Katamari 塊魂 Damacy™

namco®

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

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 2 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 2 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.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- 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.

Katamari 塊魂 Damacy™

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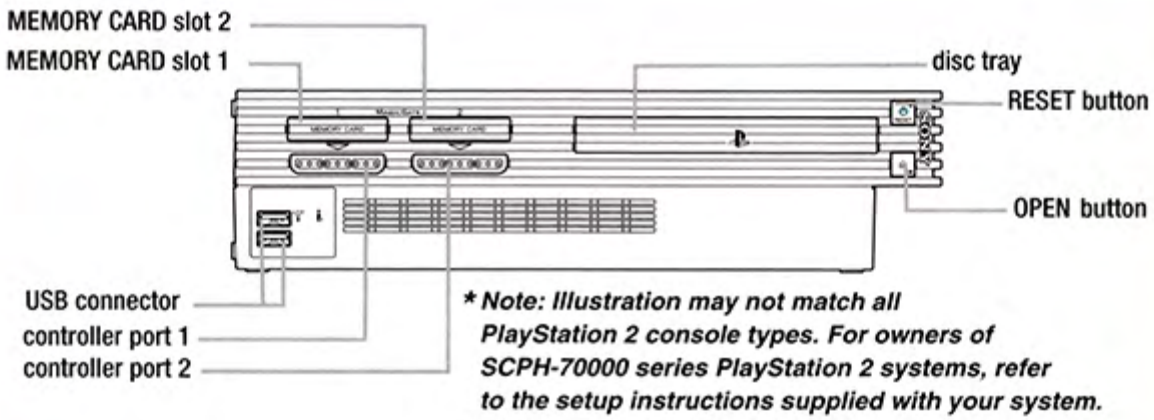
STORY

In a freak accident, the King of All Cosmos inadvertently annihilated all the stars. The task of fixing the King's mistake has fallen upon his son, the Prince. In order to restore the glorious starry sky, the Prince must roll around a heap of objects on Earth, gathering more and more things from the item-rich planet and sending them off into the night sky. Does the Prince have what it takes to succeed?

SYMBOLS

Symbols in this manual such as ⬆ show the direction in which to press the Left or Right analog sticks.

GETTING STARTED*



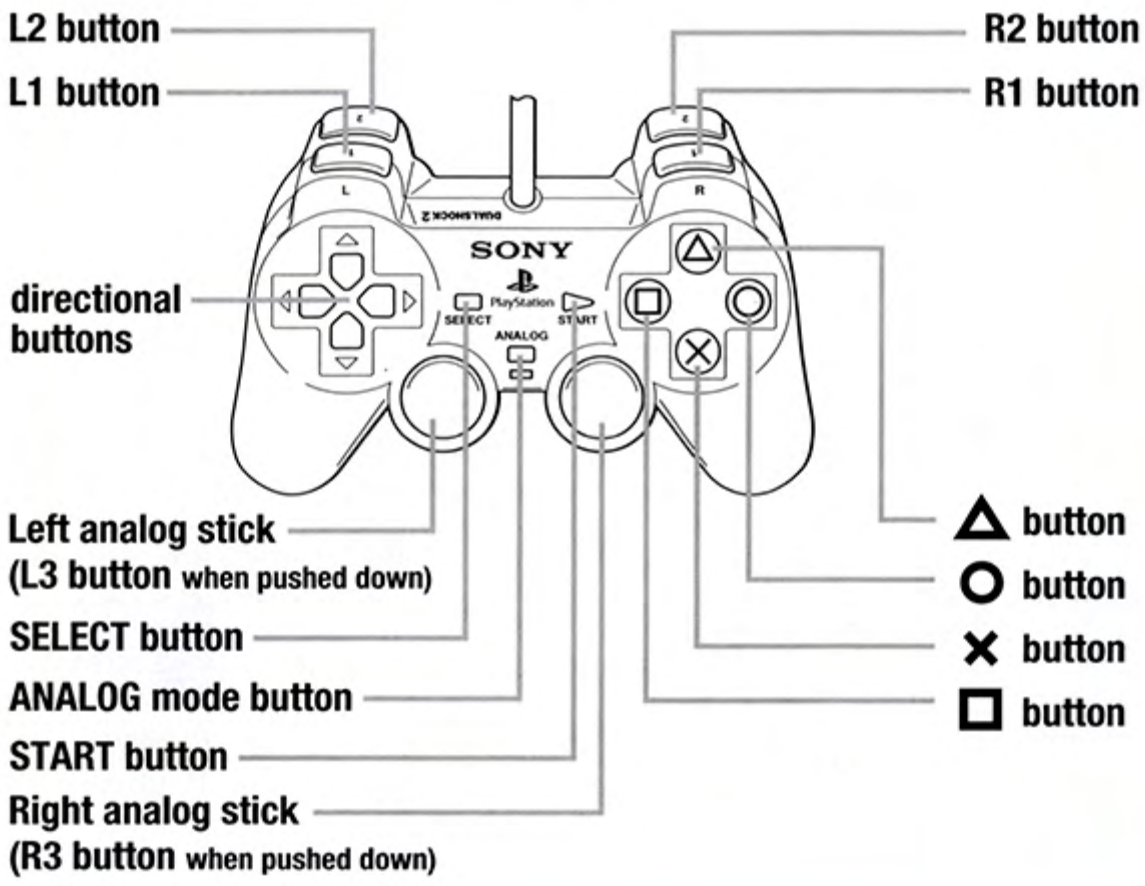
Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned ON. Press the RESET button. When the power indicator lights up, press the OPEN button and the display will open. Place the Katamari Damacy™ disc on the disc tray with the label side facing up. Press the OPEN button again and disc tray will close. Attach game controllers and other peripherals as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

Memory Cards

To save game settings and progress, insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1 of your PlayStation®2 system. You can load saved game data from the same memory card or any memory card (8MB) (for PlayStation®2) containing previously saved games. A minimum of 76KB must be available in order to save game data.

CONTROLS

DUALSHOCK®2
ANALOG CONTROLLER CONFIGURATIONS



CONTROLS

1P MODE/2P MODE

Look (1P Mode)	L1 button
Jump (1P Mode)	R1 button
Lock On (2P Mode)	L1 button R1 button
Select Picture (Camera Prince Mode)	L1 button R1 button
Picture Zoom In/Out (Camera Prince Mode)	⊙ button
Take Picture (Camera Prince Mode)	⊗ button
Vibration On/Off	SELECT button
Pause	START button

MY COSMOS CONTROLS

Select item	Directional button, Left analog stick
Rotate mushroom (Mushroom Screen only)	Right analog stick
Change area.	L1 button L2 button R1 button R2 button
View 2P Competition Controls (Mushroom Screen only)	⊙ button
Proceed to next screen / Enter	⊗ button
Return to previous screen / Cancel	△ button

SPECIAL HOME PLANET

Shoot Star (in View Constellations) (any directional button)	L1 button L2 button R1 button R2 button ⊙ button ▣ button
View shooting star list (in View Constellations)	START button
Rotate object (Collection Screen)	Right analog stick
Object Zoom In/Out (Collection Screen)	L2 button R2 button
Advance to next screen (Collection Screen)	L1 button R1 button
Save and return to previous screen (Photo Album)	START button

THIS SECTION EXPLAINS THE GAME'S BASIC CONTROLS. THIS SOFTWARE IS ALSO COMPATIBLE WITH THE DUALSHOCK® ANALOG CONTROLLER. CONTROLS REMAIN THE SAME FOR THE DUALSHOCK® ANALOG CONTROLLER AS THEY ARE FOR THE DUALSHOCK®2 ANALOG CONTROLLER.

MOVING WITH THE LEFT AND RIGHT ANALOG STICKS

	LEFT ANALOG STICK	RIGHT ANALOG STICK
Roll forward	↑	↑
Roll backward	↓	↓
Curve left (right)	↖(↗)	↖(↗)
Roll left (right)	←(→)	←(→)
Brake	Tilt the Left and Right analog sticks in opposite directions	
Face left	Left analog stick ↓ or Right analog stick ↑: Face left	
Face right	Left analog stick ↑ or Right analog stick ↓: face right	
Sharp turn left (right)	↓(↑)	↑(↓)
Charge 'n' Roll (1P/2P Mode)	↓↑	↓↑
Quick Turn	Press down on the L3 and R3 buttons simultaneously	

- To play in 1P Mode, insert the DUALSHOCK®2 analog controller into controller port 1.
- Only the Left analog stick can be used to select items on some screens.
- The ANALOG mode button is constantly turned on (mode indicator: Red). The ANALOG mode button cannot be turned off (mode indicator: not lit).
- The vibration feature can be toggled on/off with the SELECT button or with "Vibration" on Home Planet (pg. 27).

FROM KATAMARI TO STAR

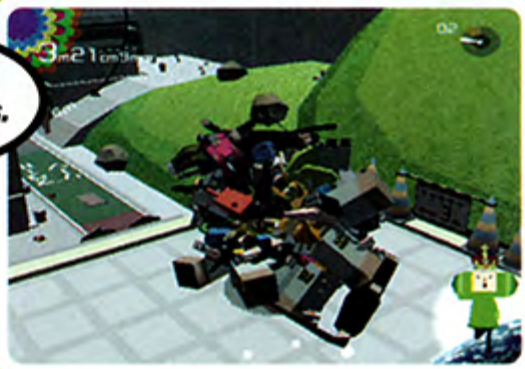
The Prince starts out with an extremely small katamari. Try rolling it around. Small objects in the vicinity will cling to it making it gradually grow bigger.

Pick up more objects and grow larger...

Once the katamari has reached a certain size, it can pick up objects that formerly couldn't cling to it.

Pick up moving things too.

Go to new places.



The katamari also becomes able to roll over steps it couldn't pass before and picks up obstacles that formerly blocked it, steadily expanding the area it can travel.

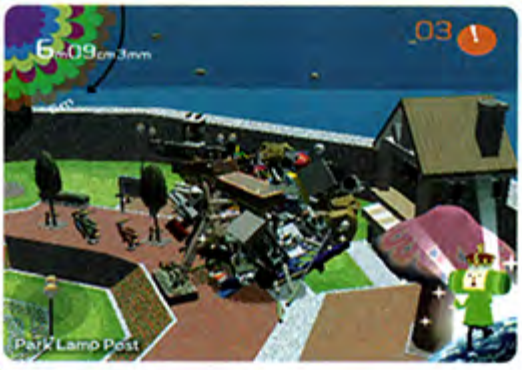
CONTROLLING THE PRINCE, THE PLAYER ROLLS AROUND A GLOB OF ITEMS CALLED A KATAMARI. VARIOUS OBJECTS ARE SCATTERED ABOUT EACH STAGE. WHEN THE KATAMARI COMES INTO CONTACT WITH AN OBJECT, THE OBJECT CLINGS TO IT AND THE KATAMARI GROWS LARGER. *JUST HOW BIG THE KATAMARI GROWS DEPENDS ON YOU!*

It can even pick up moving things such as animals, people and automobiles driving down streets if it is large enough!

Once the katamari has reached its target size...

Continue increasing the katamari's size in this manner. If it reaches the specified size within the time limit, the stage is cleared.

Keep on rolling!



If you still have time after clearing a stage, you can continue rolling the katamari around. Try to see how big you can make your katamari!

A STAR IS BORN!

After a stage has been cleared, the King assesses your results on the Results Screen. He then raises your katamari into the night sky and turns it into a star or even a constellation depending on the stage objective. Continue sending as many stars as you can back to the heavens in this manner, restoring the starlit sky to its former brilliance!

CHARACTERS

THE KING

The King of All Cosmos. Very big. Wears cool threads. By accident, he annihilated the starlit sky, which is where this story begins.

THE PRINCE

The King's son. Pint sized but pure hearted. Sent to Earth to fix his father's mess.

STARTING THE GAME

FIRST-TIME PLAY

When the game is turned on, an opening movie plays and the Title Screen appears. Press the START button to begin the tutorial, in which the controls used in Katamari Damacy are explained. To skip the tutorial, press the START button again.

CONTINUE A GAME

You can also continue a saved game. To do so, press both Left and Right analog sticks ⬅ or ➡ at the same time to select the data you wish to load. Press both Left and Right analog sticks ⬆ at the same time to display the confirmation screen. If the selected data is the correct data you wish to load, select "Yes" and press the ⊗ button to advance to the Title Screen. Press the START button to proceed to the My Cosmos Screen.

If you select "NEW GAME" when choosing a file to load, the tutorial will begin.

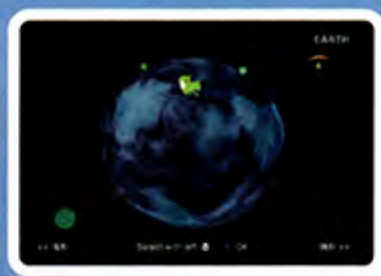
SAVING GAMES

You can save games by selecting "Data" in the Home Planet Menu (pg. 26). Be sure to insert a memory card (8MB) (for PlayStation®2) with at least 76KB of free space into MEMORY CARD slot 1 before beginning the game. When saving a photo (pg. 29), at least 579KB of free space is needed.

THE GAME BEGINS DIFFERENTLY DEPENDING ON WHETHER OR NOT YOU HAVE ANY SAVE DATA. TO CONTINUE A SAVED GAME, INSERT A MEMORY CARD (8MB) (FOR PLAYSTATION®2) INTO MEMORY CARD SLOT 1 AND TURN THE POWER ON.

MY COSMOS

My Cosmos is divided into three areas. Use the L1 and R1 buttons (or the L2 and R2 buttons) to select an area.



EARTH Pgs. 12~21

Play Katamari Damacy in 1P Mode.

MY COSMOS COMPOSITION

SPACE MUSHROOM Pgs. 22~25

Two players can compete against each other.

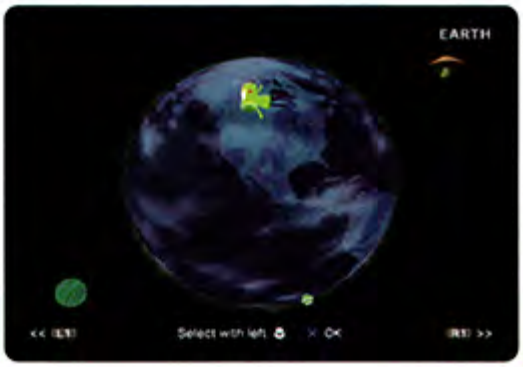
HOME PLANET Pgs. 26~29

View results and collections, save data or configure vibration and sound settings.

EARTH (1P MODE)

GO TO EARTH

Selecting Earth on the My Cosmos Screen brings up a screen like the one shown to the lower left. Use the directional button or the Left analog stick to move the Prince. When he approaches an icon, the title of the stage will appear. Select a stage and press the ⊗ button.



RULES

1P MODE RULES

- Build up the katamari to the target size to clear the stage.
- If the time runs out before the katamari reaches the target size, you fail the task.

After you select a task, the King explains the rules. In general, you must build up the katamari to a certain size within the time limit to clear the stage. However, the King may have different conditions for some stages. Press the START button at any time during the King's explanation to skip his message.

THIS SECTION DESCRIBES SINGLE-PERSON PLAY IN KATAMARI DAMACY. IN 1P MODE, THE STORY PROGRESSES AS YOU COMPLETE TASKS GIVEN TO YOU BY THE KING. TRY TO SEND AS MANY STARS AS YOU CAN INTO THE SKY, RESTORING ITS FORMER BRILLIANCE.

VIEWING THE SCREEN

This section describes elements of the Stage Screen.

KATAMARI
Each time the katamari's diameter reaches a certain size, the screen's appearance changes.

OBJECT OBTAINED
The name and image of the most recently picked up object.

CURRENT SIZE
The current diameter of the katamari.

TARGET SIZE
The diameter the katamari needs to reach for the task to be cleared.

TIME LIMIT
The time remaining until the stage ends.

WARNING
When a moving object approaches (such as an animal or a human), a Warning appears in place of the Object Obtained.

SEARCH FOR ROYAL PRESENTS
Items called "Royal Presents" are sometimes hidden in 1P Mode stages. Royal Presents are obtained when the katamari picks up present boxes found on the stages, and can be equipped on the Prince (pg. 27).

EARTH (1P MODE)

COMPLETING TASKS

Stages end when the time runs out, regardless of whether or not a task has been completed. On the Results Screen, the King appraises your play. If the task was completed, the katamari data you created is transformed into a star or a constellation and is stored (pg. 28). The screen then returns to the Home Planet.

Note that even if you complete a task, the stage will not end until the time runs out. Use the remaining time to build up your katamari as large as possible.

ENDING STAGES

Pressing the START button while on the Stage Screen brings up the Pause Screen, where various information is displayed such as the katamari's current size and the number and types of objects you have picked up so far.

To end the stage, press the ◉ button while in the Pause Screen. If the katamari has reached a certain size or if the task has been cleared, the Results Screen will appear. Otherwise, you will return to the Home Planet Screen.

ACTIONS

Almost all the actions in this game are performed with the Left and Right analog sticks. Numerous actions can be executed through the combinations of these two sticks.

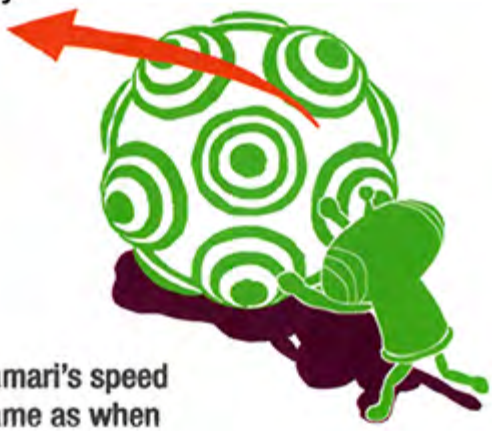
ROLLING FORWARD

Left analog stick ⬆ + Right analog stick ⬆
You can make the katamari roll forward in a straight line by pressing both the Left analog stick and the Right analog stick ⬆ simultaneously.

You can pick up objects in the katamari's path by rolling the katamari over them.

CURVING LEFT/RIGHT

Left analog stick ↖ + Right analog stick ↖: Curve left
Left analog stick ↗ + Right analog stick ↗: Curve right
Press both the Left and Right analog sticks diagonally towards that direction to roll the katamari.



The katamari's speed remains the same as when rolling straight forward.

ROLLING BACKWARD

Left analog stick ⬇ + Right analog stick ⬇
You can roll the katamari in reverse by pressing both the Left and Right analog sticks down simultaneously.

You can curve the katamari to the left or right while rolling backwards by tilting the analog sticks diagonally backwards, in the same manner as when curving forward.

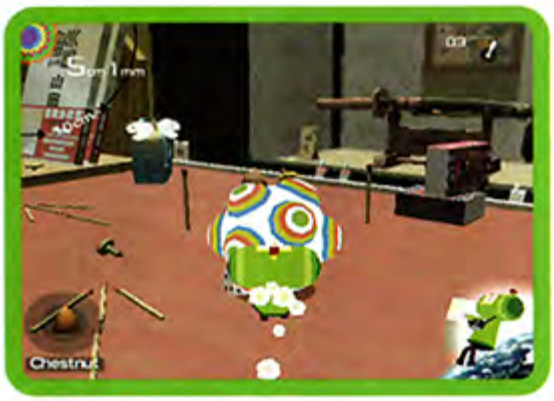
ROLLING SIDEWAYS

Left analog stick ⬅ + Right analog stick ⬅: Roll left
Left analog stick ➡ + Right analog stick ➡: Roll right
You can make the katamari roll sideways by pressing both the Left and Right analog sticks to the ⬅ or ➡ simultaneously.

The katamari's speed is the same as when it rolls backwards.

BRAKING

Press the Left and Right analog sticks in the opposite direction the katamari is rolling.
When pressing both the Left and Right analog sticks in the exact opposite direction of the katamari's course, the katamari will come to a quick stop.



Even if the katamari is only slightly moving, it will immediately stop.

FACING LEFT/RIGHT

Left analog stick ↓ or Right analog stick ↑: Face left
Left analog stick ↑ or Right analog stick ↓: Face right
You can change the direction the katamari faces when it is stopped.

This action is helpful for slightly adjusting the katamari's course.

SHARP TURN LEFT/RIGHT

Left analog stick ⬇ + Right analog stick ⬆: Sharp turn left
Left analog stick ⬆ + Right analog stick ⬇: Sharp turn right

When the katamari is stopped, you can rapidly spin it around by pressing either the Left or Right analog stick ⬆ and the other analog stick ⬇.

The Prince will **run around** the stopped katamari, changing course.

QUICK TURN

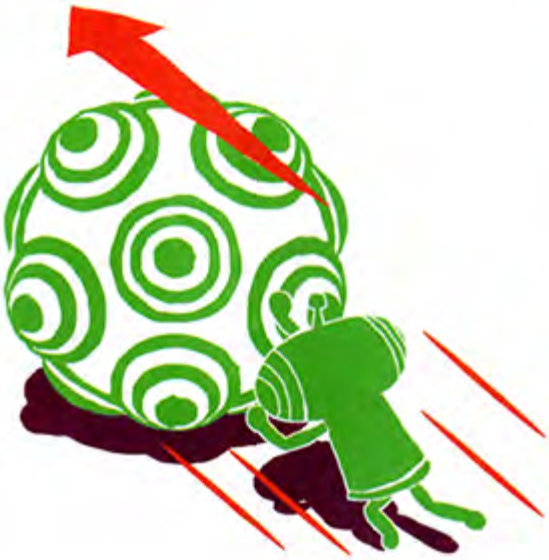
Simultaneously press down the L3 and R3 buttons to make the Prince jump over the katamari and change course 180 degrees.

This allows **you to quickly** change the katamari's course to head directly behind you.

CHARGE 'N' ROLL

Rapidly press the Left and Right analog sticks ⬆ and ⬇ alternately.

Quickly pressing the Left and Right analog sticks ⬆ and ⬇ in alternating order causes the katamari to dash forward. Be careful though. Using this too long wears the Prince down, causing the katamari to temporarily move slower.

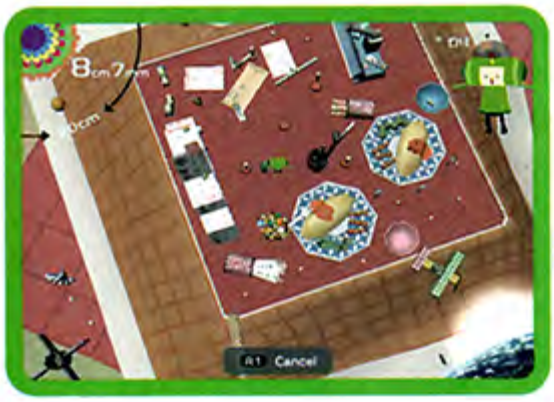


This allows you to dash up slopes or over small steps with ease.

JUMP

R1 button

The Prince jumps high in the air allowing him to look down over the surrounding area. Very helpful when lost. Press the R1 button again to return to the ground.



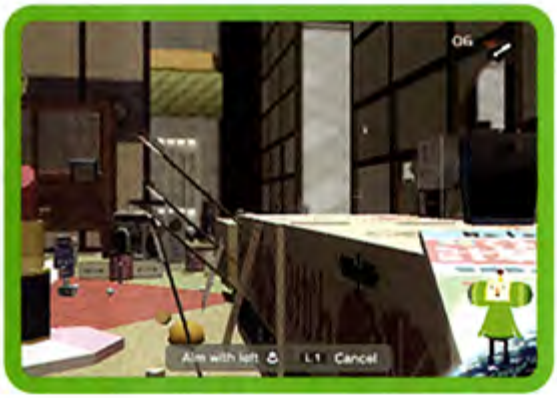
Allows you to view the area around the katamari from above the stage.

EARTH (1P MODE)

LOOK

L1 button

This changes the viewpoint allowing you to view the surroundings. Use the Left analog stick to survey the vicinity. Press the L1 button again to return to the normal viewpoint.



Allows you to see what objects are lying around from the Prince's viewpoint.

HINTS

This section introduces some useful tips to help you while playing.

OBJECTS THAT SHAKE

If an object shakes when you bump into it, it means you should soon be able to pick it up. When your katamari grows a little larger, try picking up the object again.

BEWARE OF COLLISIONS!

If the Prince hits a larger object or is hit by a moving object while going fast or dashing, some objects on the katamari may fly off due to the force of the impact. Be sure to brake wisely and avoid crashes.

TAKING PICTURES

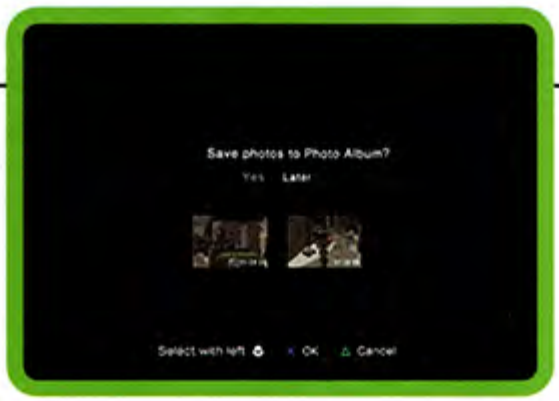
One of the Royal Presents (pg. 13) is a camera. When this is equipped in 1P Mode, you can take pictures while playing various stages.

TAKING PICTURES

Press the ⊗ button while performing a Look to enter Camera Prince Mode. Use the Left analog stick to choose a subject, and press the ⊗ button to take a picture. You can enlarge pictures you have taken by pressing the ◎ button.

STORING PICTURES

You can take up to three pictures per stage. Pictures are stored in the numbers "1," "2" and "3" on the upper-left of the screen, and can be selected with the L1 and R1 buttons. If you take a picture using a used number, the stored picture will be overwritten. If you take pictures, the Photo Album Screen will appear after the stage ends, where you can save pictures as photos (pg. 29).



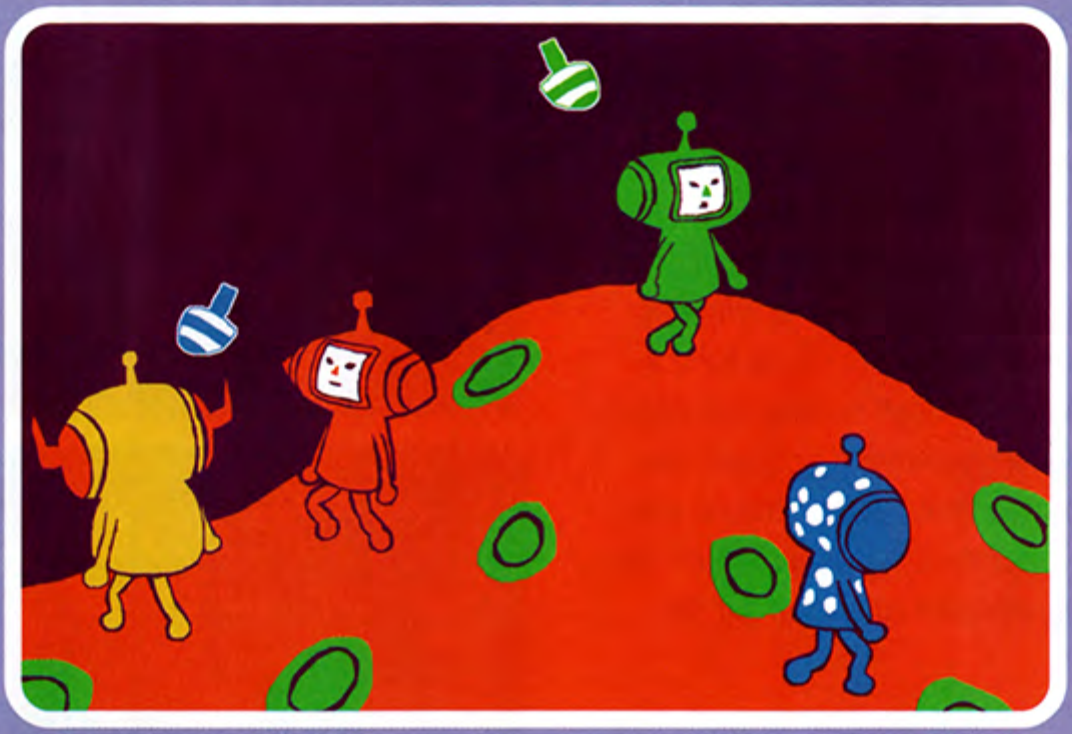
SPACE MUSHROOM (2P MODE)

GO TO THE SPACE MUSHROOM

When you choose "Space Mushroom" on the My Cosmos Screen (pg. 11), a selection of characters for each player to choose from appears.

SELECTING A CHARACTER

Use the Left analog stick to move your cursor (1P: green, 2P: blue) to a character and press the ⊗ button to enter your choice (cancel with the △ button). The Prince and his cousins all have equal abilities. Use the ◎ button to confirm the screen displays and controls prior to competition. You can spin the mushroom upside down with the Right analog stick. After both players have selected a character and confirmed their selections, the competition begins.



The Prince and his cousins walk about on the Space Mushroom.

IN 2P MODE, PLAYERS SELECT THE PRINCE OR ONE OF HIS COUSINS AS THEIR CHARACTER AND COMPETE TO SEE WHO CAN CREATE THE LARGEST KATAMARI WITHIN THE TIME ALLOTTED. CONTROLS DIFFER SLIGHTLY FROM 1P MODE, SO BE SURE TO READ THIS SECTION.

RULES

When competing, P1 and P2 are placed on the stage and race to see who can make the biggest katamari within a 3-minute time limit. They can impede each other by bumping into their opponent, breaking down their opponent's katamari and knocking their opponent off course.

RULES FOR 2P MODE

- The player who builds the biggest katamari within the time limit wins.
- Players can bump into each other and reduce their opponent's katamari.

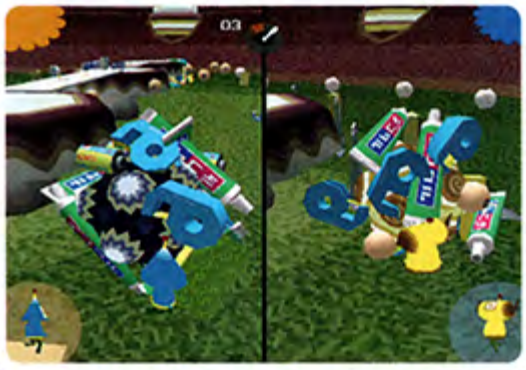
AFTER THE COMPETITION

When the time runs out, the player with the largest katamari wins. If you then choose "Continue," another competition will begin. Choosing "Quit" brings you back to the My Cosmos Screen.

VIEWING THE SCREEN

Competitions are performed on a special stage. The screen is divided in half. The left half of the screen shows P1's viewpoint, and the right half P2's viewpoint.

P1'S SIDE P2'S SIDE



PAUSING COMPETITION

Pressing the START button during competition brings up the Pause Screen. Select "Continue" to return to competition, or "Quit" to return to the My Cosmos Screen.

COMPETITION ACTIONS

Jump and Look cannot be performed in competition (pg. 19-20). However, the following actions can be executed.

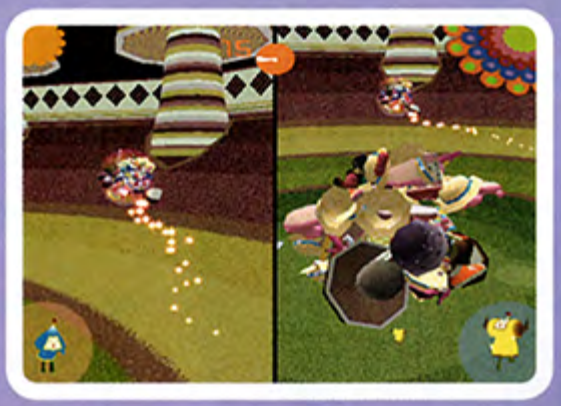
LOCK ON

L1 button or R1 button

Allows you to quickly face the direction of your opponent.

Allows you to keep your opponent in sight. ☛

CHARGE 'N' ROLL



Rapidly press the Left and Right analog sticks ⬆ and ⬇ alternately, then release.

Use this action to impede your opponent. Quickly press the Left and Right analog sticks ⬆ and ⬇ in alternating order to build up power. When you stop pressing the analog sticks, the katamari will shoot forward and roll a distance proportional to the amount of power you built up. If it hits your opponent's katamari, it can knock down your opponent and knock objects off your opponent's katamari.

TECHNIQUES

This section introduces some helpful techniques for competition. Use these to gain an advantage over your opponent!

WRAP UP YOUR OPPONENT!

If your katamari is significantly bigger than your opponent's, you can wrap your opponent's katamari into yours! A player cannot control a character that is stuck in an opponent's katamari. To break your character free, frantically press the Left and Right analog sticks ⬆ and ⬇.

A katamari wrapped up in the opponent's katamari cannot be moved until it breaks free from the opponent.

FLING THAT KATAMARI!

When performing a Charge 'n' Roll, you can send your katamari flying in the direction of your opponent. You can also adjust the direction your katamari rolls after releasing it by using the Left and Right analog sticks. Try using this to hit your opponent's katamari.

Even if your opponent's katamari is bigger than yours, you can crash into it and break it down.

The longer you build up power, the stronger the Katamari Charge becomes.

HOME PLANET (OPTIONS)

GO TO THE HOME PLANET

When selecting the Home Planet on the My Cosmos Screen (pg. 11), a screen similar to the one on the right will appear. Use the directional button or the Left analog stick to move the Prince to various objects on the planet. When a menu name appears, make your selection and enter your choice with the ⊗ button. Use the △ button to return to the previous screen.

SOUND

You can configure the sound settings. Select an item by pressing the directional button or pressing the Left analog stick ⬆ and ⬇, and perform adjustments by pressing the directional button or pressing the Left analog stick ⬅ and ➡.

MONAURAL/STEREO	Set output to monaural or stereo.
BGM	Adjust the background music volume.
SE	Adjust the sound effect volume.
DEFAULT	Return the background music and sound effect volumes to their default settings.

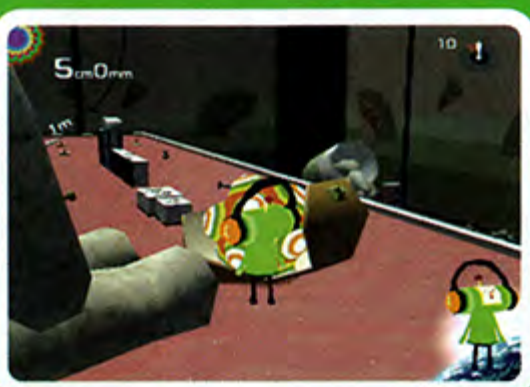
ON THE HOME PLANET, YOU CAN VIEW VARIOUS COLLECTIONS AND ITEMS YOUR KATAMARI PICKED UP WHILE PLAYING KATAMARI DAMACY, AND LOOK AT THE STARS IN THE SKY. YOU CAN ALSO SAVE AND LOAD GAMES, AND CONFIGURE THE GAME SETTINGS.

PRESENTS

View or equip Royal Presents (pg. 13) obtained in 1P Mode.

EQUIP

Press the directional button or press the Left analog stick ⬅ or ➡ to select a present and equip with the ⊗ button. When a present is equipped, the Prince's appearance will change. If you want to use the camera (pg. 21), you must first equip it here.



VIBRATION

Press the directional button or press the Left analog stick ⬅ or ➡ to toggle the analog controller's vibration feature on/off. This can also be performed by pressing the SELECT button during play.

DATA

Games can be saved or loaded. Press the directional button or press the Left analog stick ⬅ or ➡ to select a save file, and enter the selection with the ⊗ button.

There are three slots for save files: "na," "m" and "co." If a save file is overwritten, it will be permanently lost. Data for pictures taken during play are saved elsewhere, in the Photo Album (pg. 29).

HOME PLANET (OPTIONS)

VIEW CONSTELLATIONS

After finishing play in 1P Mode, katamari data (its size, etc.) is transformed into a star or a constellation and stored. This data can be viewed here. Use the Left analog stick to select a star or constellation, and press the ⊗ button to display its data.

STARDUST

In addition to stars and constellations, you can color the night sky with stardust. When a star or constellation is created after completing a task, stardust appears around it. Even when a task is failed, the katamari may be turned into stardust.

SHOOTING STARS

If you quickly clear a stage, you can turn a star into a shooting star. To shoot a star, press the L1 button, L2 button, R1 button, R2 button, ◉ button, ▣ button or directional button. A different type of shooting star will fly by depending on which button is pressed. You can also view a list of shooting stars by pressing the START button.

CLEARING THE SAME STAGE REPEATEDLY.

If you play an already cleared stage and complete it again, you will be presented with a choice on the Results Screen. If you choose "Create Star," the previous star you created will be turned into stardust and the newly created star will replace it. If you choose "Create Stardust," the newly created star will become stardust.

COOL COLLECTION

You can view objects obtained in 1P Mode in four categories. Select a category with the Left analog stick and press the ⊗ button to proceed to the objects screen. The Photo Album can also be viewed in the same manner.

OBJECTS	Objects are categorized by type, such as Fruits, Vegetables, etc.
LOCATIONS	Objects are categorized by the area in which they are located.
SIZE CHART	Objects are categorized by size.
NAMES	Objects with names are listed in alphabetical order.
PHOTO ALBUM	Photos taken with the camera can be viewed.

OBJECTS SCREEN

Choose a screen with the L1 and R1 buttons. Select an object category with the directional buttons or Left analog stick and press the ⊗ button to view all objects collected in that category. Select an object with the directional buttons or Left analog stick, and use the Right analog stick to rotate it. Use the L2 and R2 buttons to zoom in and out on the object.

PHOTO ALBUM

Pictures taken with the camera (pg. 21) are saved as photos in the Photo Album. Photos can be viewed and managed here.

Use the Left analog stick to move the cursor and press the ⊗ button to grab a picture. Use the Left analog stick to move the picture to the desired location, and press the ⊗ button again to release it. When the START button is pressed, a message will ask if you want to save the current data, after which the Photo Album will close. All saved photos will be saved as shared data.

MANAGING THE PHOTO ALBUM

If any pictures were taken in 1P Mode, the Photo Album will appear after the stage is completed. The picture(s) will appear above the word "New" on the lower-left of the screen. Select the picture(s) you wish to save and transfer them to the Album in the upper right. Move any unwanted pictures to the fire icon in the lower right to delete them. When the screen ends, pictures in the Album will be saved as photos.

WISDOM OF THE KING

"WHAT IS IT, PRINCE? YOU STILL HAVE QUESTIONS DO YOU? VERY WELL THEN, PEE-WEE PRINCE. WE, THE KING OF ALL COSMOS, SHALL GRACE YOU WITH OUR WISDOM. LISTEN CAREFULLY!"

"What do I do if I run out of places to go?"

YOU GIVE UP TOO EASILY, PRINCE... IF YOU FIND YOURSELF STUCK, RETURN TO A PLACE WHERE AN OBSTACLE BLOCKED YOUR PATH. IF YOUR KATAMARI IS BIG ENOUGH, YOU SHOULD BE ABLE TO ROLL OVER IT OR EVEN ADD IT TO YOUR KATAMARI.

"Why are you so cool?"

"WHY ARE YOU ASKING?! WELL, WE GUESS WE CAN'T BLAME YOU FOR ADMIRING OUR STYLE. LET'S SEE... WHY ARE WE SO COOL WAS IT? WELL, WE DON'T KNOW. WE GUESS WE JUST ARE."

"Is there any reward for winning a competition?"

ALL RIGHT. WE'LL LET YOU IN ON A SECRET. IF YOU WIN A COMPETITION, PRESS THE △ BUTTON WHEN LISTENING TO WHAT WE SAY AND SEE WHAT HAPPENS. PRETTY SPIFFY, HUH? WHAT?? IT'S NOT SPIFFY?! HEY! HOW ABOUT A LITTLE GRATITUDE FOR YOUR OLD MAN, HUH?

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