CONTENTS

Thank you for purchasing ChuChu Rocket! Please note that this software is designed only for use with the Sega Dreamcast console. Be sure to read this instruction manual thoroughly before you start playing.

ChuChu Rocket! is a memory card compatible game [Visual Memory Unit (VMU) sold separately]. To save files:

Option Settings and Game Results:3 Blocks
Edited Puzzles (1 file):3 Blocks (Max:25)
Downloaded Puzzles (1 file):3 Blocks (Max:25)

Never turn OFF the Dreamcast power, remove the memory card or disconnect the controller during saving or loading.

In a far away time on a far away planet, there is a Space Port. This Space Port is inhabited by thousands of little ChuChus.

ChuChus aren't ordinary mice. We're space mice!

The things that ChuChus detest more than anything else are KapuKapus.

KapuKapus aren't ordinary cats. We're space cats!

ChuChu Rocket!

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**The ChuChus lived happily until one day, when...
The Space Port became infested with KapuKapus.**

Oh no! Look at all those cats!

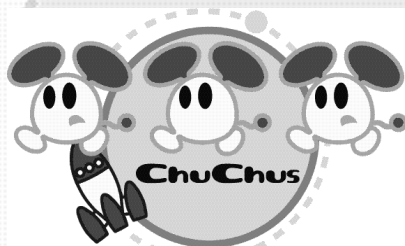**The ChuChus must escape in rockets.**

What should we do?

Which rocket should we go in?

The fate of the ChuChus is in your hands! The "ChuChu Rocket!" launch countdown has started!
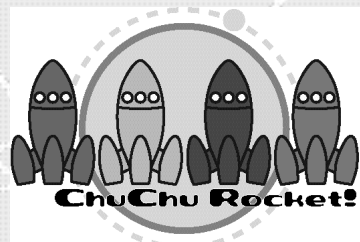
3

STORY & CHARACTER INTRODUCTIONS — ChuChu Rocket!

In a state of panic, the ChuChus are running around at high speed. The only order in the chaos is that they turn right when they hit a wall. The ChuChus want to get away from the KapuKapus – quickly. But they just don't know which rocket to board.

ChuChus

ChuChu Rocket!

Rockets are the only way to escape the Space Port. But there's only enough fuel for one rocket!

Space cats. They have huge, scary mouths, and voracious appetites. They are truly terrifying creatures. Like ChuChus, they only turn to the right. KapuKapus don't even realize how much trouble they cause. That's why they're really bad cats.
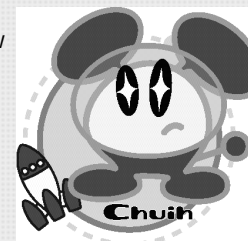
KapuKapu

4

STORY & CHARACTER INTRODUCTIONS — ChuChu Rocket!

*The following characters do not appear during game play.

Chuih is a ChuChu who really knows how to party.
He's the pilot of the Blue ChuChu Rocket.

Chuih

ChuBei is a careless ChuChu who feigns ignorance. He's the pilot of the Yellow ChuChu Rocket.

ChuBei

ChuPea

ChuPea is a moody daydreamer. She's the pilot of the Red ChuChu Rocket.

ChuBach is a steady and reliable ChuChu who does things at his own pace. He's the pilot of the Green ChuChu Rocket.
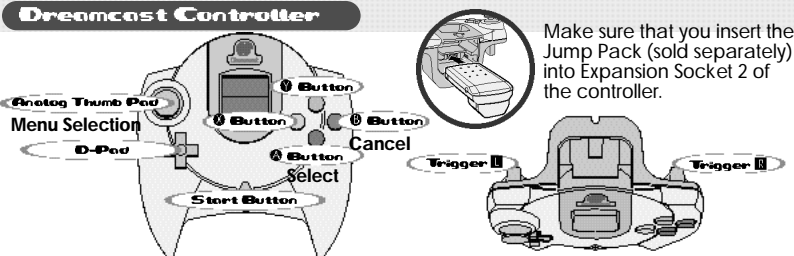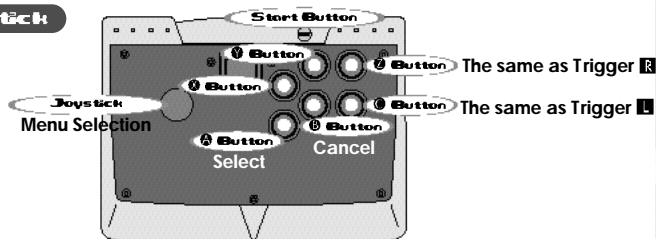
ChuBach

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CONTROLS

This is a one to four player game. Connect either Dreamcast Controllers or Arcade Sticks to the Control Ports, starting with Port A. Connect in order: A, B, C, D, according to the number of players.
These are the basic controls. The controls for PUZZLE and PUZZLE EDIT are slightly different, so don't forget to check them too. (PUZZLE   P.15, PUZZLE EDIT   P.16)

Dreamcast Controller

Analog Thumb Pad
Menu Selection

D-Pad

Ⓨ Button
Ⓧ Button
Ⓑ Button
Ⓐ Button
Select
Cancel

Start Button

Trigger **L**
Trigger **R**

Make sure that you insert the Jump Pack (sold separately) into Expansion Socket 2 of the controller.

Arcade Stick

Start Button

Ⓨ Button
Ⓧ Button
Ⓩ Button — **The same as Trigger R**
Ⓒ Button — **The same as Trigger L**

Joystick
**Menu Selection**

Ⓐ Button
Select
Ⓑ Button
Cancel

✴ To return to the Title Screen at any point during the game, simultaneously press and hold the Ⓐ, Ⓑ, Ⓧ, Ⓨ and the Start Buttons.
✴ Do not touch the Analog Thumb Pad, or the Triggers while turning the Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

CONTROLS

Place Arrow Panels!

Move your cursor with either the Analog Thumb Pad or the D-Pad. Press the Ⓨ, Ⓐ, Ⓧ and Ⓑ Buttons to place an Arrow Panel (up, down, left, right).
Place panels to guide the path of the ChuChus and KapuKapus.

= Press the Ⓧ Button
= Press the Ⓨ Button
= Press the Ⓐ Button
= Press the Ⓑ Button
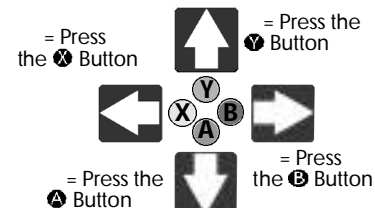
Delete an Arrow Panel!

You can place up to 3 Arrow Panels on the stage.
When you place a 4th Arrow Panel, the first Arrow Panel will vanish.
Be forewarned, because the Arrow Panels will fade away over time.
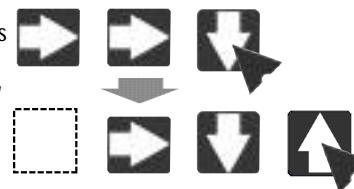
Messages!

You can listen to certain messages during 4-PLAYER BATTLE and TEAM BATTLE gameplay. Press Trigger **R** to gloat when you're winning, and press Trigger **L** to taunt when you're losing. If you are using the Arcade Stick, then press either the Ⓒ or Ⓩ Buttons. Hold down the Triggers and the messages will change.
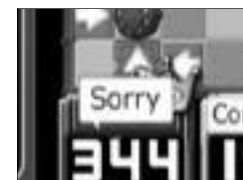
Sorry
Con
344
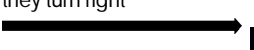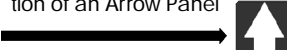
Basic Rules

Use **[Arrow Panels]** to lead **[ChuChus]** into your own **[Rocket]** !

How do ChuChus Move?

The way that ChuChus move is very simple. Try and read the movements of the ChuChus and place Arrow Panels to guide them. KapuKapus move in the same way.

❶ ChuChus run in a straight line

❷ If they bump into a wall, they turn right

❸ They turn in the direction of an Arrow Panel

Different sorts of ChuChus!

You will sometimes see strange ChuChus. Maybe you can turn the tables of the game by leading one of them into your own Rocket...

If you guide a "?" red ChuChu into your Rocket, then...

The roulette wheel will spin and there will be a new game "event"!

If you guide a "50" yellow ChuChu into your Rocket, then...

You will get 50 ChuChus in one shot!

Look out for **[KapuKapus]** ! Lead them into your opponents' **[Rockets]** !

KapuKapu Characteristics!

KapuKapus eat ChuChus! And what's worse, they'll eat one third of all the ChuChus that you have collected if one of them gets into your Rocket. So, keep the KapuKapus out of your own Rocket, while leading them into your opponents' Rockets.

If a KapuKapu enters a Rocket...

One-third of collected ChuChus are lost (E.g. 30 ChuChus = 10 ChuChus lost).

Arrow Panels can break!

If a KapuKapu bumps head-on into an Arrow Panel once, it will shrink a little. If a KapuKapu bumps head-on into an Arrow Panel two times, it will vanish.

One bump from a KapuKapu and an Arrow Panel will shrink...

Two bumps from a KapuKapu and an Arrow Panel will vanish.

MODE SELECTION
ChuChu Rocket!

Memory Card

Press the Start Button on the Title Screen to display the VMU Screen. Press the D-Pad to select a memory card and press the Ⓐ Button to enter your selection.

Mode Select

There are 9 modes to choose from on the Mode Select Screen. Select which mode you want to play!
Press the D-Pad ⬆⬇ to select a mode and press the Ⓐ Button to enter your selection.

HELP
View the Help Screen for further explanations. (P.12)

4-PLAYER BATTLE   1-4 Players
Battle it out with up to 4 players! (P.12)

TEAM BATTLE   1-4 Players
Two on two! (P.13)

STAGE CHALLENGE   1-2 Players
Try and tackle these problems! (P.14)

PUZZLE   1 Player
Try and solve these puzzles! (P.15)

PUZZLE EDIT   1 Player
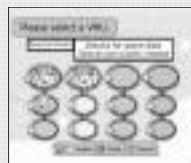Make a puzzle! (P.16)

NETWORK   1-4 Players
Battle online. You can also download and upload puzzles and "chat." (P.18)

HOMEPAGE
Have a look at the ChuChu Rocket Homepage! (P.24)

OPTIONS
Change the game settings. (P.25)

GAME DISPLAY
ChuChu Rocket!

4-PLAYER BATTLE

The following explanation applies to BATTLE, TEAM BATTLE, STAGE CHALLENGE and NETWORKmodes.

Time
The game will end when the counter reaches 0. At that moment, the winner will be announced.

ChuChus
Anywhere from a dozen to hundreds of these cute, little, space mice will be on the game stage at any time.

Rocket
Guide the ChuChus to your Rocket!

KapuKapus
Watch out, or they'll eat all the ChuChus!

Hatch
The ChuChus come out here.

Arrow Panel
Guide the ChuChus and KapuKapus with these arrows. You can place up to three arrows at a time.
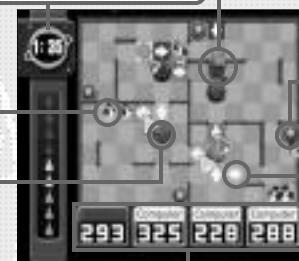
Score
This is the total number of ChuChus that you have collected.

Every player has his or her own Cursor, Rocket and Arrow Panels

| Player 1: Blue | Player 2: Yellow | Player 3: Red | Player 4: Green |

Pause Menu

Press the Start Button during game play to display the Pause Menu. Press the D-Pad ⬅➡ to select either "Resume" or "Quit", then press the Ⓐ Button to enter your selection.

MODE EXPLANATIONS

HELP

View the basic rules and explanations of every mode.

Mode Explanations

Select the item that you wish to see with the D-Pad and press the Ⓐ Button to enter your selection. Press the Start Button or the Ⓐ Button to view each page of the explanation. Press the Ⓑ Button during the explanation to return to the previous page. Press the Ⓧ Button during the explanation to return to the Help Menu.

4-PLAYER BATTLE

Guide as many ChuChus as possible into your Rocket within the time limit. Including the computer, up to four players can play at a time. Play with three friends for the ultimate battle.

Select Players

Select your players! Press the D-Pad to select whether Players 1-4 are "Human" or "Computer" and press the Ⓐ Button to enter your selection. You can also select a type of "Computer" opponent. Set two players to "None" for a two-player game.
Press the Start Button when you are finished.

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MODE EXPLANATIONS

Stage Select

Select which stage you want to start with, and select how many points you need to win.
Press the D-Pad to select which stage you would like to begin with.
Press Trigger L and R to select how many points you need to win. You can choose from 1 to 5 points.
Press the Start Button or the Ⓐ Button when you are finished.
Get ready to play!

Game Over

Each stage will end when the counter reaches 0. The Rocket of the player who has collected the most ChuChus will launch, and that player will get one point. Continue until one player gets a winning number of points.
Press the Start Button during game play to see how many points each player has.

TEAM BATTLE

Split into two teams of two players; a blue and red team, and a yellow and green team. The team who collects the most ChuChus within the time limit (the default is 3 minutes) is the winner.
Is teamwork the key to victory?
The rules and settings are the same as for 4-PLAYER BATTLE.

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MODE EXPLANATIONS

STAGE CHALLENGE

Stage by stage, try and complete the set tasks within a 30-second time limit.
This is basically a one-player game, but play with a friend, and you'll find that the challenges won't seem so difficult.
Two times will be recorded; the quickest clear times for each stage, "Stage Time" and the clear time for all the stages, "Total Time."
You can record your best times on the Network Rankings.

Stage Select

Press the D-Pad to select a stage number and press the Ⓐ Button to enter your selection. The quickest time that you complete a stage will be added to the "Total Time." Redo the stages to improve your total time.
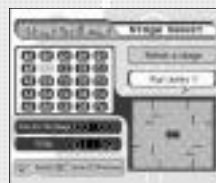
Game Over Menu

Press the Ⓐ Button to try again. Clear the stage within 30-seconds to advance to the next stage.
A menu will be displayed if you fail. Press the D-Pad ⬆⬇ to select and press the Ⓐ Button to enter.

Try Again Try the same stage one more time

Stage Select Return to the Stage Select Screen and choose another stage

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MODE EXPLANATIONS

PUZZLE

This mode is perfect for those times when you need a break from the frenzied pace of the other modes!
Place Arrow Panels to guide all the ChuChus into your Rocket. You will fail if a ChuChu is eaten by a KapuKapu, falls in a hole, or if a KapuKapu gets into your Rocket.
What's more, you can only use a certain number and type of Arrow Panel. These restrictions are displayed at the bottom of the screen.
So, can you solve all the puzzles? 25 stages? Well, actually...

Stage Select

First, press Trigger Ⓛ and Ⓡ to select a type of puzzle. "Original" consists of puzzles made in PUZZLE EDIT, and "Download" consists of puzzles that you can download from the NETWORK.
Press the D-Pad to select a stage number and press the Ⓐ Button to enter.
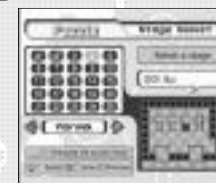
Puzzle

You can only place the Arrow Panels that are displayed under the heading "Available panels" to solve the puzzles.
To delete an Arrow Panel, place the same arrow in the same square. Press Trigger Ⓛ to delete the last Arrow Panel that you placed.
Press Trigger Ⓡ to start! Press Trigger Ⓡ again to make the ChuChus and KapuKapus dash.
Clear the stage to advance to the next one. If you fail, then try again.
Press Trigger Ⓛ after starting to try the puzzle again.
To quit, press the Start Button, then select and enter "Quit" from the Pause Menu.

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MODE EXPLANATIONS

PUZZLE EDIT

Make your own puzzles!
You can save up to 25 puzzles in your memory card.
You can also upload these puzzles onto the NETWORK (send them to the server and anyone can download them).

Game Display & Puzzle Making Method

Move the cursor with the D-Pad.
Press Trigger **L** or **R** to select an item from the Function Menu and press a button to place one of several things in the cursor highlighted square. Read the Function Menu explanation on the next page for more details.

Function Menu

Cursor

Button Explanations

Saving Puzzles

Before saving, select and enter "Play" to ensure that your puzzle works (i.e. that the ChuChus can all get into the Rocket).
The heading "Save OK" will be displayed when all the ChuChus can enter the Rocket.
Select and enter "File" from the Function Menu and press the **Y** Button to save.
Press the Start Button to exit.

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MODE EXPLANATIONS

Function Menu

File	
A Completely delete the puzzle that you are making and restart.	**B** Delete a previously saved file.
X Load a previously saved file.	**Y** Save the present puzzle to your memory card.

Play	
A Put your puzzle into action! You must check that your puzzle works.	**B** Stop.
X Fast-forward. The same as above, only twice as fast!	

Walls Press the **Y**, **A**, **X** or **B** Button to place an up, down, left or right facing wall on the square where the cursor is.

Mice Press the **Y**, **A**, **X** or **B** Button to place an up, down, left or right facing ChuChu on the square where the cursor is.

Cats Press the **Y**, **A**, **X** or **B** Button to place an up, down, left or right facing KapuKapu on the square where the cursor is.

Solution Press the **Y**, **A**, **X** or **B** Button to place an up, down, left or right facing Arrow Panel on the square where the cursor is.

Rockets Press the **A** Button to place a Rocket where the cursor is. Don't forget that you need at least one Rocket for it to be a real puzzle!

Holes Press the **A** Button to place a Hole where the cursor is.

Deleting ChuChus etc.

Place another Wall, Mouse, Cat, Correct Arrow, Rocket or Hole on top of an existing one to delete it. Press the **B** Button to delete a Rocket or a Hole.

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MODE EXPLANATIONS
ChuChu Rocket!

NETWORK

Connect to the NETWORK (the Internet) and play ChuChu Rocket! against friends or far away strangers! You can "chat" with people between games too. You can also upload puzzles made in PUZZLE EDIT and download the puzzles that other people have made.

User Registration
You cannot use the NETWORK unless you have registered as a user with SEGA. Before playing on the NETWORK, make sure that you register as a user, using the Dreamcast Browser. Refer to the Dreamcast Browser Guidebook for further help. You can purchase the updated Dreamcast Browser from the Official Dreamcast Magazine.

Inquiries:	**SEGA Customer Services Department**
Internet:	**www.sega.com**
Telephone:	**1800 USA SEGA**

Charges
Use of the Network Server is free, but you will have to separately pay for your own ISP.

Log-in E-mail
In order to play ChuChu online, you must enter an email address using the SEGA Dreamcast Browser. This allows you to create a unique nickname and password for online gaming.
Note that Sega will not reveal your e-mail address to any third parties.

MODE EXPLANATIONS
ChuChu Rocket!

Connecting to the NETWORK...

Select the number of players

Select the number of players on your Dreamcast! You can choose from one to three players. Press the D-Pad ⬆⬇ to select and press the Ⓐ Button to enter.

Dialing

Normally, select "Try once."
If you are having difficulties connecting with the provider, select "Try 3 times."
Press the D-Pad ⬆⬇ to select and press the Ⓐ Button to enter. Your Dreamcast will then dial the provider you have setup with the Dreamcast Browser.
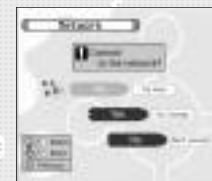
Disconnecting from the Net

Press the Start Button (not during a game) to display a menu. Select "Disconnect" and press the Ⓐ Button.
You will also be automatically disconnected if the controller is left untouched for more than three minutes.

MODE EXPLANATIONS
ChuChu Rocket!

Once you are Online...

Enter a nickname

If you are playing ChuChu Rocket! on the Net for the first time, you must enter a nickname and password.
You enter a password to prevent others from using your nickname. Note: You can only enter a nickname and password once and you cannot change it.
Press the D-Pad to select letters and press the Ⓐ Button to enter.
When you are finished, select and press "Enter" on the onscreen keyboard. (P. 23)

First Menu

First Menu

In the first menu, you will see several servers to select from.
Press the D-Pad ⬆⬇ to select the server you wish to enter and press the Ⓐ Button to confirm your selection.
Press the Ⓧ Button to view an explanation of the server.
From here, you can proceed to Puzzle Land (where you can upload and download puzzles). (P.24)

Network Screen common commands and items
Press the D-Pad ⬆⬇ to select an item and press the Ⓐ Button to enter.
Select "Exit" on any screen to return to the previous one.
Press the Ⓧ Button to view detailed information and an explanation of the item you have chosen.
Press the Ⓨ Button to turn the Chat Screen ON or OFF.
Press the Start Button to display the menu.

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MODE EXPLANATIONS
ChuChu Rocket!

Game and Chat Room Screens

Room Selection

Once you have entered a server, you can now select a room!
Press the D-Pad ⬆⬇ to select and press the Ⓐ Button to enter.

Room Screen

Enter a room and the following will be displayed: the nicknames of the people in the Chat Rooms, Game Rooms, other rooms and other menus. Select a Chat Room or a Game Room and press the Ⓧ Button to display online game information. Press the Ⓐ Button to enter a Chat Room or a Game Room.

Room
Select to enter

The people in the room..

Game Room
Enter this to take part in a battle. Up to four players.

Other Menus

Create Chat Room
You can make your own Chat Room. Just type in a name for it on the keyboard. (P.23). You can also create a password to secure the room.

Create Game Room
You can also make your own Game Room. (P.23). You can create a password to secure the Game Room too. Either enter or make a room to take part in a battle.

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MODE EXPLANATIONS
ChuChu Rocket!

Battle!

Enter a room and play!
As soon as you enter a Game Room you can start to play online – if there is a Game Room of course!
Enter a Game Room, select and enter "Start game" and the fun will begin!
If there aren't four players, then the computer will fill the remaining slots.
The players will be numbered in the order that they entered the room. The stage will be randomly decided.
The winner is the first person to get 2 points.

Make a new Game Room and play
Select "Create Game Room" to make a new Game Room in the room that you are in.
You can give your new Game Room a name and a password.
Note: By giving a Game Room a password, you will prevent those who do not know your password from joining your game.
You will automatically join the Game Room you make.
Once enough people have joined, select "Start game" to begin.

✳ **Note that created rooms will be deleted if everyone leaves them.**

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MODE EXPLANATIONS
ChuChu Rocket!

Chat!

Press the ❤ Button while in a room (but not when you are playing) to display the Chat Screen. This will display messages written by others.
Also, you can send messages to certain people by selecting their names and pressing the Ⓐ Button.
Press the Ⓐ Button in the Chat Screen to display the onscreen keyboard. Naturally you can also use the Dreamcast Keyboard (sold separately).
Press the ❤ Button to exit the Chat Screen.

Keyboard

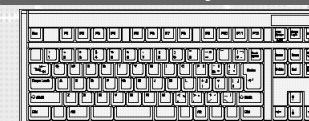Use the onscreen keyboard or the Dreamcast Keyboard to type your messages and even play ChuChu Rocket!

Onscreen Keyboard

D-Pad	Select a letter
Ⓐ Button	Enter a letter
Ⓧ Button	Delete a letter
❤ Button	Start/Quit chat
Start Button	End (send message)

Dreamcast Keyboard

Chat

Enter	Enter letter (send message)
F1 – F12	Pre-programmed words
HOME	Toggle between Main and
+ Shift	Chat Screens

Game Play

|	
X	The same as the Ⓐ Button
D	The same as the Ⓑ Button
S	The same as the Ⓧ Button
E	The same as the ❤ Button

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MODE EXPLANATIONS
ChuChu Rocket!

Downloading and Uploading Puzzles

Room Selection

Select "Puzzle Land" to enter the Puzzle Land Server.
Press the D-Pad ⬆⬇ to select a room and press the Ⓐ Button to enter.

Room

Enter a room and various registered puzzles, other rooms and several other menus will be displayed.
Select "Create Room" to make a puzzle room. You cannot assign a password for this kind of room.
Register your own puzzles (upload)!
Select "Register Data." Next, decide what puzzles you want to register.
Input the file name, and your puzzle will be registered.
Download puzzles!
Select a puzzle and press the Ⓐ Button to enter.
Next, select which file to save the puzzle in.
Select "Download" in PUZZLE mode to try and solve your new homemade puzzles.

✳ Note: You can not charge other people to play your puzzles.
Also, uploaded puzzles become the property of SEGA.

HOMEPAGE

Access the ChuChu Rocket! Homepage! You'll find lots of information that is constantly changing. Remember, you will need your ISP information entered using your Dreamcast Browser. Also, refer to ChuChu Homepage for information about the in-game browser.

MODE EXPLANATIONS
ChuChu Rocket!

OPTIONS

Change the settings for every mode and listen to the background music (BGM) and sound effects (SE).

General Settings

Character	Change the ChuChus to "?".
Sound output	Set the sound output to stereo or mono.
Jump Pack	Switch the Jump Pack ON or OFF.
Music test	Press the D-Pad ⬆⬇ to select a tune and press the Ⓐ Button to enter.
SE test	Press the D-Pad ⬆⬇ to select a sound effect and press the Ⓐ Button to enter.

Return to Initial Settings

Settings for 4-PLAYER BATTLE and TEAM BATTLE

Play Time	Change the length of battles.
Game speed	Change the game speed.
% of ? Mice	Change the frequency of "?" Mice.
Arrow reset	Place panels on top of ones that you have already placed.

Return to Initial Settings

Records

View the STAGE CHALLENGE records.

Language

Select from Japanese, English, German, French or Spanish.

Keyboard F-key Settings

Edit the F-key settings.

TIPS FOR PLAYING CHUCHU — ChuChu Rocket!

●**Make as much noise as possible!**
Once you have mastered the controls, press Triggers **L** and **R** to taunt your opponents with provocative messages!
Press Trigger **R** when things are going well, and press Trigger **L** when things are going badly.

●**Enjoy the TEAM BATTLE too!**
Give the computer a handicap when playing with a beginner.

●**You don't have enough controllers?**
Well, why don't you try using another peripheral...?

●**Try the STAGE CHALLENGE with a friend.**
You'll find these stages a lot easier with a friend to help you.

●**Once you're used to the game, try making your own original puzzles in PUZZLE EDIT!**
Allow your creativity to run wild.

●**Use your memory card to exchange pearls of wisdom with your friend!**
Your friends won't be able to sleep at night when they try to crack your puzzles!

●**Go online and show off!**
Register your puzzles in Puzzle Land so that anyone can play them. And don't forget to download puzzles too.

TIPS FOR PLAYING CHUCHU — ChuChu Rocket!

Playing with one friend is OK, but if only there were four of us...
●**The computer is a fine opponent, but why not try the NETWORK!?**
Make new friends online and play!
You'll make lots of friends in the chat rooms too.
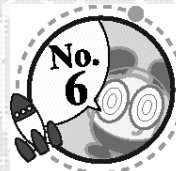
●**Everyone exchange information!**
"I just can't solve that puzzle..."
If there are puzzles that you simply can not solve, then visit one of the chat rooms and ask for help!
Don't forget to help someone if you're asked.

●**Change things in OPTIONS.**
Change the settings for 4-PLAYER BATTLE and TEAM BATTLE.
Advanced players should increase the game speed, and vice-versa.

TROUBLESHOOTING & NETWORK ETIQUETTE   ChuChu Rocket!

Troubleshooting

Try the following things if you are having difficulty getting online.
Make sure that you also refer to the Troubleshooting section in the Dreamcast Browser manual.
- Check that your Dreamcast is connected to the telephone line.
- Maybe you are experiencing difficulties with your Internet Service Provider (ISP). Wait and try again.
- You will not be connected if you mistype or forget your password. Make sure that you don't forget your password.

Network Etiquette

The NETWORK has a large number of users. In the interest of making everyone's time on the net as enjoyable as possible, we ask you to adhere to the following etiquette.
- Do not make any harmful statements about people.
- Under no circumstances reveal your own or anyone else's personal information (address, telephone number, etc.)
- Do not make any statements that run contrary to public order and standards of decency, or that break the law.
- Do not suddenly reset or disconnect from the Internet during battles.
As a general rule, avoid any actions that may cause harm or inconvenience to others.

ChuChu Rocket! conforms to theNetwork user rules.
Refer to the Dreamcast Browser manual for further information on the Network user rules.
Also, please read the Internet rules, which can be found in the Dreamcast Browser manual.

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WARNING   ChuChu Rocket!

1. Do not clear your flash ROM while the browser boots, this will cause your game to malfunction. If you do happen to clear your flash ROM, after entering and saving your ISP information you MUST turn the power off on your Dreamcast unit before starting your ChuChu Rocket game.

2. Remember your nickname and password is linked to your email address. Please do not forget to enter this information when you set your ISP.

3. Remember, without a VMU (sold separately), your password will not be saved and you will be prompted to enter it each time you log into the game server.

4. Do not forget your nickname and password!

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CREDITS

ChuChu Rocket!

The following credits list the staff responsible for the localization, marketing, and manual production for the U.S. version of ChuChu Rocket. Credits for the original development staff are listed in the game itself.

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Notes

Notes