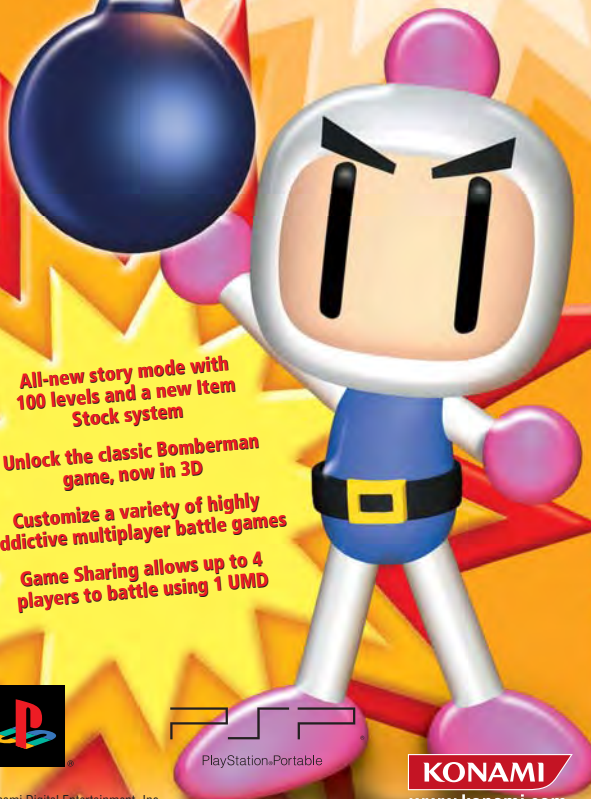


# BOMBERMAN

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PlayStation Portable

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# Winx

## CLUB

### JOIN THE CLUB



KONAMI

For safe use of this product, carefully read the following section of this manual and the Precautions section of the instruction manual supplied with the PSP® (PlayStation®Portable) system before use. Retain both this software manual and the instruction manual for future reference.

## Health precautions

- When operating the unit, play in a well-lit room and keep a safe distance from the screen.
- Avoid prolonged use of the console. Take a break of about 15 minutes during every hour of play.
- Do not use the console when you are tired or short of sleep.
- When using headphones, do not turn the volume up before putting the headphones on. Also, do not listen at loud volume levels for extended periods of time. Stop using the console immediately if you experience any of the following symptoms. If the condition persists, consult a doctor.
- Lightheadedness, nausea, or a sensation similar to motion sickness.
- Discomfort or pain in the eyes, ears, hands, arms, or any other part of the body.

## Use and handling precautions

- This disc is PSP® (PlayStation®Portable) format software and is intended for use with the PSP system only. If the disc is used with other devices, damage to the disc or to the device may result.
- This disc is compatible for use with the PSP® system marked with FOR SALE AND USE IN U.S. ONLY.
- Depending on the software, a Memory Stick Duo™ or Memory Stick PRO Duo™ (both sold separately) may be required. Refer to the software manual for full details.
- Do not use while driving or walking. Do not use in airplanes or medical facilities where use is prohibited or restricted.
- Set the PSP® system's wireless network feature to off when using the PSP® system on trains or in other crowded locations. If used near persons with pacemakers, the signal from the PSP® system's wireless network feature could interfere with the proper operation of the pacemaker.
- If paused images are displayed on the screen for an extended period of time, a faint image may be left permanently on the screen.
- Store the disc in its case when not in use and keep in a place out of the reach of children. If the disc is left out this may result in warping or other damage to the disc.
- Do not leave the disc in direct sunlight, near a heat source, in a car or other places subject to high heat and humidity.
- Do not touch the opening on the rear of the disc (recording surface of the disc; see drawing). Also, do not allow dust, sand, foreign objects or other types of dirt to get on the disc.
- Do not block the opening with paper or tape. Also, do not write on the disc.
- If the opening area does get dirty, wipe gently with a soft cloth.
- To clean the disc, wipe the exterior surface gently with a soft cloth.
- Do not use solvents such as benzine, commercially-available cleaners not intended for CDs, or anti-static spray intended for vinyl LPs as these may damage the disc.
- Do not use cracked or deformed discs or discs that have been repaired with adhesives as these may cause console damage or malfunction.
- SCE will not be held liable for damage resulting from the misuse of discs.



### Ejecting the disc

Press the right side of the disc until it is in the position shown in the drawing and then remove it. If excess force is applied this may result in damage to the disc.

### Storing the disc

Insert the bottom side of the disc and then press on the top side until it clicks into place. If the disc is not stored properly, this may result in damage to the disc.

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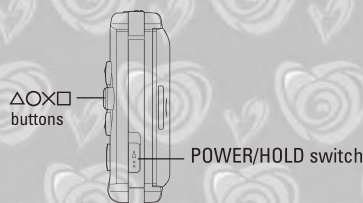
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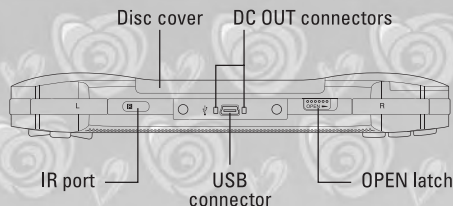


## ★ GETTING STARTED ★

### Right side view



### Front view



Set up your PSP® (PlayStation®Portable) system according to the instructions in the manual supplied with the system. Turn the system on. The power indicator lights up in green and the home menu is displayed. Press the OPEN latch to open the disc cover. INSERT **Winx Club™**: Join the Club disc with the label facing away from the system, slide until fully inserted and close the disc cover. From the PSP® system's home menu, select the Game icon and then the UMD icon. A thumbnail for the software is displayed. Select the thumbnail and press the **△** button of the PSP® to start the software. Follow the on-screen instructions and refer to this manual for information on using the software.

**NOTICE:** Do not eject a UMD™ while it is playing.

#### Memory Stick Duo™

**Warning!** Keep Memory Stick Duo media out of reach of small children, as the media could be swallowed by accident.

To save game settings and progress, insert a Memory Stick Duo into the memory stick slot of your PSP. You can load saved game data from the same memory stick or any Memory Stick Duo containing previously saved games.

**Note:** A Memory Stick Duo™ or Memory Stick PRO Duo™ with at least 160 KB of free space is required for a "Save Game" file.

#### Saving Settings

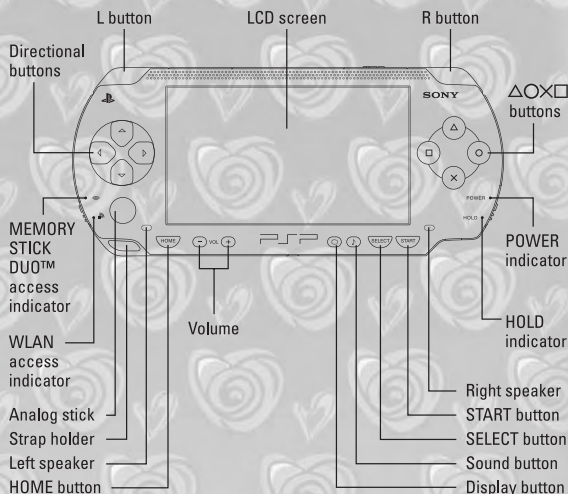
Your settings are automatically saved after completing challenges and when you return to the Map. DO NOT remove the Memory Stick Duo™ or Memory Stick PRO Duo™ or turn off your console during Autosave.

#### Loading Saved Game Settings

You can load your saved game settings when first booting up **Winx Club™**: Join the Club by selecting CONTINUE.

## ★ STARTING UP ★

### PSP® (PlayStation®Portable) system configuration



#### WIRELESS (WLAN) FEATURES

Software titles that support Wi-Fi functionality allow you to communicate with other PSP® systems, download data and compete against other players via connection to a wireless local area network (WLAN). You can adjust the network settings to allow connection to a wireless local area network (WLAN). There are two WLAN modes: Ad Hoc and Infrastructure mode. **Note: Winx Club™**: Join the Club supports Ad Hoc Mode. Please see the Multiplayer section of this manual for further details.

**Ad hoc Mode:** Ad hoc mode is a wireless feature that allows two or more individual PSP® systems to communicate directly with each other.

## ★ CONTROLS ★




### MENU CONTROLS

**Note:** Use these controls to navigate **Winx Club™**: **Join The Club's** menu screens.

Select Menu Item ..... analog stick or directional buttons  
 Confirm / Accept selection .....   
 Previous screen .....   
 Pause / Start game ..... START

**Note:** **Winx Club™**: **Join The Club** is comprised of a variety of mini-games. Each game's controls differ depending on the game you've chosen and will be displayed before you start.

## ★ STARTING A NEW GAME ★

Select NEW GAME from the Title Screen. Use the on-screen keyboard to create your Winx Name and then select ENTER. Select your favorite Winx Club member using the analog stick or directional buttons  and  and press the  button to confirm.


### WINX NAME

You must create a Winx Name to save your progress. Your settings are stored on a Memory Stick Duo™ or Memory Stick PRO Duo™. When prompted to create a Winx Name, enter your player name using the on screen keyboard. The Autosave feature will save all future data.

## ★ INTRODUCTION ★

*After surviving their first year at Alfea School for Fairies and conquering the wicked witches — Icy, Darcy, Stormy and the Army of Decay — the girls of the Winx Club are called into action against a new foe, the powerful Lord Darkar. Each member of the Winx Club must use her unique powers in order to protect the four pieces of the Codex, a powerful emblem that would grant Lord Darkar unimaginable powers. Now, Icy, Darcy, and Stormy have left Cloud Tower School for Witches to join wicked Lord Darkar in his evil quest. And with super powers given to them from Lord Darkar, the witches are more powerful than ever! Eager to collect the four Codex pieces, Lord Darkar and the Witches will stop at nothing in their plot to take over the universe.*

## ★ MAIN MENU ★

Use the analog stick or directional buttons to highlight a selection and press  to confirm your choice.

### SINGLE PLAYER

Play the Single Player mode to help the Winx Club defeat Darkar and his evil plans to rule the universe!

### MULTI PLAYER

Play against your friends using the PSP® system's abilities. For more information on Multi Player modes, see Multiplayer, pg. 12.

### WINX EXCHANGE

Trade Winx fashion and unlockable items with your friends, as well as receive theirs, wirelessly via the PSP® system's Ad Hoc mode. For more information on Winx Exchange, see Winx Exchange, pg. 12.

**Note:** In order to trade outfits, the other person must also have a PSP® system and **Winx Club™**: **Join the Club** UMD.






## ★ SINGLE PLAYER ★

Single Player follows the six members of Winx Club — Bloom, Flora, Stella, Musa, Tecna and the newest member, Layla, — as they juggle their school work AND the fate of the universe all the while looking fab! The Single Player Mode is comprised of a series of mini-games where the girls of Winx Club and their hunky friends travel to magical locations and battle against the witches, Darkar and his minions.

**Note:** For more information on each of the mini-games, see Mini-Games, below.




### HUBS

In **Winx Club™**: **Join the Club**, there are a total of four Hubs where the Winx Club members can visit: Alfea, Cloud Tower, Red Fountain, and the mysterious Shadow Haunt. Each features a variety of mini-games that can be played or replayed in any order. From the Map, choose a Hub to visit. Once inside a Hub, use the analog stick or directional buttons  and  to select a mini-game and then press  to confirm your selection. (The player can now maneuver their Winx Fairy to select a door and the next mini-game.)



**Note:** Only Red Fountain is available when first playing. Hubs must be unlocked as you beat the mini-games and progress through the Single Player mode.

### MAP

The Map is where you can navigate and travel to the various Hubs in the world. Use the analog stick or directional buttons  and  to select a Hub and then press  to head inside. To return to the Map from a Hub, select the Map option.

## ★ THE PAUSE MENU ★

Press START during a game to pause gameplay and access the Pause Menu. From this screen, you can quit out to the Main Menu.

**Resume Game:** Continue playing your current game.

**Quit:** Quit out and return to the Main Menu.



## ★ MINI-GAMES ★

Play a variety of fun and challenging Mini-Games and help the Winx Club members and their friends defeat evil Lord Darkar and the evil Witches!

### RED FOUNTAIN

#### Raid on Red Fountain

##### Controls:

Move / Cast Spell ..... directional buttons




##### Objective:

Master Bloom's spellcasting moves to protect the Red Fountain Codex from Icy! Bloom will demonstrate a sequence of moves that will allow her to cast a spell. Repeat Bloom's moves to launch an attack on Icy. If you miss a move, Icy will attack. Whoever runs out of spell power first loses the match and Codex.



#### Underworld Assault

##### Controls:

Move . . . analog stick or directional buttons  and   
 Jump ..... 

##### Objective:

Layla shows her sporty side in this wild log board ride down to the Underworld to help Stella rescue Brandon. Navigate down the sandy ravine by moving Layla's board and jumping over obstacles and gaps. If Layla makes it to the end of the trail before Stella, you win!



**Tip:** Grab the Winx Club Coins to unlock bonus items and fashion!



## Mayhem Globe Mania

### Controls:

Move / Dodge . . . . . directional buttons ◀ and ▶  
Fire Weapon . . . . . ⓧ  
Jump . . . . . Ⓜ



### Objective:

Protect Red Fountain from the Mayhem Globe attack by destroying five globes before they reach the school. Follow the Mayhem Globes around the woods of Red Fountain and fire your weapon to destroy them. Don't forget to watch out for the rocks, trees, and other obstacles in the way! Note: On the Easy difficulty setting, there are no Mayhem Globes to destroy and your goal is to survive and reach the end of the course.

**Tip:** Quickly tap the ⓧ button for rapid fire!

## Storm Chaser

### Controls:

Move / Dodge . . . . . analog stick  
Jump . . . . . ⓧ



### Objective:

Help Musa avoid obstacles, pitfalls, and Stormy's spells as she dodges and jumps through the forest to warn the heroes and instructors at Red Fountain. Make it to the end of the forest trail without getting hit too many times by Stormy's weather spells to complete this mission!

**Tip:** Watch the bottom of the screen for oncoming hazards and pitfalls!

## Brandon to the Rescue

### Controls:

Move Cursor . . . . . directional buttons ◀ and ▶  
Zoom In / Out . . . . . directional buttons ▲ and ▼  
Select . . . . . ⓧ



### Objective:

Darcy uses her cloning spell to distract Brandon while the witches look for the Red Fountain Codex. Help Brandon by memorizing what Darcy looks like, then selecting the matching Darcy to attack. If you pick the wrong one, Darcy will get even!

## Blushing Flora

### Controls:

Move Cursor . . . . . analog stick or directional buttons ◀ and ▶  
Select . . . . . ⓧ



### Objective:

Memorize the locations of the highlighted items in Helia's room before Stormy's spell sends them flying to the floor. Move the cursor over the items on the floor. Press ⓧ to select an item and then select the correct location for the item to put it back in its place before Helia returns!

**Tip:** You don't need to memorize the positions of all the highlighted objects. Depending on how many are moved, if you memorize at least one or two of them, the remaining object will go in the remaining empty slot.

## CLOUD TOWER

### Icy Trouble

### Controls:

Move / Dodge . . . . . analog stick or directional buttons  
Shield . . . . . ⓧ



### Objective:

Icy makes an unexpected appearance as the Winx girls make their way to Cloud Tower. Help Layla clear a path to the entrance of the school by avoiding Icy's snowball barrage! Press the ⓧ button to use Layla's shield if you can't dodge a snowball in time. Reach the entrance of Cloud Tower to win.

**Tip:** Keep moving forward and use Layla's shield only when she is about to be struck by a snowball.

## Hall of Terror

### Controls:

Move / Dodge . . . . . analog stick or directional buttons ◀ and ▶  
Jump . . . . . ⓧ



### Objective:

It's Musa versus Cloud Tower in this indoor obstacle course through the halls of the Witches' school. Run, jump, and dodge your way to the Heart of Cloud Tower to help Bloom protect the Codex! The Tower is alive and under the Witches' control, so be careful!

**Tip:** Use Musa's shadow to gauge her location and help her navigate the obstacles.

## Witches' Brew

### Controls:

Move / Dodge . . . . . analog stick or directional buttons  
Jump . . . . . ⓧ



### Objective:

The Winx are taking classes at Cloud Tower, but can they measure up in the Potions lab? Stella needs to collect the ingredients for an assignment before Mirta beats her to it. Collect items by moving over them and complete three potions to win!

**Tip:** Use the potion cards in the top left corner of the screen to identify the items Stella needs and then grab them before Mirta can!

## Convergence

### Controls:

Switch Character . . . . . ◀ and ▶  
Build Spell . . . . . analog stick or directional buttons



### Objective:

In the final battle against the Witches to keep the Cloud Tower Codex safe from Lord Darkar, the Winx need to concentrate their powers. Switch from fairy to fairy and build her spell energy by matching the displayed combinations. Build up enough power and the Winx will master Convergence!

## Find The Codex

### Controls:

Select Block (Left) . . . . . ◀  
Select Block (Right) . . . . . ▶



### Objective:

Tecna is the only one who can solve the puzzle to find the Cloud Tower Codex. Match the moving key blocks to the outlines in the center of the screen. If a key block from the left enters a matching outline, press the left shoulder button to activate it. Press the right shoulder button to match blocks from the right.

## Heart Attack

### Controls:

Move / Cast Spell . . . . . analog stick or directional buttons



### Objective:

Bloom is the only thing standing between the Witches and the Cloud Tower Codex. Bloom will demonstrate a sequence of moves that will allow her to cast a spell. Repeat them to attack the Witches. If you miss a move, they will attack. Whoever runs out of spell power first loses the match.

## ALFEA

### Rest, Relax & Run!

#### Controls:

Move / Dodge ..... analog stick or directional buttons ◀ and ▶

Jump ..... X



#### Objective:

Timmy is in trouble now with Icy and Dragodon on his trail! Help him lure Icy into the Winx Club's trap by running, dodging and jumping through the Resort Realm while staying ahead of the stampeding Dragodon.

**Tip:** Grab the Winx Club Coins to unlock bonus items and fashion!

### Snow Business

#### Controls:

Move ..... analog stick or directional buttons ◀ and ▶

Jump ..... X

Trick ..... O

Trick ..... A

Trick ..... B



#### Objective:

The heroes of Red Fountain think they rule the slopes, but Layla is ready to show them how it's really done! Navigate down the snowy trail by passing through the flags, avoiding obstacles and performing jumps. If Layla makes it to the end of the trail before Prince Sky, you win!

**Tip:** String multi-trick combos together by pressing combinations of the B, O and A buttons.

### Which Witch?

#### Controls:

Move Cursor ..... analog stick or directional buttons

Zoom In / Out ..... directional buttons ▲ and ▼

Select ..... X



#### Objective:

Darcy has almost perfected her cloning spell, so this time it's tougher to pick out the imposters. Check out the real Darcy carefully because making a wrong choice causes Darcy to attack. If needed, use the Zoom button to move in for a closer look.

### Concealed Codex

#### Controls:

Move Cursor ..... analog stick or directional buttons ◀ and ▶

Select ..... X



#### Objective:

To keep the brainwashed Bloom from stealing the Alfea Codex, Concordia and Hippocampus have hidden it in one of the books in the library. Keep your eye on the correct book after the Codex is hidden, and select it once the books stop shuffling.

**Tip:** Don't take your eye off the book with the Codex!

### Bad Bloom

#### Controls:

Move ..... analog stick or directional buttons

Fire ..... X



#### Objective:

Bloom has taken the Alfea Codex and is on her way to give it to Darkar's Shadow Bat, Kerbog. Avoid Bloom's dark blasts and collect her good pink Winx magic to power a counterspell. When Lockette's Love Meter is full, fire at Bloom to break Darkar's spell and save the Codex!

**Tip:** You can shoot Bloom's dark blasts to stop them in their path.

## SHADOW HAUNT

### Sky Shield

#### Controls:

Move ..... analog stick or directional buttons ◀ and ▶

Jump ..... X

Shoot ..... B



#### Objective:

To save his friends from the Darkar's Shadow Monsters, Sky takes to the air on his floating shield. Move, dodge, and jump to get around obstacles and destroy monsters by running over them. To win, pick up all five friends and make it to the entrance of the Underworld and safety. Note: On the Easy default mode, you can still win without picking up any friends.

**Tip:** Follow the arrow to find each of Sky's five friends.

### Principal Showdown

#### Controls:

Move Cursor ..... analog stick

Attack ..... X, B or O



#### Objective:

Faragonda, Griffin, and Codatorta have come to Shadow Haunt to help their students fight the Witches and Lord Darkar. Help them defeat Darkar's Ax Monster by moving the cursor over its vulnerable spots and attacking with the displayed button sequence shown on the screen.

**Tip:** To score a direct hit, make sure your targeting cursor is red before firing off a shot!

### Portal Password

#### Controls:

Select Block (Left) ..... ◀

Select Block (Right) ..... ▶



#### Objective:

Match the Password shapes as they move over the Portal Puzzle. Press the Left Shoulder Button to match shapes coming from the left and the Right Shoulder Button to match shapes moving in from the right. Complete all the Puzzles to open the Portal and win!

**Tip:** Press the corresponding directional Shoulder Button as the matching shape passes by its outline. If a Password shape comes from the left, press the Left Shoulder Button. If a Password shape comes from the right, press the Right Shoulder Button.

### Monster Mash

#### Controls:

Aim ..... analog stick or directional buttons

Fire ..... X

Shield ..... ◀ and ▶



#### Objective:

Darkar's Shadow Monsters have been ordered to stop the Winx and their friends from entering Shadow Haunt. Sky and the Specialists jump into action clearing a path to Darkar's Castle. Position the Aiming Cursor on the Shadow Monsters and press X to shoot.

**Tip:** To score a direct hit on an enemy, make sure the targeting crosshairs turn from green to red.



## Defeat Darkar

### Controls:

Match Sequence . . . . . directional buttons  
Fire . . . . . (when displayed)  
Shield . . . . . (when displayed)

### Objective:

Help the Winx win their final battle against Lord Darkar! Lock in each Winx fairy's Convergence power by pressing the combination of arrows shown by her picture. When all six Winx have locked in their powers, you can attack Darkar. Don't forget to shield the Winx and their friends from Darkar's attacks!



## ALFEA DORMS

Head into the Alfea Dorms to chill out with the Winx Club members, play a variety of mini-games, decorate the dorm rooms, try on the latest fashions, and get ready for the next semester! Use the analog stick or directional buttons to navigate through the dorms and press to select a mini-game or interact with the environment.

### MUSA AND TECNA'S ROOM

#### Winx Bios

View each of the Winx Club members' bios! Use the analog stick or directional buttons to choose each character and cycle through their tabs. To return to the dorm, press .



#### Tecna's Video Jukebox

Play and watch video clips of your favorite Winx Club episodes! Use the analog stick or directional buttons and to select a clip and press to play it.



#### Musa's Music Mix

Play and listen to music tracks of your favorite Winx Club songs! Use the analog stick or directional buttons and to select a track and press to play it.



### FLORA AND BLOOM'S ROOM

#### Flora's Memory Match

##### Controls:

Move . . . . . analog stick or directional buttons  
Select . . . . .

##### Objective:

The Witches have transformed the Pixie Pets into forest objects. Help Flora change them back with magic! Move the cursor around the forest and select pairs of objects to see if the revealed Pixie Pets match. Try to break the spell by matching up all of the Pixie Pets! There are five different Memory Match variations. Memory Battle pits Flora against the Witches. Free Play allows you to practice your memory skills. In 3 Strikes mode, the game ends if you fail to match up the pets three times. In Beat the Clock mode, you have 60 seconds to match them up before the time runs out. In Memory Countdown, Flora has only enough spell power to cast 20 times, with each selection using up one spell point.

**Tip:** Try playing all of the different Memory Match game modes!



## Flora's Magix Garden

### Controls:

Move . . . . . analog stick or directional buttons  
Select Plant / Water . . . . .   
Feed . . . . .   
Done . . . . .

### Objective:

The Magix Garden is one of Flora's favorite places. She has five plants to care for at the start of the game, but more are unlocked by completing mini-games. Move to a plant and select one to care for. Feed and water the plant until the meter reaches 100, then give it some time to grow. Check back in a little while to see how much Flora's garden has grown!

**Tip:** Read the description of each plant or flower for instructions on proper care.

### THE PIXIE CORNER

#### Dorm Room Decorator

##### Controls:

Select Object / Arrange Object . . . . . analog stick or directional buttons

Place Object . . . . .

##### Objective:

Decorate the Winx Club members' rooms with items and objects you've unlocked by completing mini-games. Personalize the Alfea Dorms and make them your own!



#### Winx Pose Down

##### Controls:

Move Cursor . . . . . analog stick or directional buttons  
Select . . . . .

##### Objective:

The girls are posing for pictures for the end of the year party! Match the silhouette of the fashion pose shown by moving the cursor to the Winx fairy matching the pose, and take a picture by pressing . Some of the poses can be tricky, so look closely!

**Tip:** To get a good shot, make sure you snap a picture when the viewfinder is blue.



#### Winx Trivia Challenge

##### Controls:

Scroll Answers . . . . . analog stick or directional buttons and

Select . . . . .

##### Objective:

Test your Winx Club knowledge by playing the Winx Trivia game! Answer as many questions as you can correctly before time runs out to unlock special items and collectibles for the Winx!

**Tip:** Act quickly! You only have ten seconds to correctly answer each question!



## STELLA AND LAYLA'S ROOM

### Stella's Fashions

#### Controls:

Change Item Type ..... analog stick or directional buttons ◀ and ▶

Scroll Items ..... analog stick or directional buttons ▲ and ▼

Select ..... X



#### Objective:

Stella's closet is overflowing with outfits. Mix and match tops, bottoms, and shoes to create a new look for your favorite Winx. Switch between menus by scrolling left or right, then scroll up or down to view different items. Select the highlighted item to dress up your Winx!

**Tip:** You can unlock tons of Winx objects by completing mini-games!

## REC ROOM

### Layla's Join the Dance

#### Controls:

Select ..... X, □, ▲ and ○



#### Objective:

Her friends join Layla as she heats up the dance floor. Press the correct button as the shapes move over the controller icons on screen. The better you do, the better the Winx girls dance.

**Tip:** Press the corresponding button just as the shape moves over the icon to score a "Perfect" every time!

## MULTIPLAYER

Play with and against your friends using the PSP's wireless capabilities! Connect to up to three of your closest pals through Ad Hoc mode for some mini-game fun, or share and swap outfits with Winx Exchange mode!

**Note:** To play **Winx Club™: Join the Club** via a Ad Hoc mode, you will need at least one opponent with a PSP® system running **Winx Club™: Join the Club**. For best results, players should be stationed within 30ft, with a clear path between units.

## MULTI PLAYER

Select MULTI PLAYER to challenge your friends to a variety of mini-games. Select either HOST to host a game, or JOIN to join a game someone is hosting. When hosting a game, use the analog stick or directional buttons ◀ and ▶ to highlight a mini-game and press X to confirm your selection. Once a game is selected, the list of available players will be displayed on the screen. When you're ready, press X to launch the game. When joining a game, scroll through to the game you want to join and press X.

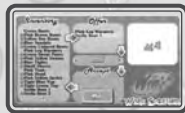


#### Multi Player mini-games include:

- Winx Trivia (up to six players)
- Portal Password (up to six players)
- Monster Mash (up to six players)

## WINX EXCHANGE

Winx Exchange allows you to share your unlocked items and fashion with other PSP® system users. Choose either HOST EXCHANGE or JOIN WINX EXCHANGE and then start trading items! When hosting an exchange, use the analog stick or directional buttons ◀ and ▶ to scroll through your inventory of items and then press X to place it in the Offer Window. To remove an item from the Offer Window, highlight the item and press X again. When joining an exchange, select the items you want to trade and place them in the Accept Window.



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MUSIC  
This game features 10 compositions from  
Cherry Lane Music Publishing and  
4Kids Entertainment.

## ✧ NOTES ✧

## ★ NOTES ★



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

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