Shot**1~4 Simultaneous**

Load your catapult and attempt to knock off as many cans and balloons as you can. Watch out for the UFO's and knock them out of the sky for big points!

Space Monkey Attack**1~2 Simultaneous**

Battle stations! Jump into your spacecraft and defeat waves of invaders by shooting them. Evade their attacks by shooting their missiles. We're relying on you to stop them getting through.

Spaceship Landing**1~4 Simultaneous**

Monkeys, we have a problem! Can you pilot the spaceship down onto the landing pad using the retro boosters? Increase your score by using less energy. Damage the ship too much and it will explode, so bring that ship in carefully!

Treasure Submarine**1~4 Simultaneous**

Navigate the deep blue in search of buried treasure. Listen to your sonar as it will tell you when you're near the loot. Extend the arm into the sea wall and extract the treasure to score big points.

Trombone**1~4 Simultaneous**

Make beautiful music by playing the trombone. Who ever heard of a monkey being able to play a musical instrument? Prove them wrong, hit those high notes and play your heart out to get the glory you deserve!

UFO Capture**1~4 Simultaneous**

Aliens have escaped and are running around Earth! Jump in your spaceship, hover over the aliens and activate the tractor beam to pick them up. The bigger the alien the longer you'll need to hover over them, and time is running out!

Whack-a-Mole**1~4 Simultaneous**

Moles have invaded and are doing some suspicious construction underground. When they pop their head up above ground to look around, that's when you strike. Hit as many moles on the head as you can with the hammer.

Navigate your monkey-sized yacht across the sea trying to avoid the jagged rocks. Beware of the open water as it's not all smooth sailing, there are plenty of sharks who would be only too happy to turn a monkey into a lunch time snack!

Controls for Some Two-Handed Games

The games **Alien Attack**, **Hovercraft Battle**, **Hovercraft Race**, and **Monkey Boxer** are controlled in a similar way. Here are detailed explanations of how to maneuver in the game. For game-specific controls (shooting, etc.), please refer to on-screen instructions given before each game.

Neutral Position

Hold the Wii Remote with your right hand, and the Nunchuk with your left hand. Hold both the Wii Remote and Nunchuk straight up.

Move Forward/Backward

Tilt both the Wii Remote and Nunchuk forward (towards the TV screen) to move forward; backward (towards yourself) to move back.

Move Sideways (Alien Attack & Monkey Boxer only)

Tilt both the Wii Remote and Nunchuk left/right (to the same direction) to move left/right, without rotating yourself.

Rotate (Hovercraft Battle, Alien Attack and Hovercraft Race)

Tilt the Wii Remote forward, and Nunchuk backward to rotate left; tilt the Wii Remote backward, and Nunchuk forward to rotate right.

Jump/Swoop Down (Alien Attack only)

Tilt the Wii Remote and Nunchuk outward (away from each other) to jump; tilt inward (towards each other) while jumping to swoop down.

By adjusting the amount you tilt, you can not only adjust speed but also turn while moving. Get used to the controls.

Credits

The following credits list the staff responsible for the localization and marketing for the North American release of Super Monkey Ball Banana Blitz. See in-game credits for the complete list of the development staff.

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Notes

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