



PlayStation

®

NTSC U/C

PlayStation

EVERYONE



CONTENT RATED BY  
ESRB

SLUS-00930

# MONKEY MAGIC

TM



SUNSOFT



## **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 intended 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.



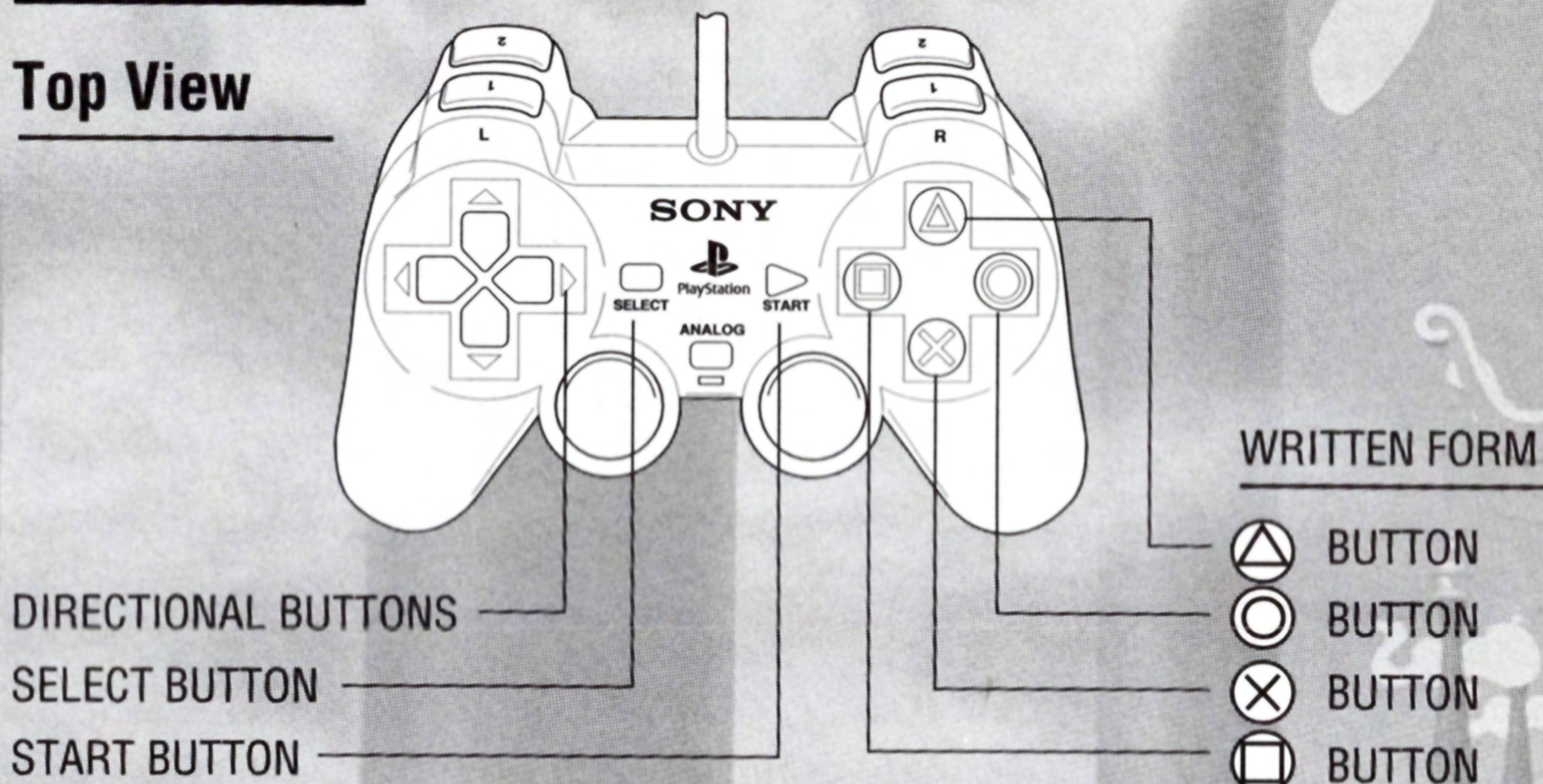
# Contents:

Warnings .....	2
Game Controls .....	4 – 6
The Story .....	7 – 8
Menus and Screens .....	9 – 10
Goodie and Pick-ups .....	11
Gaming Items .....	11
Training Level .....	12
The Magic System .....	13 – 14
Level 1: The Powerplant .....	15
Level 2: Flower Fruit Mountain .....	16
Level 3: Javan Mountain .....	17
Level 4: The Celestial Heavens .....	18
Characters .....	19 – 22
Credits .....	23 – 25



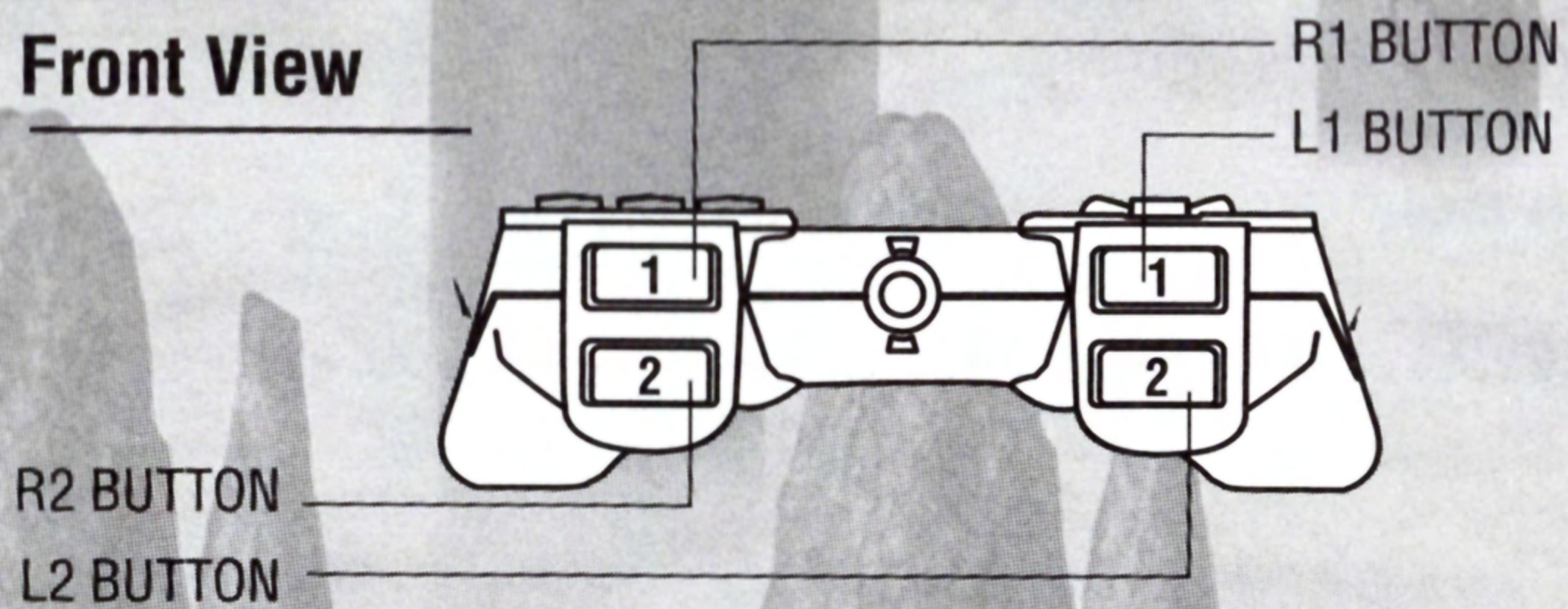
# Controller

## Top View



# Controller

## Front View





**L1 BUTTON:** Cast Spell on Self. Cast selected spell on self.

**L2 BUTTON:** Toggle Spells Counter Clockwise. Use to select the desired spell.

**R1 BUTTON:** Cast Spell on Others. Sends spell towards other objects or characters.

**R2 BUTTON:** Toggle Spells Clockwise. Use to select the desired spell.

**UP DIRECTIONAL BUTTON:** Climb up on ledge or rope / run across bridges / Aim attack or spell up (with Attack or Spell button) / Look up (with Camera button)

**LEFT DIRECTIONAL BUTTON:** Turn Left / Run Left / Roll Left (with Down button) / Push Left / Look Left (with Camera button)

**DOWN DIRECTIONAL BUTTON:** Climb down / Duck / Roll (with Right or Left buttons) / Run across bridges / Look Down (with Camera Button)

**RIGHT DIRECTIONAL BUTTON:** Turn Right / Run Right / Roll Right (with Down button) / Push Right / Look Right (with Camera button)

**HOLDING L1, L2, R1, R2, DOWN AND PRESSING THE SELECT AND START BUTTON FOR 2 SECONDS:** This will restart the game and return you to the main page

**TRIANGLE BUTTON:** ACTION BUTTON:  
Turn on/off Pull Switches

**CIRCLE BUTTON:** Use in combination with directional buttons to look around.

**X BUTTON:** JUMP BUTTON / MENU SELECT: Jump / Double Jump Use to select items in menus

**SQUARE BUTTON:** ATTACK BUTTON: Punch or Kick (use Directional buttons)

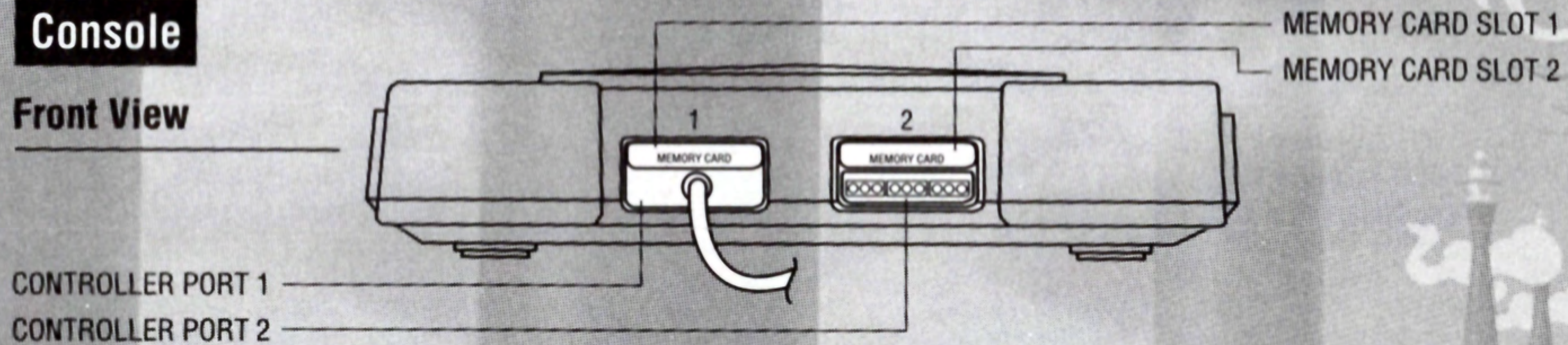


## GETTING STARTED

Set up your PlayStation game console according to the instructions in its Instruction Manual. Make sure the power is off before inserting or removing a compact disc. Insert the Monkey Magic disc and close the Disc Cover. Insert game controllers and turn on the PlayStation game console. Follow on-screen instructions to start a game.

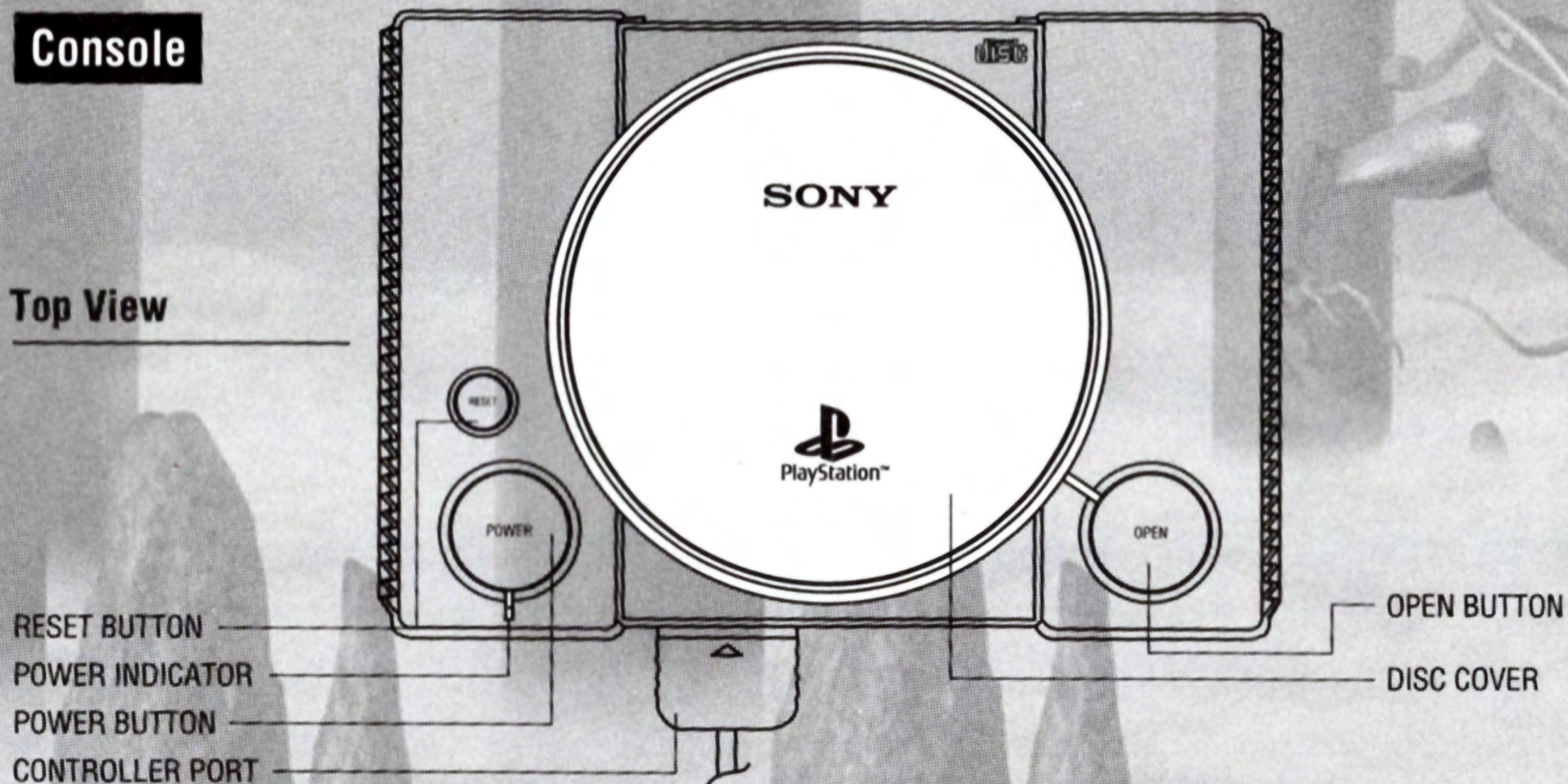
### Console

#### Front View



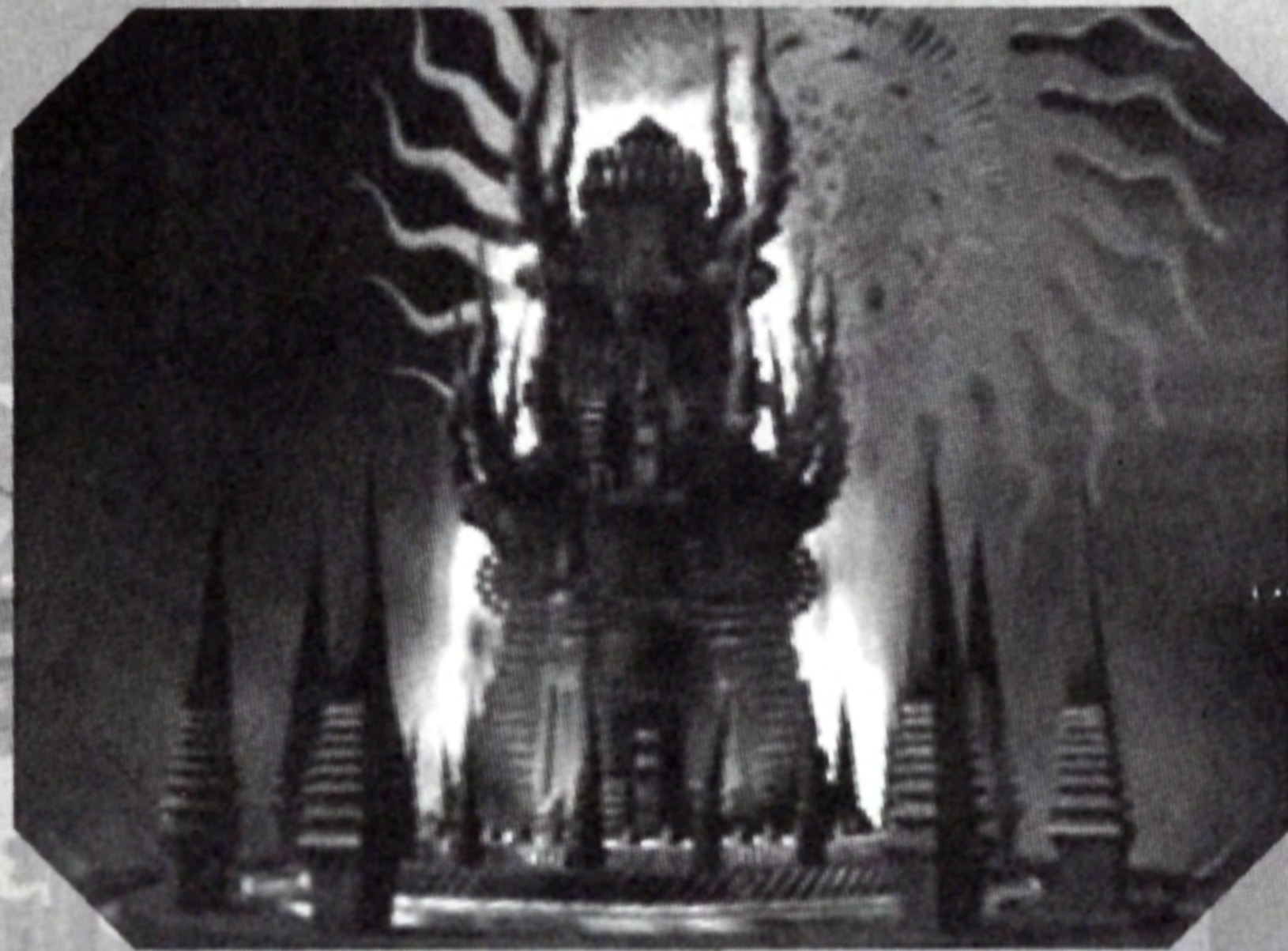
### Console

#### Top View



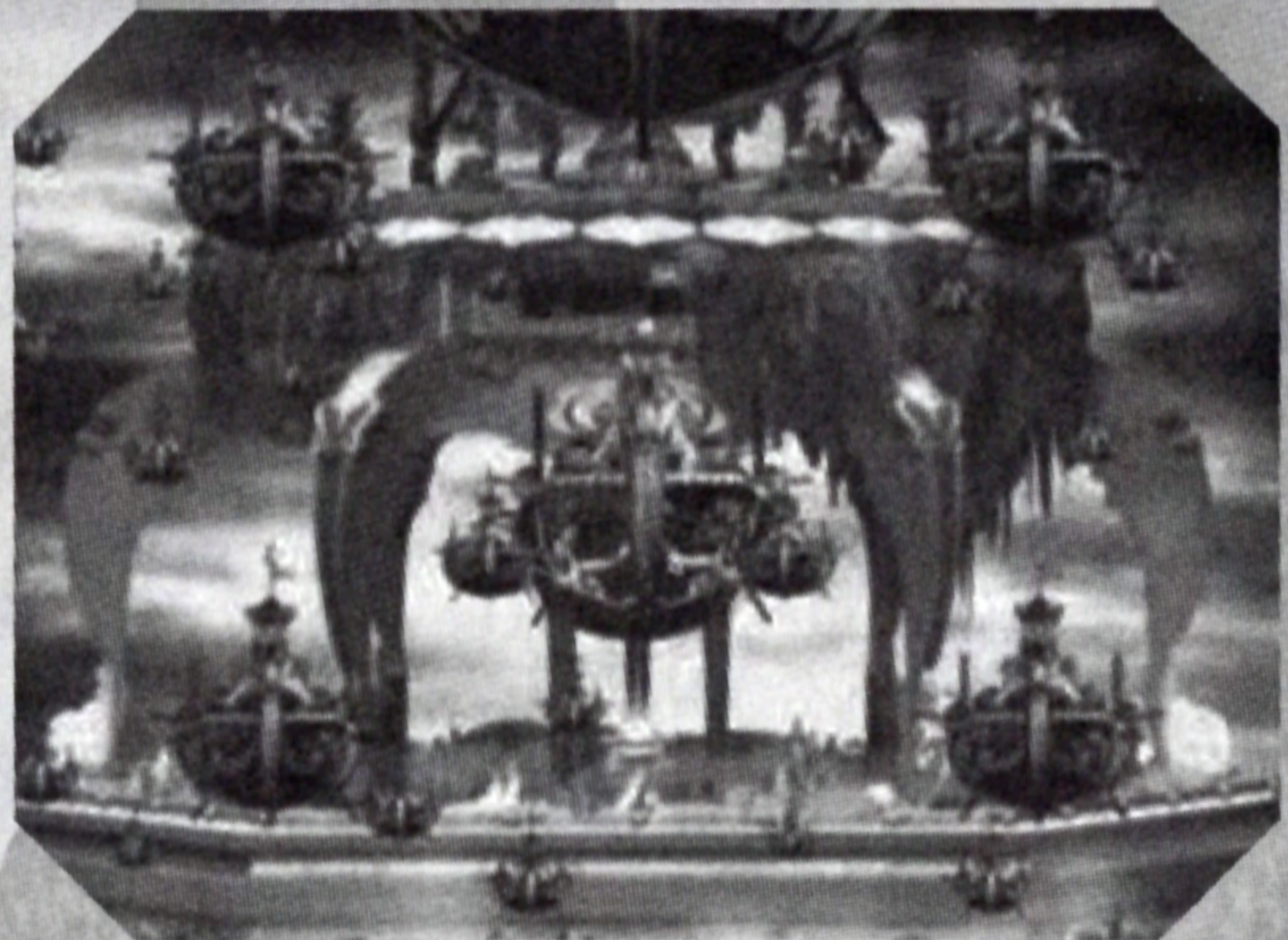


# THE STORY



**S**ince the beginning of the Universe, the Celestial Heavens have been home to powerful beings who strive to achieve balance and serenity throughout the universe. But there has always been a force working against them: Dearth Voyd and his forces of chaos. For as long as anyone can remember these armies of good and evil have been equally matched in their struggle to control the destiny of the universe. And then there came the monkey.

**E**xploding out of the sky, a comet strikes the ground of the small planet Earth. Out of its smoldering wreckage climbs the stone monkey, Kongo. An odd creature, plummeting from the heavens, born of a fiery explosion, Kongo was immediately made leader of the local monkey tribe. Unknown to him though, superior forces were at work. The evil Dearth Voyd recognized the power Kongo held, and sought to use the monkey for his own ends. The short-sighted gods of the Celestial Heavens saw Kongo only as an enemy, and did not seek his friendship.

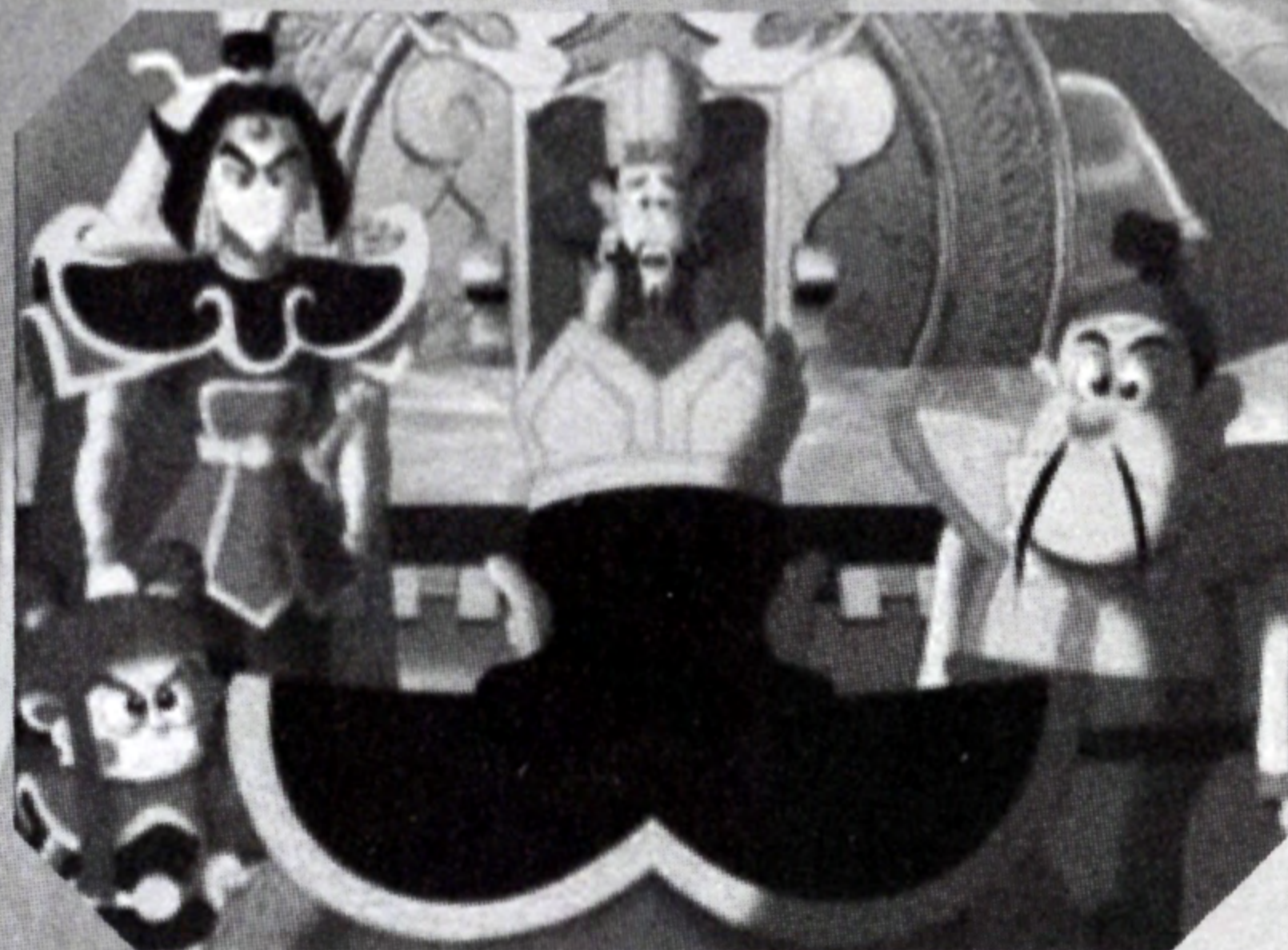






**A**lthough he is lured down the path of evil, in his own heart Kongo knows the path he must take: the path to divine power. At first, guided by the mischievous Batty, Kongo seeks wisdom for himself, to make himself a better warrior. When he returns home, his new skills quickly become useful as the monkey stronghold Flower Fruit Mountain falls under attack. The gods of the Celestial Heavens see Kongo as a threat, and a potential force of evil.

**T**aught by the great master Subodye, Kongo uses the magic spells of fire, freeze, shrink and power to set the world right. Of course, the world likes things just the way they are, and everyone is against Kongo. Everyone that is, except his monkey friends, and the mysterious Guardian, a power higher than the Celestial Heavens, and the one who holds the secret of Kongo's origins.





## Menus and Screens:

To start a new game just select "NEW GAME" from the Main Menu. This will start you off at the very beginning of Kongo's journey to gain Divine Power!

Select "OPTIONS" from the Main Page if you want to see additional options available.

From the Options Page you can select from any of the following options:



**LOAD:** Loads a previously saved game from your memory card.

**CONTROLS:** See what each of the buttons do on your PlayStation.

**CREDITS:** Take a look at the people who made this game.

**BACK:** This will take you back to the Main Menu.

You can pause the game at any time by pressing the START button on your controller.

To resume playing the game, simply select CONTINUE.

Selecting the @#%!\* button will return Kongo to the most recent checkpoint.

Selecting QUIT will quit the game and return you to the Main Page.

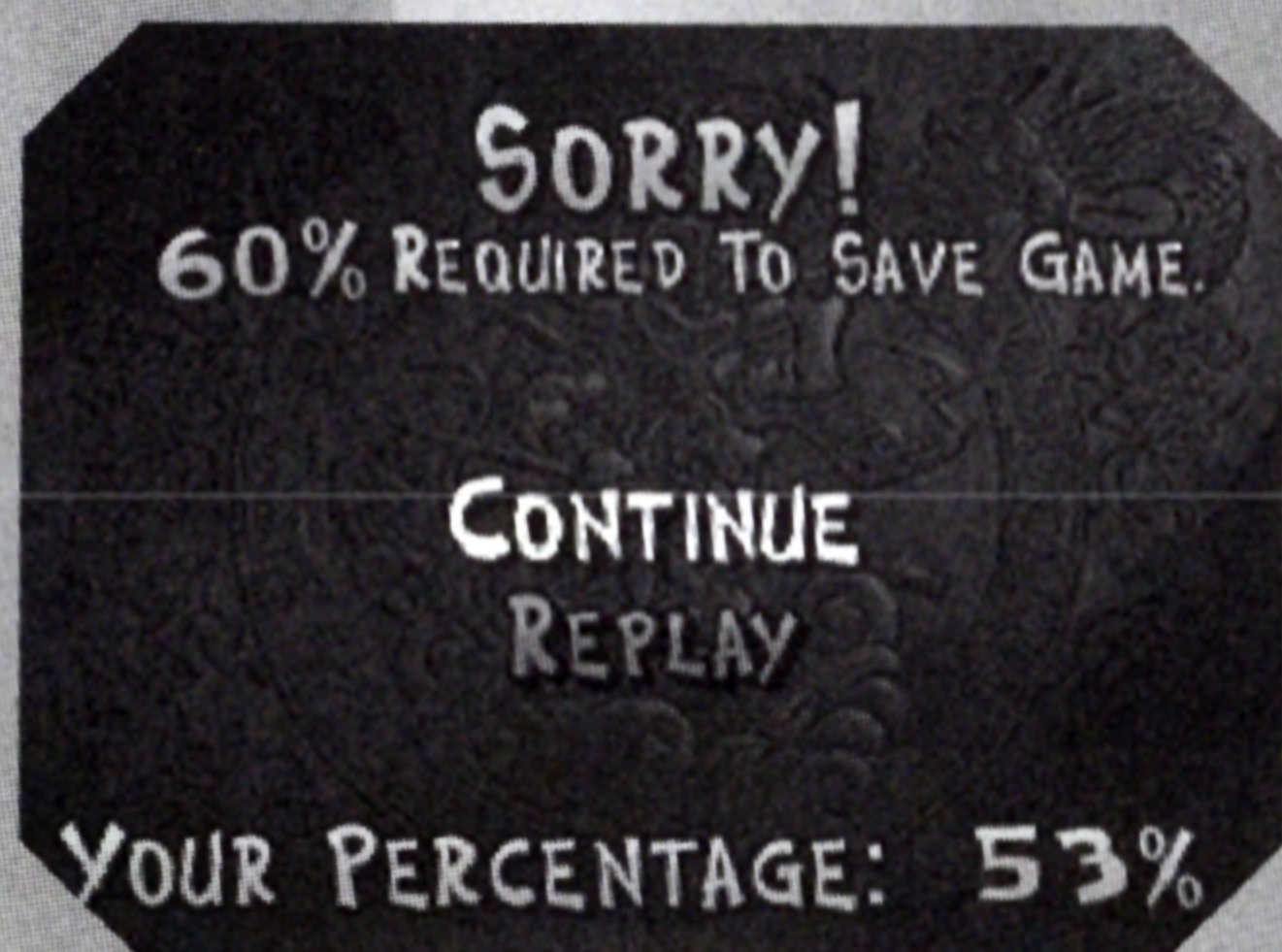




## Menus and Screens cont'd:

Each level is made up of several smaller scenes. After you complete a scene you will be given the option to SAVE the game. But in order to do so you must collect enough peaches, charge ups, and one-ups! Don't get in a hurry and forget to pick up those goodies!

If you don't collect enough goodies to save the game, you can choose REPLAY to go back and try the scene again. Or you can CONTINUE and hope you do better in the next scene!



You will be allowed to save the game after completing each level of the game regardless of how well you've done in the individual scenes!

After each level, you will see a score screen which will tally up your total score so far. Then you will be ranked depending on how well you've done.

Don't get discouraged. Just because you do badly in one level doesn't mean that you won't do better in the next! Keep trying and don't forget you can always choose to REPLAY the last scene!

In addition to running, jumping and physical tests, Monkey Magic is full of many puzzles that can be quite challenging. But once you have figured out how to solve the puzzles, replaying the scene becomes much easier and you can focus on finding all of the goodies.





## Goodies!



### **Peaches** **5 pts.**

Yummy! Keep Kongo healthy by eating these.



### **Charge up** **25 pts.**

These recharge Kongo's health and magic power to FULL!



### **1-up Token** **50 pts.**

Each one of these is worth an extra life!

---

## Special Pick-Ups



### **Power Rod!** **500 pts.**

The ultimate weapon!



### **Pearl of Life** **1000 pts.**

Provides an unlimited supply of extra lives!



### **Magic Crystal** **5000 pts.**

Find this and you gain unlimited magic power!

---

## Gaming Items



### **Checkpoint**

Turn these on and Kongo will return here if you mess up!



### **Keys and Locks**

Find the correct numbered key to open locks. To use a key, press the action button!



### **Switch**

Press the action button to pull switches. These operate gates, elevators, and other objects!



## Training: Where am I?

A giant meteor falls from the sky and CRASH! Kongo is born. But the poor monkey is shaken and confused and not quite sure where he is. That's okay. Everybody has to start somewhere.

Batty appears and wants to help Kongo gain Divine Power so he can help Dearth Voyd take over the Universe! Although Kongo's not quite sure he wants to help Dearth Voyd, who wouldn't want Divine Power, right?!

### OBJECTIVE:

The first step to gaining Divine Power is to master your magic abilities. To do that you have to find Master Subodye's School of Magic. Listen to Batty and he'll help you along the path!

### REWARD:

The ability to use your Magic Power!



#### **Bear Traps**

Don't step into these.  
Ouch!



#### **Bee Hives**

When you pass bee-hives,  
you better run!



#### **Pile of Rocks**

Destroy these if you want to  
pass by.



#### **Ropes**

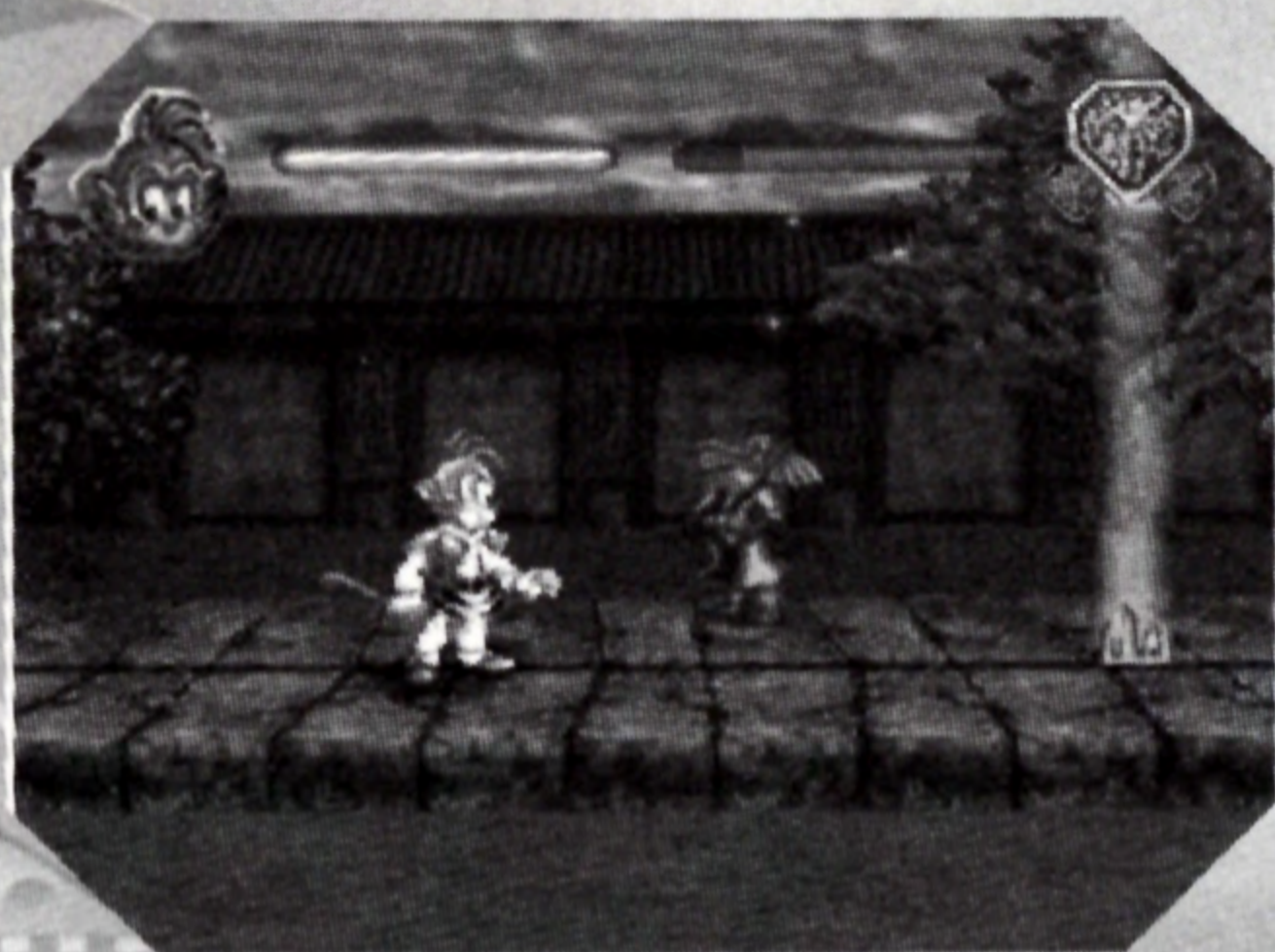
Climb them!



#### **Trampolines**

Come on! What else would you do on a  
trampoline? BOUNCE!





## The Magic System:

After bravely navigating the dangerous terrain, Kongo finally makes it inside the peaceful haven of Master Subodye's School.

But school is school. It's never easy. Kongo has to learn how to use his magic abilities if he really wants Divine Power.

Listen to Master Subodye, he's a great teacher.

## The Spells:

### Power Spell

This gold spell makes Kongo stronger! It also makes other objects stronger, too, so be careful that you don't cast it on your enemies! Its opposite is the Shrink Spell.



### Shrink Spell

This green spell turns Kongo and other objects as small as a blade of grass! It is the opposite of the Power Spell.



### Fire Spell

The red magic of fire will burn other objects including Kongo's enemies! Be careful not to cast it on Kongo though or he'll be one burnt monkey! Use the Freeze spell to counteract the effects of the Fire spell!



### Freeze Spell

Blue is the color of ice, and this spell will freeze enemies and other objects solid! Don't cast it on yourself though, unless you are putting out a fire... otherwise Kongo will become as brittle as an ice cube!



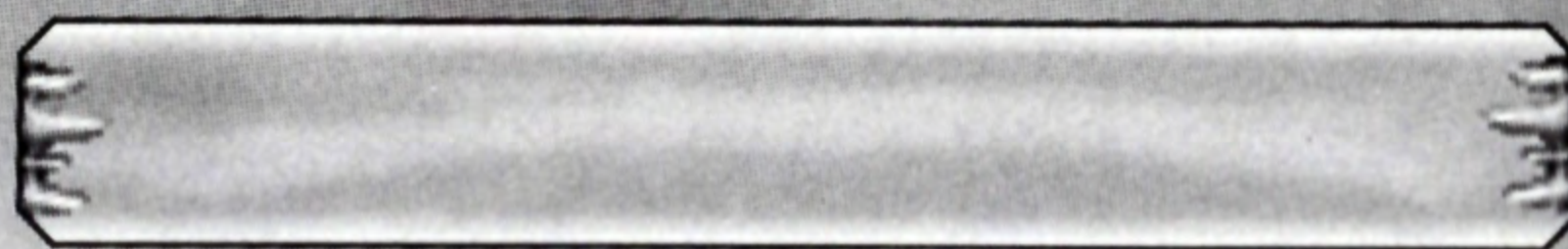


## The Magic System (cont'd):

Kongo can't just go around and cast magic anytime he wants. You must be sure to keep Kongo's magic energy fully charged. Charge-ups will also refuel Kongo's magic energy... but only once!



## Magic Field



Magic Fields will cast magic on Kongo when he passes through them. Blue ones will freeze Kongo. Green ones will shrink him. And red ones will cast Fire Magic on Kongo. You can counteract this magic by casting magic on yourself. Use Fire to unfreeze yourself. Or use the Power spell to un-shrink yourself. You decide! Be careful though. If you run out of Magic Energy you had better make a pit-stop at the nearest Fuel Up! Use the L1 or L2 buttons to cast magic on yourself. Use the R1 or R2 buttons to cast magic on enemies and other objects.

Your magic powers will help you navigate new and exciting environments throughout the game. Very often you will have to use combinations of spells and objects in the environments to solve puzzles and defeat powerful enemies.

Remember opposite spells will cancel each other out. Fire and Freeze are opposites. Shrink and Power are opposites too. But if spells are not opposites you can use them in combination.



Keep in mind... no spell lasts forever. Spells will wear off eventually. Keep an eye on the magic energy swirling around you which indicates when a spell is about to wear off!



## Level 1: The Nuclear Power-plant:

Kongo's first mission is to obtain an awesome weapon, the Power Rod, which lies deep in the heart of an abandoned power-plant.

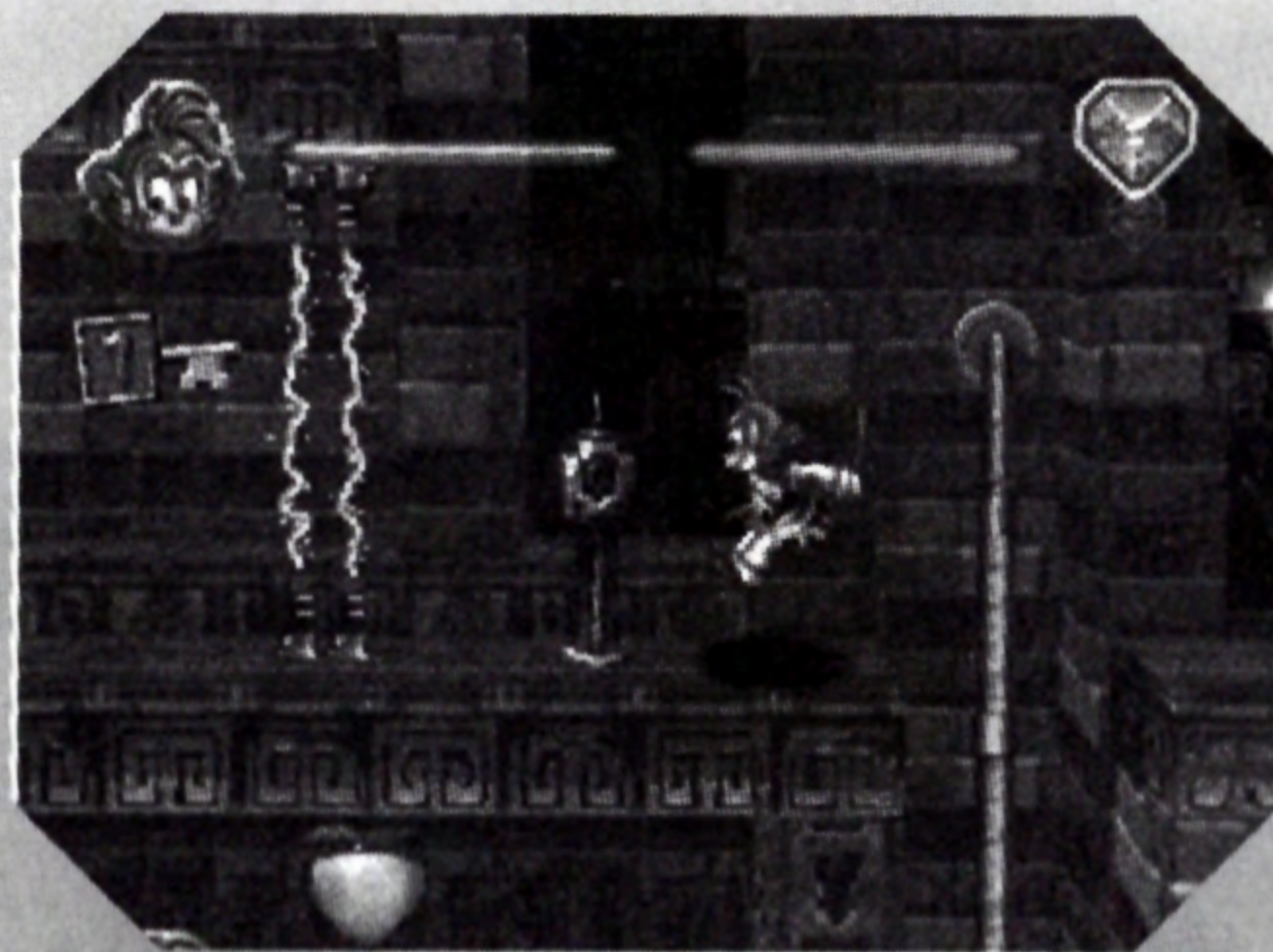
First find your way through the plant... which won't be easy since the power-plant is infested with mutant, monkey-sized rats! Not to mention the rivers of radioactive waste around every corner!

Once Kongo finds the secret room containing the Power Rod, he still has to figure out a way to get past Prince Nata, who guards the weapon.

Master Subodye keeps a watchful eye on Kongo to help him succeed. And if Subodye thinks he needs a little more training... well then, it's back to school!

**THE OBJECTIVE:** Find the Power Rod and defeat Prince Nata to get it!

**REWARD:** Only the most powerful weapon known to man... the Power Rod!



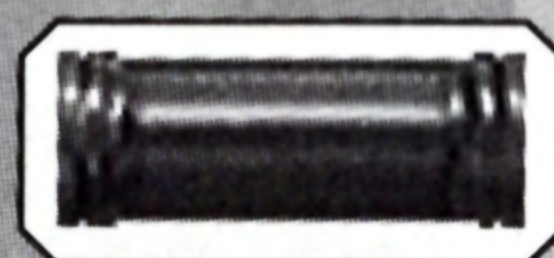
### Conveyors

These will keep you moving along!



### Control Boxes

Destroy these to open gates!



### Pipes

Climb them. Stand on them.



### Lifts

These will lift you higher!



### Drips

Watch out for falling radioactive drips!



### Gates

These are always in the way!



### Hydraulic Bouncy

Jump, Kongo, jump!



### Electric Fields

Only a strong monkey can get through these!



### Laser Beams

There's no passing these!! Avoid them!

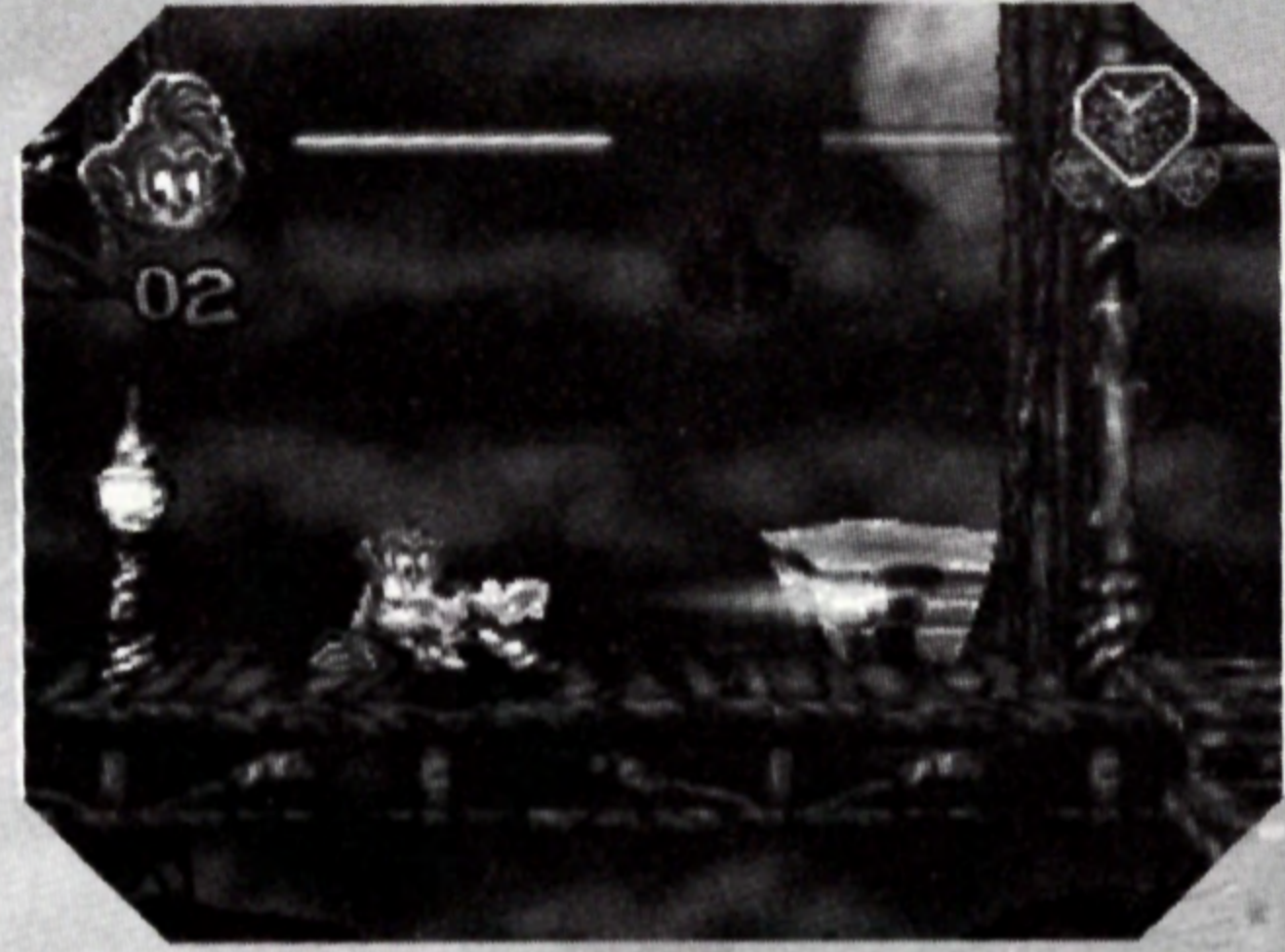


## Level 2: Flower Fruit Fortress:

Once Kongo steals the Power Rod, the Celestial Gods have one agenda... to get it back! The Jade Emperor has sent his entire fleet to retrieve the Power Rod, and Admiral Dopuck, the most ruthless general of the Celestial Heavens, is leading the attack on Flower Fruit Mountain.

Kongo and the other monkeys have built a fortress to protect themselves... but the Celestial Gods have still managed to kidnap Kongo's best friends: Sarge, Red Chimp, and Wowzer.

Fania arrives on the scene to assist Kongo in his attempt to free the prisoners of war. But even if he succeeds, there's still the issue of Admiral Dopuck's fleet and the attack on Flower Fruit Mountain.



**THE OBJECTIVE:** Free your friends and destroy Admiral Dopuck's ship!

**REWARD:** The Pearl of Life which grants you an Unlimited Number of Lives!!



### Transport Hubs

Use these to travel to other areas of the fortress.



### Mashers

Avoid the mashers or you'll be flatter than a pancake!



### Mines

Keep an eye on the mines or BOOM!



### Cannon

Use the cannon to destroy Admiral Dopuck's ship!



### Level 3: Escape from Javan Mountain

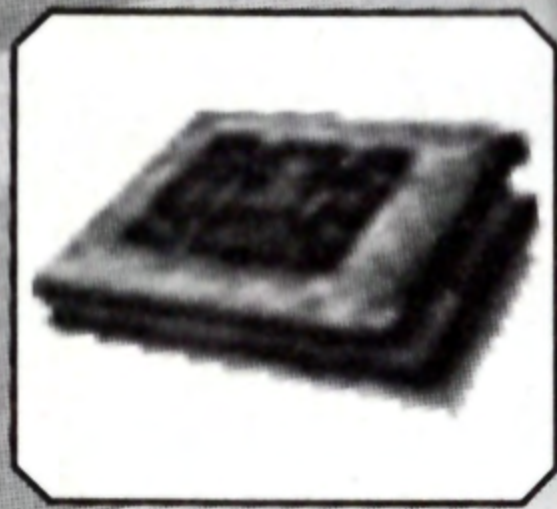
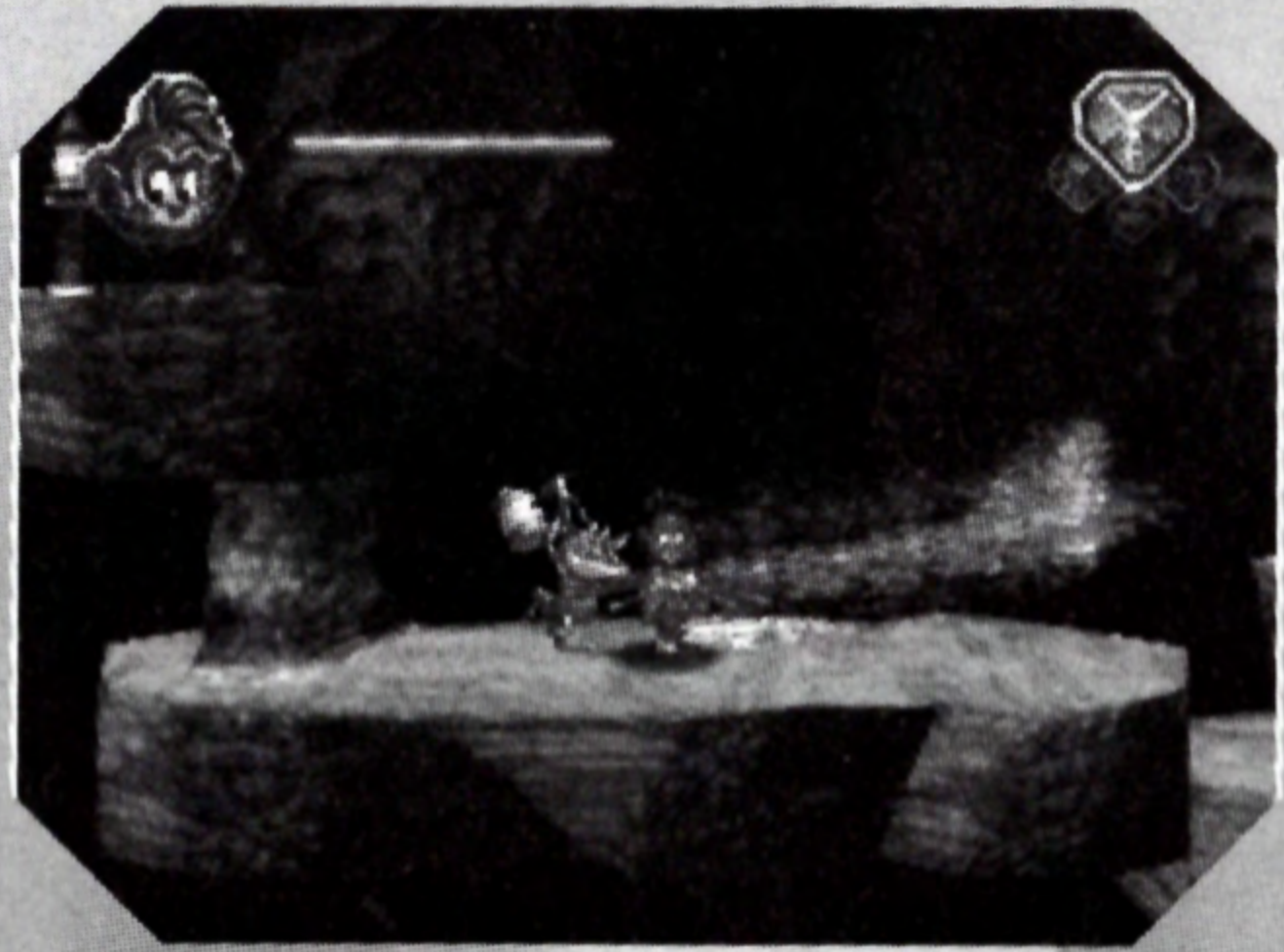
The dragon Runlay is enslaved within Javan Mountain. Batty tells Kongo that if he saves her he can acquire her powerful Magic Crystal. But why is Batty being so helpful? Perhaps Batty's boss, Dearth Voyd has something up his sleeve!

Nonetheless, you can never have too many Magic Crystals, so Kongo starts looking for Runlay. But finding her won't be so easy. She is guarded by the 10 Judges of the Dead.

The Judges of the Dead tell Kongo that they will only let him pass if he brings them the 10 Books of the Dead. But how will he find them? Batty tries to help, but boy can that bat complain!

**THE OBJECTIVE:** Find the 10 Books of the Dead and Save Runlay!

**REWARD:** The Magic Crystal which provides Kongo with unlimited magic power!



#### Floor Switch

These will open gates, but you need something heavy to hold them down.



#### Book of the Dead

Collect 10 of these to pass by the Judges of the Dead.



#### Fire Jet

Avoid these or you'll singe your monkey tail!



#### Steam Jets

Use these to gain more power for jumping across long distances.

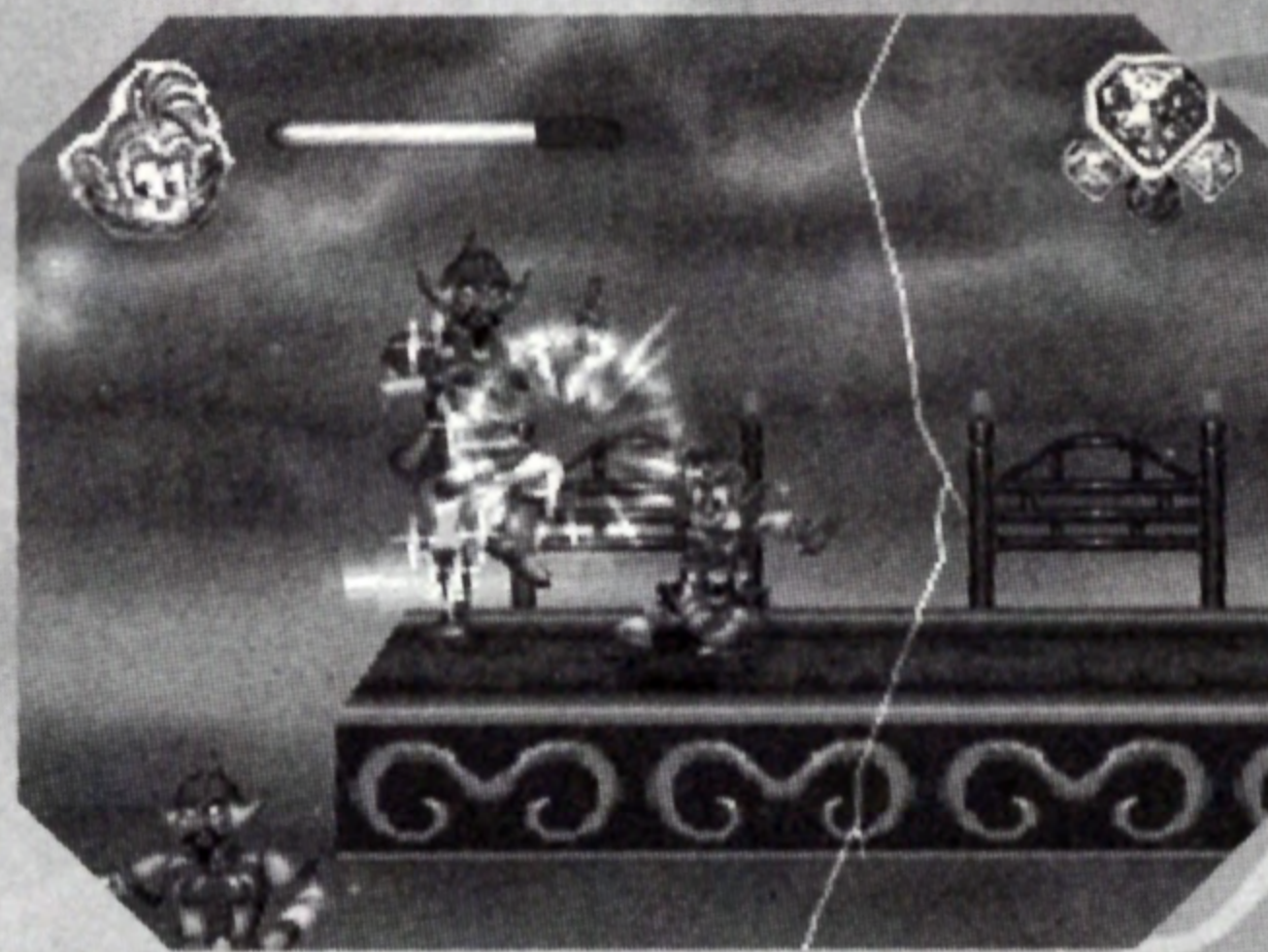


## Level 4: The Celestial Heavens

Batty convinces Kongo that the only way he will ever obtain Divine Power is to climb up to the Celestial Heavens and defeat the most powerful warrior of the heavens, Refang.

So up Kongo climbs. But it's not as easy as it looks. The Celestial Gods have sent their Guardian Deities to keep Kongo from getting to the top, not to mention lightning, Storm Clouds, and certain death if he falls! And geez... that elevator music!

It's not over once Kongo finally makes it to the Celestial Heavens, either. How can he get into the throne room to defeat Refang? What does a monkey have to go through to gain Divine Power?



**THE OBJECTIVE:** Climb to the top of the Celestial Heavens and defeat Refang.

**REWARD:** Win the Game and gain Divine Power!



### Boxes

Push these around to climb up to places where monkeys can't reach.



### Elevators

Ride these all the way to the Celestial Heavens. Just don't fall off!



### Medallion Keys

Collect four of these to enter the Throne Room.



### Cloud

Use these to bounce your way to heaven!

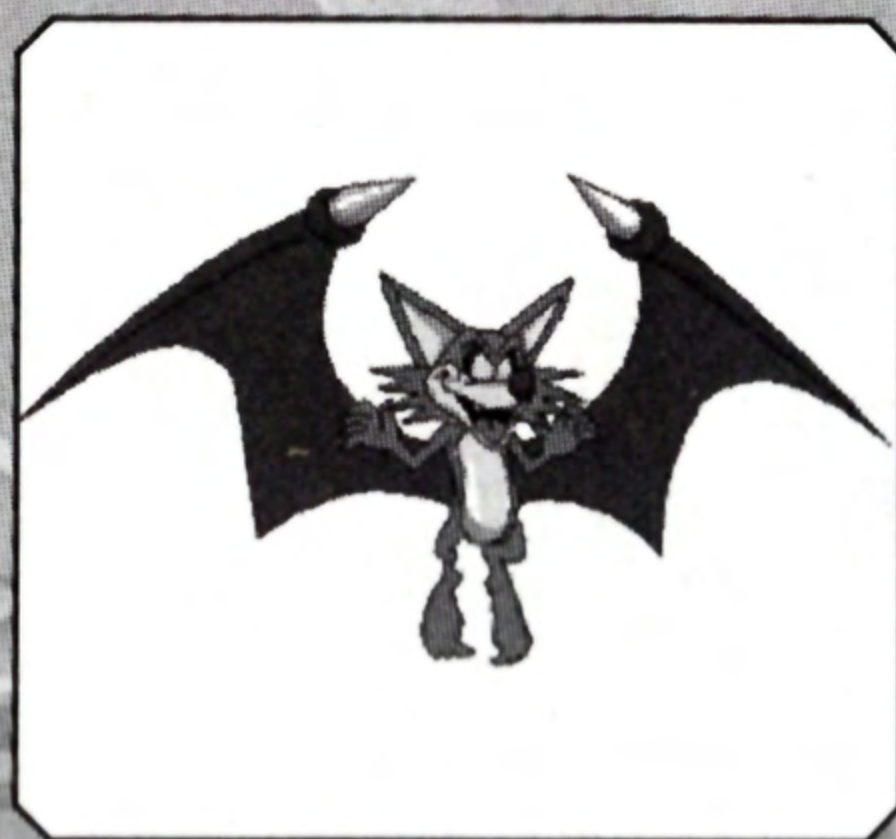


### Mines

Hey, these look familiar. BOOM!



## CHARACTERS:



### **Batty**

Who knows what his motives are... but at least he seems to be helpful.



### **Beedy, Biedy, & Boady**

These guys don't want anyone else to enter Subodye's School of Magic so they can keep the secrets to themselves.



### **Subodye**

Learn everything you need to know about using your magic powers from this guy!



### **Mutant Rats**

These tail-whipping, claw bearing, monkey-sized rats will take you down if you're not careful!



### **Prince Nata**

Sent by the Celestial Heavens to protect the Power Rod, Nata uses his Magic Shield to protect himself from all forms of magic. Guess there's just one thing to do. Punch him in the face!





### **Fania**

Listen to the girl! She'll help you find your way out of the Fortress and rescue all of your friends!



### **Red chimp, Wowzer, and Sarge**

These guys have been kidnapped along with all of the children. Rescue them and they will help you defeat Dopuck!



### **Soldier**

These guys are a little dim-witted and slow... but that sword is sharp so **WATCH OUT!**



### **Dopuck**

Take out his ship and the rest of his fleet will run home to mama!

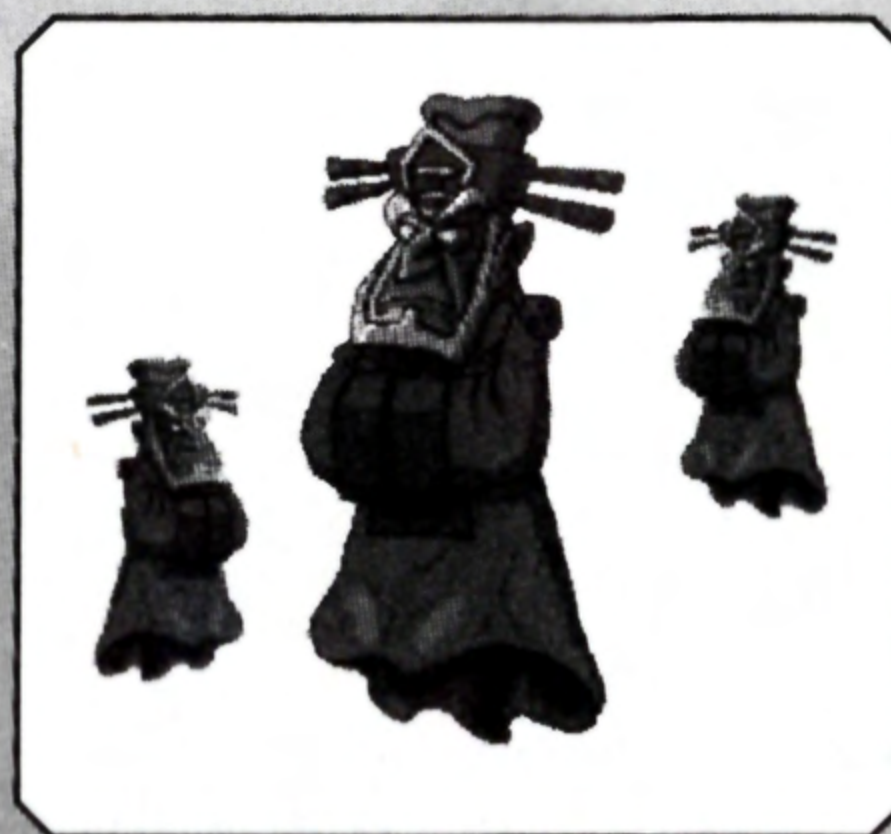


## CHARACTERS:



### Runlay

Caged within Javan Mountain, she possesses a powerful Magic Crystal that you need if you're ever going to gain the Divine Power!



### Judges of the Dead

These guys won't let anyone near Runlay! Bring them the 10 Books of the Dead and nobody will get hurt!



### Bull Demons

Who knows what his Snorting brutes that pack a powerful punch!



### Imps

Cowards that they are, they'll run away from you if you try to catch them. But don't turn your back on them!



### Lava Blobs

Hot, hissing, farting blobs of fire. Ouch that burns!





### **Guardian Deities**

Bullies of the Celestial Heavens. You're going to need those magic powers to take these guys out!



### **Storm Clouds**

There's no silver lining to these fellas.



### **Refang**

The most powerful god in all the heavens! Well, we'll just see about that.



### **Minions**

These guys are just around to do Dearth Voyd's dirty work. How's about a kiss?



### **Dearth Voyd**

Powerful, mean, electric machine! He wants to take over the Universe and it's up to you to stop him. Let's see how he likes it when his plans go awry and his star pupil turns against him!



**CREDITS:**  
**Executive Producers**

Takashi Sakurai                      Executive Producer  
Chiori Suzuki                         Producer, B-Factory  
Masato Takeda                        Production  
Secretary, B-Factory

**Development Team**  
**M-Pen, Inc.**  
**www.mpen.com**

Shannon Corbin Rednour     Game Designer/ Producer  
Anatolie Gavriiliuc             Lead Programmer  
Nick Sieger                         Sound, Character, and  
    Engine Programmer  
Igor Gordienco                    3D, Video, FX, and  
    Engine Programmer  
David Rayna                        Engine Development  
Angela Baltaga                    Additional Sound  
    Programming  
Richard Guy                        Designer, Art  
    Production Coordinator  
Pierre Fontaine                    2D Animator/  
    Pre-production Artist  
John Schnell                        3D Artist, Animator  
James M. Johnson                Video Production,  
    3D Artist  
Seungjun Choi                     Level Designers  
Simon Strange  
Edward J. Moore II  
David Kagan  
Mario Piazza  
Brian K. Herrin                    Sound Designer /  
    Composer  
    Script Writer

**Additional contributions made by:**

Joe Corrao                             2D Animators  
Peter Conlon  
Cayse Cheatham  
Vivian Luke                            3D Artist  
BBQ-NYC                                Video to AVI conversion  
David Winkler                        Additional compositions  
Michael Jones  
Marc Dinkin                            Guitar and Composition  
Martha Durley                        Vocalists  
Jenny Jacobs

**Featuring the voices of:**

Sam Vincent  
Richard Cox  
Kathleen Barr  
Rochelle Greenwood  
Scott McNeil  
Michael Dobson  
Terry Klassen  
Paul Dobson  
and  
Andrew Francis



**Video Footage Produced By  
B-Factory Co., Ltd.**

Susumu Matsushita  
Gina Mueller  
Eric LeBlanc  
Tameo Kohanawa  
Erin Falconer  
Soji Yoshikawa  
Derick J. Cobden  
Diana Gage  
Larry Parr  
Line Producer  
Takashi Sakurai  
Kenjiro Kawando  
Muneharu Yamaura  
Masahiko Ohta  
Misako Saka  
Akira Suzuki  
Technical Director  
Chigusa Mori (Studio M)  
Kenji Watanabe  
Masashi Furukawa  
Hiroshi Arima (Digital Craft)  
Alex Wilkinson  
Yoshi Enoki  
Eiichi Naito  
Soichi Masui  
Shun Suzuki  
  
Minoru Ohkouchi  
Masaki Yoshizaki  
Brion Levitsky  
Tomoji Kodama  
William B. Griggs  
Hiroaki Shimura

Original Character Designer  
Dialogue Editors

Director  
Video Editor  
Story and Screenplay  
Post Production Coordinators

Screenplay Katsutoshi Kanesaka

Producer  
Animation Producers

Animation Character Designer  
CG Producer  
Art Director Masayoshi Obata

Color Designer  
Digital Composite Supervisor  
Editor  
Director / CG Artwork  
Original Music  
Associate Producer  
Music Supervisor  
Assistant Director  
Additional Music /  
Music Producer  
Assistant Art Directors

Music Editor  
Production Secretary  
Re-recording Mixer  
Production Setting



David Lynch  
Susumu Aketagawa  
Jin Aketagawa  
Yasunori Ebina  
Stan Dudinsky  
Sanpunzaka Studios  
Kathleen Giles  
Kevin McKeown  
Omnibus Japan  
Ward Perry  
Group Tac Co., Ltd.  
Karl Willems  
Shima Seiki MFG., Ltd.  
NHK Enterprises 21, Inc.  
Digital Craft Co., Ltd.  
Asahi Productions Co., Ltd.  
Rob Crang  
Kazuko Harman  
Mary Ice  
Trevor Smith

Sound Designer  
Recording Services

Sound Editor  
Recording  
English Translators

Video Editing  
English ADR Script Writer  
Animation Production  
Voice Director  
CG Production

Recording Engineer  
SUNSOFT USA" Staff:

Assistant Engineer

Opening Song "Monkey Magic"

By: Thomas Marolda  
Domo Records, Inc.

Ending Music "Kiotoshi" from the Album "Gaia"

By: Kitaro  
Domo Records, Inc.

Recorded at Ocean Studios, Vancouver, Canada using the Wordfit© System

For Technical Support, please call  
SUNSOFT at 714-850-2700.  
SUNSOFT 3151 Airway Ave. Ste. F-109  
Costa Mesa, CA 92626



**NOTES:**





## SUNSOFT Limited Warranty

SUNSOFT warrants to the original purchaser of this SUNSOFT 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. This SUNSOFT software program is sold "as is" without express or implied warranty of any kind, and SUNSOFT is not liable for any losses or damages of any kind resulting from the use of this program. SUNSOFT agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any SUNSOFT software 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 Sunsoft 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 SUNSOFT. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL SUNSOFT BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS SUNSOFT SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations or 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.

SUNSOFT, USA, 3151 AIRWAY AVENUE, SUITE F-109, COSTA MESA, CA 92626  
TEL: 714 850 2700 FAX: 714 850 2710, Web: [www.sunsoft-games.com](http://www.sunsoft-games.com)





©1998 S. Matsushita Co.  
B-F/Monkey Magic Productions. All Rights Reserved

**SUNSOFT®**

Published by Sunsoft™. Sunsoft™ is a Registered Trademark of Sun Corporation  
SUNSOFT, 3151 Airway Avenue, Suite F-109, Costa Mesa, CA 92626



This product was designed and developed by Music-Pen™  
Music-Pen™ and the M-Pen™ logo are trademarks of M-Pen, Inc.

[www.mpen.com](http://www.mpen.com)

[www.monkeymagictv.com](http://www.monkeymagictv.com)

Monkey Magic website was designed and developed by M-Pen Inc. using M-Pen's IVM2™ engine.



Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment Inc. Dual Shock is a trademark of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION GAME CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.