
PlayStation
NTSC U/C
PlayStation
EVERYONE
E
CONTENT RATED BY
ESRB
SLUS-00765
MONKEY
HERO
TAKE

Precautions

• This disc contains software for the PlayStation™ home video game console. Never use this disc on any other machine, as it could damage it. • This disc conforms to PlayStation™ specifications for the European market only. It cannot be used on foreign-specification versions of PlayStation™. • Read the PlayStation™ Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation™, always place it label side up. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture.• Never attempt to use a cracked or warped disc, or one that has been repaired with adhesives, as this could lead to operating errors.

Health Warning

For your health, rest about 15 minutes for each hour of play. Avoid playing when tired or suffering from lack of sleep. Always play in a brightly lighted room, and stay as far from the television screen as possible. Some people experience epileptic seizures when viewing flashing lights or patterns in our daily environment. These persons may experience seizures while watching TV pictures or playing video games. Even players who have never had any seizures may nonetheless have an undetected epileptic condition. Consult your doctor before playing video games if you have an epileptic condition or immediately should you experience any of the following symptoms during play: dizziness, altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion, and / or convulsions.

See back page of this manual for Customer Service Nos. and Games Hotline Nos.

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SLES-00979

WARNING: READ BEFORE USING YOUR PLAYSTATION® GAME CONSOLE:

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

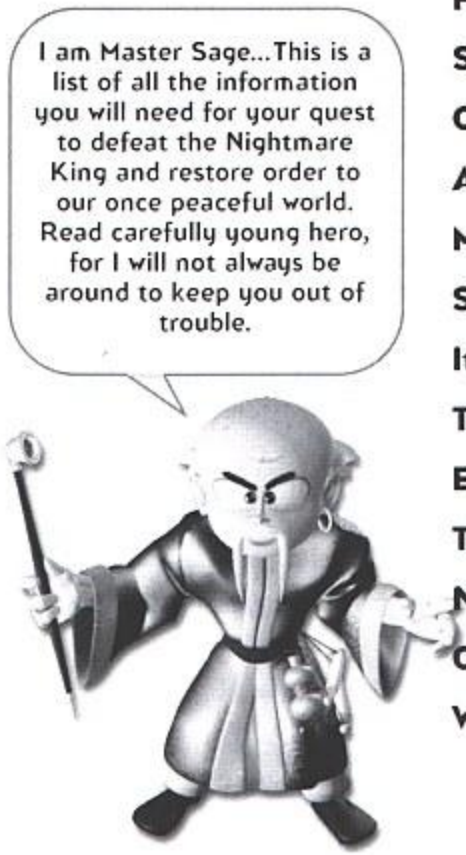
WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PLAYSTATION® DISC:

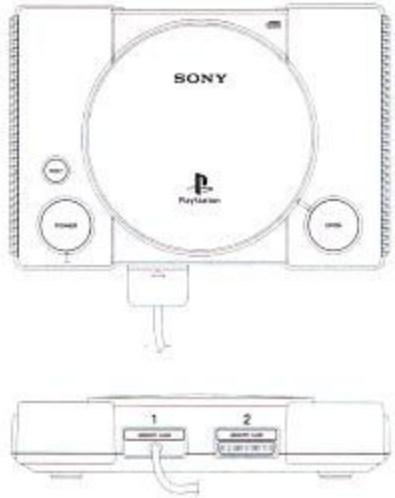
- This compact disc is for use only with the PlayStation® game console.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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Starting Up



1. Set up your PlayStation® game console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a compact disc.
3. Insert the MONKEY HERO™ disc and close the disc cover.
4. Insert a game controller and turn ON the PlayStation® game console.
5. Highlight your language choice using the directional buttons and then confirm your choice using the X button.
6. Follow on-screen instructions to start a game.
7. It is advised that you do not insert or remove peripherals or Memory cards once the power is turned on.

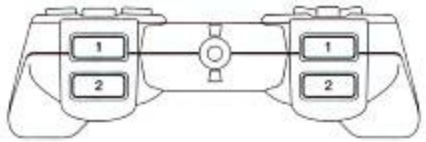
MEMORY CARDS

If you want to save your games, please ensure that you have a MEMORY CARD inserted in MEMORY CARD slot 1 before commenicing play.

You can continue previously saved Monkey Hero games by loading them from the "Title Room". See the "Starting and ending your journey" section for more information.

Game Controls





These are the default controls. You can select from four different button configurations by entering "Control" in the "Options" room.

Directional Button - Move ..... Moves Monkey in desired direction, also used to move the cursor to select items.

□ Button - Use Item ..... Uses equipped item.

✕ Button - Attack ..... Swings staff, holding ✕ charges "Staff Hovering" ability.

△ Button — Inventory ..... Brings up your "Inventory Screen". Use the Direction Buttons to move to the desired item, press △ again to select the item and return to the game.

○ Button - Action button ..... Used to talk to characters you meet, open chests and lift items, pressing ○ again, after lifting, will throw the item. You can also move certain items by pulling them, hold down ○ next to the object and use the directional buttons to pull.

R1 Button ..... Cycles forward through your equipable items.

R2 Button ..... Not used

L1 Button ..... Cycles backwards through your equipable items.

L2 Button ..... Not used

Select Button - Map ..... Once you have the World Map, the Select button will bring up the map of the outside world.

Start Button - Pause ..... Pauses the game, you can then choose to "save and quit", or "continue".

Analog Controller (DUALSHOCK) ..... If you are using the Analog Controller (DUALSHOCK) and have it in Analog Mode (LED: Red) the Left stick can be used to move Monkey in the desired direction, and to move the cursor to select items.

Past, Present and Future



Monkey, listen closely, for this is your destiny.

The Past

Long ago, there existed not one, but three worlds... the Dream World, the Waking World and the Nightmare World. These three worlds remained in balance, each serving its purpose in the lives of all creatures... The main reason this balance was kept was The Magic Storybook of Dreams. This book kept the people of the Waking World safe from the constant invasion of the Nightmare King. The Nightmare King, determined to destroy the order of the worlds, knew that if he stole this book, he could fill the Waking World with evil nightmares and create total chaos. Having anticipated this attack, the Dream King fashioned a hero out of stone and sent him down to the Waking World for the sake of all the good people. This hero was found by a pair of kindly villagers who raised him until he was ready for me to train him for his dangerous quest.



The Present

Monkey, you have spent many years under my guidance and teaching. The time has come for me to tell you of your destiny...
I have been training you for a great journey, you are the Monkey Hero that the Dream King created to defeat the evil Nightmare King! You must retrieve The Magic Storybook of Dreams from the Nightmare King to restore balance to the three worlds. I hope that I have taught you everything you will need to complete the upcoming challenges... I know not all of what you will be facing, or what paths you will need to take, but I have written down everything I think you will need to know in this manual. I hope it proves helpful.

The Future



Harmony must be restored. It is up to you to find the missing eight pages of the magic story book and defeat all the Nightmare Lords. The events to come will no doubt test each and every ability I have taught you. You will need to be strong and always keep a clear focus on your goal. You will be faced with many difficult puzzles and enemies, but no matter how hard it becomes you must never give up. You are our only hope, Monkey...

Starting and Ending your Journey

I will now teach you how to begin a new game, load a saved game and how to save your progress once you begin. You will start your journey in the "Title Room". From there, you have three paths which you can take.



Starting a new game

Once you are ready to begin your quest you will need to start a new game. Follow the instructions below to do so...
To begin a new game, walk through the doorway marked "START". This will begin you on your quest. NOTE: Before starting a new game, you will need to have at least one free Memory Card block on your memory card to save your game.

Loading a saved game



If you have already saved a Monkey Hero game to your Memory Card, you can continue your game by doing the following...
To load a saved game, walk through the doorway marked "LOAD". If a Memory Card is inserted into Memory Card Slot 1, with Monkey Hero save games on it, a list will be displayed with the elapsed time displayed for each game. Select the desired saved game from the menu and press the ✕ button to continue from the last saved point.



Saving your game -

Once you have started your travels, you may save your progress in two ways...
Any time you have control of your character, you can press the Start button to pause your game. You can then press the ✕ button to choose one of the following: "save and quit" or "continue".

Game Over



If you die, and have no mushrooms to restore your life, the "Game Over" screen will come up. You can then choose to: "save and continue", "save and quit" or "continue without saving".
If you select one of the save options, and have a Memory Card inserted into Memory Card Slot 1, the game will save your progress, however only from the beginning of the last dungeon, cave or house that you entered.
Note: You can keep as many Monkey Hero save games on your Memory Card as there are available Memory Card Blocks. If you need to make room for additional save games, use the console's internal MEMORY CARD manager to delete some blocks (check your instruction manual for step-by-step directions).

Options at your disposal

Before starting on your journey you may want to change some of your game options. The "Options" room can be accessed by moving through the right hand door in the "Title Room", marked "OPTIONS".



Audio

In this room, you can adjust the level of music and sound effects you hear while playing Monkey Hero. Use the sliders to adjust the level up and down by moving the hero next to the slider and pushing it in the correct direction (left to lower, right to raise it).

Control



In this room, you can choose from four preset controller configurations. Press the directional buttons left and right to choose the configuration you like. Press △ to make your selection and return to the "OPTIONS" room. The controls will always be set on the default controls. If you like playing with one of the other controller configurations, you must change it every time you reset or turn off the PlayStation game console.

Action Screen and Inventory Screen

Mastering all that is at your disposal will be the key to your success. You must be aware of everything around you and know how to use the items that will help you complete your task.

Action screen

While traveling through the world, you will always have these indicators shown along the top of the screen. (from left to right)



1. This box contains your current Equipped item, these are equipable items such as fire crackers and are selected from the Inventory screen.

2. This indicates the amount of Coins you have in your possession. Coins can be used to buy items. They are also used for some of your special abilities and items.

3. This indicates the amount of Gold Keys you have in your possession. Gold Keys are used to open large chests (only used in dungeons).

4. This indicates the amount of Silver Keys you have in your possession. Silver Keys are used to open certain locked doors (only used in dungeons).

5. This indicates your health in the form of peaches. When you run out of peaches and have no mushrooms left, you die.

Inventory screen

All the items you pick up along the way, will go to your Inventory screen. The Inventory screen is divided into five boxes. I have covered some of the important items I think you will be using on page 13. You can bring up your Inventory screen at anytime during your quest, except during certain story breaks, by pressing the △ button. When the △ button is pressed, your game pauses and you can now use the Direction Buttons to move to the item you wish to equip. Press △ again to select the item and return to the game.



1. Equipable Items
The equipable items you have collected in your quest are displayed here. Such as a Gourd, Hammer, candle, etc.

2. Auto Use Items
These items automatically give you new abilities . Items such as a Mega Bracelet, World Map, Earring, Hover Scroll, and the Headband.

3. Staff
The current Staff you are using. Bamboo, Rock, Bone, Metal, Dream etc.

4. Spears
Your available spears. You can keep track of and select your regular and explosive spears here.

5. Consumable Items/Book Pages
Fireflies, Firecrackers and Mushrooms are selectable in this box. Also, when the Book is selected in the Equipable items box, this box shows the current number of pages collected. Your trade items are also shown in this box.



Monkey Moves

You will need to travel and explore many different areas of the three worlds. You'll be faced with many different puzzles and situations that you will need to figure out how to overcome. I hope you remember all that I have taught you Monkey. In case you have forgotten any of the actions you will need along the way, refer back to these pages for a refresher course.

Moving around the screen
Use the Directional buttons to move yourself around the screen. You will move in any direction you press the Directional buttons. You must be close to an object to interact with it.



Pushing objects
Throughout your quest you will need to move certain objects around to uncover certain items and areas. You can do this by moving next to the desired object, when you are close enough to it, press the Directional Buttons in the desired direction and you will lean against the object and either push it over or slide it across the ground to where you wish. To stop pushing the object, either stop moving or move in the opposite direction.

Pulling objects
Pulling objects is much like pushing objects. To pull an object, move next to the object and press and hold the ○ button. You can then pull it in the direction you press the Directional buttons. Note: Not all objects can be pushed or pulled you must experiment with everything around you to find out what best fits the situation.





Picking up and throwing objects
There are many objects in the world that can be picked up and used as weapon by throwing them, you may also find valuable items inside these objects after they break. To pick up an object such as a plant, move next to the desired object and press the ○ button to lift it up over your head. While carrying the object, you can still move around using the Directional buttons. To throw the item you are carrying, press the ○ button again. You will always throw your object in the direction you are facing so you must position yourself facing the direction you want to throw.

Opening chests
Throughout your adventure you'll come across many chests containing important items. There are two different kinds of chests, small and large. Small chests can be opened by moving next to the chest and pressing the ○ button. Once the chest is open you will automatically pick up the item and put it in your inventory. Large chests are opened the same way as small ones, the only difference is, a gold key is required to be in your inventory to gain access to the chest.





Conversation
There are certain characters in the game that you can talk to, many of which, have valuable information for you. To talk to a character, move next to the desired person and press the ○ button, press the ○ button again to continue the conversation and to end it.

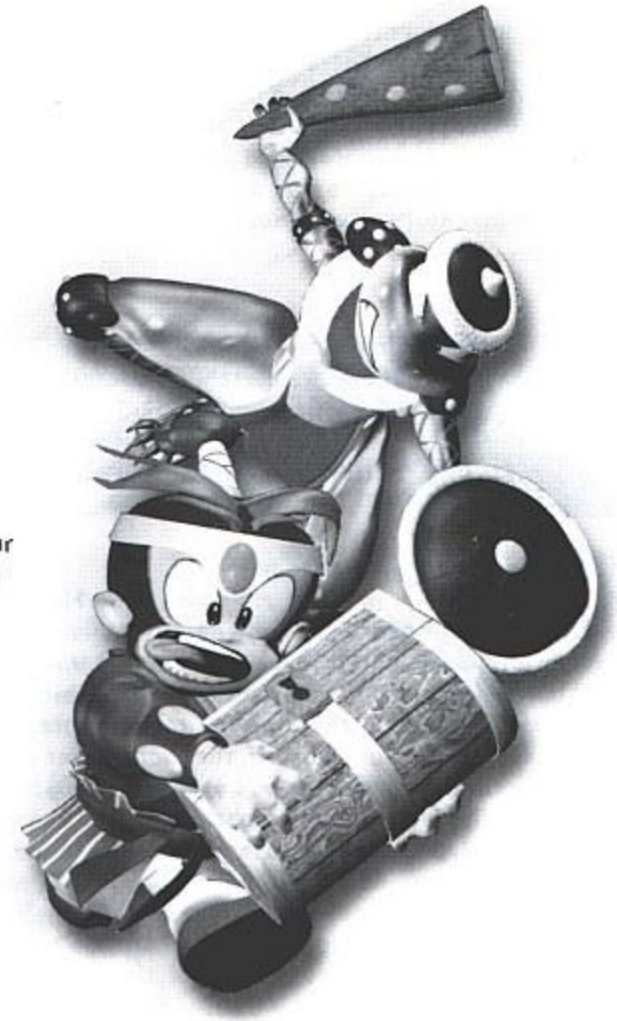
Hovering technique
Once you find the "Hover Scroll", you are capable of using your staff to hover over chasms and places where normal walking is not possible. Your hovering power (the amount of time in which you can stay in the air) is determined by the kind of staff you are using. In other words, the more powerful the staff, the more hover power you have. You can perform this maneuver by holding the ✕ button until the staff charges, when fully charged, you will twirl the staff, creating lift. You control your hover direction the same as if you were walking, press the Directional buttons in the direction you wish to move.





Staff attack
Your standard attack. Once you find a staff you can press the ✕ button to swing your staff directly in front of you. You can use this attack as many times as you wish. You should practice the correct distance you need to be away from enemies to hit them.

Although your main attack is with your staff, you will find other objects in the world that may be useful as weapons, so experiment.



Staying alive

In order to fulfill your destiny of defeating the Nightmare King, you are going to have stay in good shape. I feel as if you are my own son and it would break my heart to see you die. Here is all I can teach you about staying alive...

The amount of health you have is shown with peaches, which are displayed in a row on the top of the Action screen. Every time you take damage you lose either a half or whole peach, if you run out of peaches, and have no mushrooms, you die.

Small Peach
Restore one peach of life and are automatically used when picked up.

Magic big Peach
Restores full peaches and adds one to your maximum.

Mushrooms
Mushrooms, when obtained, will restore all your life if you happen to lose all your peaches. Mushrooms can be obtained from Fontunes.



Using items you find

You will find many useful items along the way. These items will allow you to gain access to new areas and give you new abilities. Most of these items will be very well hidden or held by foes you will encounter. You must try your best to locate them, for they will prove to be a great help. I have even heard of an item that will give you telepathic powers so that I may better help you in the later stages of your quest. Either way, here are some of the important items that I know about...

Equipable items



Equipable items are selected from the Inventory screen. Press the △ button to access the Inventory screen. Use the Directional Buttons to moved to the desired item, press △ again to select the item and return to the game. Once back in the game, you can also use the R1 and L1 buttons to do a quick switch between all available equipable items. Once you have selected an item you can press ○ to use it. The useable items I know about are:



Gourd
Can be used to suck in and hold fireflies that you will find flying around. To capture fireflies, select the Gourd as your equipped item and hold the ○ button down. You can now walk around and capture the fireflies you want. You can release them by pressing ○ whenever you want.



Grapple
Allows you to gain altitude by grapling on to objects. Effective against flying enemies and to reach hard spots.



Magic Statues
Statues have different abilities when used, depending on their type. Because of their strength they consume coins every time you use them.



Candle
Has a couple of uses, but mostly as a source of light. It must be light by a torch to use. When you get hit the flame will go out.



Spears
Long range attack. You will come across a variety of spears in your travels. You can throw your spear in the direction you are facing at any time by pressing the ○ button.



Firecrackers
These little explosive devices can be used as both a weapon and for causing destruction to certain objects. When selected as your equipped item, you will drop a firecracker every time you press the ○ button. You can then pick it up and throw it like another liftable object. It will explode 3 seconds after you first dropped it.



Hammer
Can be used to smash your enemies to a pulp, but is also used to pound other objects.

Auto-use items

These types of items, once picked up, will give you special abilities or other attributes. Once you have the Hover Scroll, for example, you are able to hover from then on. These are the auto-use items I know about:



Mega Bracelet
Allows you to pull and push heavier objects.



Pie Tin
Allows you to store peach pie slices for later use.



World Map
Lets Monkey see a map of the world. Pressing the Select button will bring up this map.



Hover Scroll
Gives you the ability to use your staff to hover across chasms and hard to reach spots.

The World Around You

You have a long and dangerous trip ahead of you. I'm sure at times you will get lost and confused as to where to go or what to do next. Don't fear little one, I will help you the best I can. Here is some information that you should find interesting.

WORLD MAP

The World Map is accessed when you press the Select button when not inside a dungeon. If you are inside a house the map will not come up. You must first find the map before you can use it. The map will give you a somewhat detailed, birds-eye view of the world in which you are in. The map will show your whereabouts and the location of any Dungeons or other special places that people have told you about. The map can also be used for teleporting to certain areas when the CLOUD is obtained.



Enemies

When I was a young adventurer, I came across many of the evil creatures you will be facing. I know that there are much bigger and powerful bosses out there, and I am sorry I do not know more about them. I will tell what I remember though, hopefully it will be of use.



Dive Bomber
These two headed flying pests swoop down and try to peck you to death. use the grapple on these to dispose them quickly.



Jellies
Leftovers from the NIGHTMARE KING's dinner table. They shake a few time before jumping on you.



Rockheads
Armless but deadly. These creatures are Fontunes with a military bent still serving the NIGHTMARE KING.



Tai Toads
Their jumping ability makes them able to get over barriers that even you can't get over.



Fire Elementals
You can light your CANDLE on their bodies!

Tips

1. Be sure to save your game at the beginning of every dungeon and after collecting a Book Page.

2. There's nowhere to retreat to if you can trap an enemy in a corner. Once that happens, strike quickly with your staff and bid the Nightmare King drone good ridance.

3. Whenever you're low on health, spears, money, or firecrackers, be sure to check all of the crates and jars in the area. Remember, you can always walk out of the room and back in to restore those smashable objects!

4. When dealing with Knife-Throwing Nightmare guards, stand to the left or right of its line of fire and approach it until it's backed into a wall or object. Once trapped, you should be standing diagonal to it and will easily defeat it with a few swift swings from your trusty staff.

5. Once you've obtained the Mushroom Bag from the Fontunes, you should visit the Shop Keeper in the south-west of the Fontune Villa and buy more mushrooms. It's always a good idea to carry at least THREE mushrooms.

6. Before entering a dungeon to retrieve a lost Book Page, be sure t visit Ma Baker and stock up on some Peach Pie Slices! A tasty pie s halfway through a dungeon will revive your Health Meter.



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CREDITS

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Customer Service Numbers

- **Australia** 1300 365 911
  Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Österreich** 0450 199 000 500*
  (Ein Anruf unter dieser Nummer kostet in der Zeit von 8-18 Uhr ös 8, - -/Min, außerhalb dieser Zeit ös 6, - -/Min.)
  Bei allen Fragen rund um die PlayStation kontaktieren Sie bitte den Kundenservice.
- **Belgique/België/Belgien** 011 280 996
  Veuillez appeler notre service clientèle à ces numèros seulement pour une assistance technique concernant la PlayStation.
- **Danmark** 33 26 68 20
  Åben Man-Tors 16.00-19.00
  Du bedes ringe til dette kundeservicenummer for support til din PlayStation.
- **Suomi** 0600 411911
  "4,70 fim/min + ppm avoinna ark 17-21"
  Soita näihin asiakaspalvelunumeroihin vain PlayStation-laitteistotukea varten
- **France** 01 40 88 04 88
  Veuillez appeler notre service clientèle à ces numèros seulement pour une assistance technique concernant la PlayStation.
- **Deutschland** 01805 / 766 977
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- **Ireland** (01) 4054022
  Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Italia** 167 520 523
  Chiamare i numeri dell'assistenza clienti solo per problemi tecnici riguardanti l'hardware della PlayStation.
- **Nederland** 0495 544 562
  Wij verzoeken u deze klantenservicenummers alleen te bellen indien u advies wilt vragen over PlayStation apparatuur.
- **New Zealand** (09) 415 2446
  Please call these Customer Service Numbers only for PlayStation Hardware Support.
- **Norge** 2336 6600
- **Portugal** (01) 318 7450
  Por favor, contacte os seguintes números do nosso Serviço de Atendimento ao Cliente se tiver alguma dúvida ou problema com qualquer produto de hardware PlayStation
- **España** 902 102 102
  Por favor, llama a los siguientes números de nuestro Servicio de Atención al Cliente si tienes problemas con cualquier producto de hardware relacionado con la PlayStation.
- **Sverige** 587 610 00
  Vänligen ring följande kundtjänstnummer enbart om problem uppstår på PlayStations programvara.
- **Schweiz/Suisse** 0900 55 20 55 Ein Anruf kostet Fr. 1. -/min.
  Kinder und Jugendliche sollten vor dem Anrufen der Hotline die Eltern oder Erziehungsberechtigen um Erlaubnis fragen
- **UK** 0990 99 88 77
  Please call these Customer Service Numbers only for PlayStation Hardware Support