

SUPER MONKEY BALL™

2



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SUPER MONKEY BALL 2

Prima's Official Strategy Guide

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Introduction

Major Monkey Mayhem!

It's no secret that monkeys love bananas, and Aiai is no exception. In fact, there's no monkey on Jungle Island better known for having a banana obsession. So when the evil Dr. Bad-Boon showed up one day and tried to steal Aiai's bride, Meemee, and the village's entire supply of bananas, Aiai quickly leapt into action. But the vile doctor was no dummy. He anticipated Aiai's reaction and hid all of the bananas in fiendishly clever mazes. Now Aiai, Meemee, Baby, and Gongon must work together to conquer Dr. Bad-Boon's mazes, find the bananas, and save the monkey village from starvation.

You've just tapped into *Super Monkey Ball 2*, a great puzzle and party game. Take on Dr. Bad-Boon in Story

Mode, or test your skill with Challenge Mode. Want to try something unusual? Gather your friends and get crazy with one of the 12 extremely cool party games; each one could be an entire game on its own.

This guide will help you out no matter what you decide to play. It includes strategies for every maze and mini-game. Also, don't miss out on the secrets. You'll learn how to unlock all of *Super Monkey Ball 2*'s great features.

Are you ready to face Dr. Bad-Boon? Grab your bananas and get your monkey ball, but most importantly remember this; the magical spell is "Ei-Ei-Poo!"



The Cast

The Heroes

Aiai

Super Monkey Ball 2's beloved hero, Aiai, loves bananas so much that he spends his carefree life thinking, "The banana I had today was really delicious." Eat bananas to keep him in high spirits and able to overcome any hardship. Chanting the magical spell "Ei-Ei-Poo," he starts his adventure with his monkey ball.



Meemee

Meemee is Aiai's fiancée. Unlike carefree Aiai, she is a person...um...monkey with firm character. Although she loves Aiai more than anything else in the world, it seems that Aiai loves bananas more than her. And that makes her a little discontented. Somewhat tomboyish, she is very kind to everyone on Jungle Island. She decorates herself with beautifully scented flowers.

Baby

Baby came from the future to stop Dr. Bad-Boon's plot to prevent the marriage between Aiai and Meemee. He is, in fact, their son. He rarely cries, but when he does, his is the loudest voice on Jungle Island. Only Meemee can stop his crying.



Gongon

Yesterday's enemy is today's friend. Gongon used to be Aiai's rival, but now they are best friends. He is quite rowdy, but he places such a great value on friendship that he never betrays it. Though not a large guy, he has great strength and trains every day to become the strongest monkey in the world.



The Enemies



Dr. Bad-Boon

Dr. Bad-Boon is an evil-genius scientist from the future, where he fell in love with Meemee. He asked her to marry him, but she was already married to Aiai and had Baby by then. Thus he flew back in time to when Aiai and Meemee had not yet married. Dr. Bad-Boon tries all sorts of evil plots to separate Aiai from Meemee but fails every time. While his perseverance is commendable, he is a nuisance to the inhabitants of Jungle Island.

Dr. Bad-Boon's Assistant

This silent ape is a mystery. Even Dr. Bad-Boon doesn't know his name. Like a shadow, he follows Dr. Bad-Boon wherever he goes. Cold-hearted Dr. Bad-Boon would leave his assistant behind and escape, but he continues helping without any complaints. He appears frightening, but in reality is bashful.



Monkey Basics

Jump right in and learn *Super Monkey Ball 2* as you go. The controls aren't complex, and the mechanics are self-explanatory. Some of the stages are difficult to master, but that's the fun of the game. These monkeys are out to challenge your wit and reflexes. Turn to this guide whenever you encounter something you don't understand. We'll cover what to expect throughout your journey and give answers to your questions.

How to Play

The controls are simple in the main game. The control stick moves your monkey around. Pressing up makes your monkey roll forward and gain speed. Pulling back or down slows your monkey and eventually changes his or her direction. Press left to turn left, and press right to turn right.



The other action, \odot , resizes your map. There are three map sizes to choose from. Close range helps you locate items and

switches near your monkey. Medium range shows what's in the surrounding area. Pulling back to the farthest range displays the entire stage and lets you observe how everything works (very handy in stages with moving parts).

Don't think the simple controls means there isn't much challenge to *Super Monkey Ball 2*. The clever design of the stages makes the game challenging. It is easy for you to control your monkey on a flat surface, but you're going to encounter twisting, spinning, bumpy paths with giant holes cut into them. This isn't like rolling across the living room floor. This is rolling through a minefield in a tornado. Your skill determines your success. It takes a steady hand and great technique to beat the game.

Game Modes

Choose from three modes within the main game: Story Mode, Challenge Mode, and Practice Mode. Story and Challenge Modes are where the real action takes place; you can use Practice Mode to brush up your skills on a particular stage or to look for something you might have missed, without wasting monkeys.

Story Mode

In Story Mode, our heroes face off against the insidious Dr. Bad-Boon. The doctor has stolen all of the village's bananas and hidden them in his fiendish mazes. The monkeys must find their way through these mazes one by one, collecting as many bananas as they can to save the village.



Story Mode is divided into 10 worlds. Each world contains 10 stages that can be played in any order. Once you've completed a stage, you can't go back to that stage. Complete all stages in a world to move on to the next.

There are no chances (lives, or monkeys) in this mode. You can keep trying each stage until you succeed, and you can always switch to a different stage if the one you're on is frustrating you.

In Story Mode you control Aiai. The other monkeys appear in the cinemas, but they aren't selectable.



tip: In Story Mode, start a level over at any time by pausing the game and selecting **Retry**. You can start a level over after reaching the goal, so long as you hit **Retry** before being taken back out to the Stage Select screen.



Challenge Mode



This mode resembles the first *Super Monkey Ball* game. There are three difficulty levels to choose from: Beginner, Advanced, and Expert. Beginner consists of 10 stages, Advanced has 30 stages, and Expert is a whopping 50 stages long. You must beat each stage in order.

tip: If you beat a Challenge Mode difficulty level without using a Continue, you get to play 10 extra stages. There are 10 new stages on each level.

Unlike Story Mode, you have a set number of chances (lives, or monkeys) and Continues. You can alter this number before starting the game. Each time you fall off a stage or time runs out before you reach the goal, you lose one chance. You can earn an additional chance by collecting 100 bananas. There's no limit to how many extra chances you can get.



Play Challenge Mode with friends. When you have more than one player, take turns trying to beat the levels and top each other's scores. In Challenge Mode, you may pick any of the four monkeys. There's no difference in their abilities, so choose the monkey you like best.

Practice Mode

This mode allows you to practice any stage you've played in either Story or Challenge Mode. You can switch mode stage listings by pressing on the selection screen. The Practice Mode is a great opportunity for you to perfect your skills without the constraints of chances, Continues, or worrying about your point total.



Practice the stages with any of the monkeys. It doesn't matter which one you pick.

Party Games

In addition to the main modes, the game includes 12 party games that you can play by yourself or with friends. These games are a blast and totally different from one another.

When you first start the game, you have access to six of the party games. The other six are locked. You unlock them by earning Play Points. Unlocking each one costs 2,000 Play Points, so you need 12,000 to unlock them all.



Course Details

You encounter something new on each course. The following is a rundown of the common items, good and bad, that you come across while playing.

Bananas

Monkeys love bananas, and finding them is one of the game's key parts. Bananas appear two ways: as a single banana or in bunches.



Single bananas are the easiest to find. These hang out in the open. Each one you pick up increases your banana total.



tip: In Challenge Mode, you earn an extra chance every time you collect 100 bananas. There's no limit to how many extra chances you can earn.

Switches



Some stages contain switches on the ground. These large red buttons have various effects. There are play buttons, fast-forward buttons, and pause buttons.

Play buttons start something moving or slow a level's movement. There are both left and right play buttons. When they appear together, the only difference is that they'll make something within the level turn a different direction, depending on which one you press.

Fast-forward buttons are like play buttons, except that they make things move twice as fast. Usually you're forced onto these buttons. Sometimes it's to your advantage to speed up a level, so that the stage alters itself faster and you won't eat up as much time waiting to perform an action.

Pause buttons bring moving parts to a halt. These are rare, but when they do appear, use them. In some cases the pause is only temporary, so act quickly to take advantage of it.

Bumpers

Bumpers resemble the bumpers on a pinball machine. When you touch them they kick your ball hard to the side. They're meant to make levels more challenging and appear in the worst of spots. Go around them or you'll probably fall off the stage.



Wormholes

These gold and black gates appear in pairs. They connect to each other through magical energy. When you enter one wormhole you exit through another in a different part of the stage. Their uses vary, but if you see one, chances are you need it.



Bumps

Bumps come in all shapes and sizes. Tiny rails along the ground knock you around, square blocks bounce you into the air, and small domes throw you to the side. They make it difficult to get through narrow paths by hindering your ability to steer. All you can do is keep your ball as much under your control as possible. Not all bumps are bad, though. Sometimes they pop you into the air high enough to reach a banana bunch or a goal.



Jumpers

These unusually colored round or rectangular platforms spring up and down periodically. If you're standing on one when it springs, it tosses your ball into the air. Use jumpers to reach platforms far above your head.



Goals

In most stages there's one goal, and it's as far away from you as possible. Your objective is to reach the goal and pass through it before time expires. Some stages contain multiple goals. The harder a goal is to reach, the better the rewards are for getting to it. In Story Mode these hard-to-reach goals earn more points. In Challenge Mode you get more points *and* you skip levels.



Play Points and Extras

Collect Play Points to unlock all of *Super Monkey Ball 2's* secrets. Earn them by playing Story Mode or while playing Challenge Mode alone. The number of Play Points awarded is based on the time it takes you to complete each stage and the number of bananas you collect.



Spend Play Points as you earn them to unlock additional party games. Unlocking each party game costs 2,000 Play Points. Once you've unlocked them all, check the Options menu. It shows Gifts that become available once you've opened all 12 party games. Gifts vary from extra monkeys for Challenge Mode to playable cinemas, to the Credit Roll game.





Walkthrough

Super Monkey Ball 2 contains two main modes. The first is Story Mode, which pits our monkey heroes against the evil Dr. Bad-Boon. Each of the 10 worlds in Story Mode comprises 10 stages. When you complete all 10 stages in one world you move on to the next. There are no lives to worry about, so you can retry a level as often as necessary.

The second mode is Challenge Mode. If you played the first Super Monkey Ball game this mode will be familiar. You choose the Beginner (10 stages), Advanced (30 stages), or Expert (50 stages) difficulty setting and attempt to complete all levels without using a Continue. Unlike Story Mode, you have a certain number of lives, but you can earn

more by gathering bananas. If you can finish all the levels without a Continue, you get to play 10 extra levels.

This chapter is based on Story Mode rather than Challenge Mode; however, they include a lot of the same levels, just in a different order. The main difference is that Story Mode involves a story and Challenge Mode incorporates lives, Continues, and extra bonus stages. Fear not. At the end of this chapter we've broken down Challenge Mode to make it easy for you to find the strategy on each level, plus we've added strategy for the levels that don't appear in Story Mode.

World 1: Jungle Island

The evil Dr. Bad-Boon has stolen all of the bananas from Jungle Island. He has hidden them within his devious mazes and challenged the monkeys to try to gather them all at risk to their lives. The monkeys must work together to conquer Dr. Bad-Boon and save their village.

World 1-1: Simple (Red Stage)

Difficulty: 1 banana
Time Limit: 60 sec.
Bananas: 7

This is a very easy start. Keep straight and push forward off of the ledge ahead to the lower portion of the track.



The goal is ahead in the center of the circle.

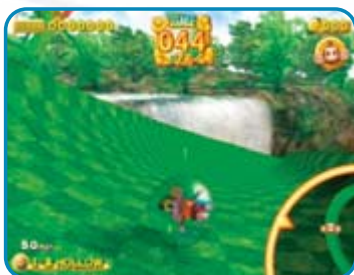


Look for bananas lining the edge of the circle, but be careful when collecting them. There's no railing along the side, so it's easy to fall off.

World 1-2: Hollow (Blue Stage)

Difficulty: 6 bananas
Time Limit: 60 sec.
Bananas: 17

To clear this one easily, head down the initial straightaway then circle around the large loop to the goal.



For a challenge, go after that large bunch of bananas hanging over the edge of the track in front of you.

Getting the bunch is tricky. Build your speed on the short straightaway before the track curves; get your ball up to around 50 mph.



As the track curves, stick to the right side and run straight up the edge toward the hanging bunch of bananas.



You'll fly off of the track and through the bananas if you hit the slanted edge just right.



The trick is landing the jump. Aim for the narrow straightaway ahead and slow down. If you hit the ground at full speed you may bounce off of the track.



Collect the seven bananas surrounding the goal and complete the stage.

World 1-3: Bumpy (Yellow Stage)

Difficulty: 1 banana
Time Limit: 60 sec.
Bananas: 28

Two large bunches of bananas hang above this track, with four along each side. To get all of them, go after the bunch right in front of the goal before collecting the others.



Race to the goal at full speed. It's a bumpy ride, and you get a lot of air off of the bumps.

Just before the goal, you bounce high into the air. Pull back on the joystick a bit to slow down in the air; catch the bunch of bananas without passing through the goal.





Peel off to either side and collect the bananas there; keep moving around the edge of the stage in a clockwise or counterclockwise fashion.



To get the bunch of bananas hanging near the start, build up speed from the side of the stage. Rush toward the bunch; the bounce from the ridges on the ground should push you right through the bananas.



Continue along the opposite side to finish collecting bananas, then head through the goal.



World 1-4: Switches (Green Stage)

Difficulty: 3 bananas

Time Limit: 60 sec.

Bananas: 10



Run over the switch in front of you. This raises the bridge at the end of the straightaway. There's a warp under the bridge.



Do not run over the second switch. If you do, you'll lower a second bridge that isn't noticeable until you hit the switch. This prevents you from reaching the string of seven bananas behind it.



Grab the three bananas around the circular pit and hit the goal.

World 1-5: Conveyers (Aqua Stage)

Difficulty: 6 bananas
Time Limit: 60 sec.
Bananas: 8



The ground is covered with small conveyor belts that push you away from your goal. Unfortunately, most of the bananas hang over these belts.



Rush over the belts to grab the bananas. It's easiest to do from behind since the belts are already moving in that direction, but you'll get a hard push that may send you spinning out of control. Just be careful.



It takes a lot of speed to cross the final conveyor belt before the goal. Go all the way back to the dropoff and dash from that point to the goal. You should have enough speed to get across the belt.

World 1-6: Floaters (Pink Stage)

Difficulty: 6 bananas **Time Limit: 60 sec.** **Bananas: 49**

Getting to the goal is simple on this stage, but getting all of the bananas is tricky. A large banana bunch sits on each of the floating platforms in the corners. You can't get onto the platforms until they move down, so you may end up waiting for one to move. You can get all of the bananas and still reach the goal, but there won't be much time left. To get a decent score you'll have to be fast.



Go left at the dropoff and get the banana bunch from the outside platform. With a speedy start you should get there as the floating platform begins to move.



Once the platform is in the air, roll off the side, back toward the center, and onto the platform next to it. Bounce off of the other platforms to the banana bunch on the opposite side of the stage.



After you have the first two banana bunches, round up the nine bananas in the center.



Watch the back row of platforms. Two more banana bunches await on the corner platforms. Go to whichever platform is already moving so you don't waste time standing around.



Cross in the same manner as before after getting one of the bunches; grab the last bunch and head for the goal. If you play it just right you should still get a decent score.

World 1-7: Slopes (Black Stage)

Difficulty: 4 bananas **Time Limit: 60 sec.** **Bananas: 8**

Build up speed and dart straight ahead, right over the ramps. On the second one toward the back, try to use the resulting jump to land on the platform behind it. This isn't necessary, but it saves time.



On your way up the slopes to the goal, eight bananas hang precariously close to the floor's edge. Carefully pick them up. Don't go too slow, or you'll ruin your score. But don't go so fast that you fall off the edge.



World 1-8: Sliders (White Stage)

Difficulty: 10 bananas

Time Limit: 60 sec.

Bananas: 6



Getting through this level isn't tough, but getting all six of the bananas is challenging. The course consists of six progressively tighter turns below slopes that get steeper and steeper. As the incline increases, your speed picks up, but the tighter turns require lower velocity to cut through them safely.



Each turn in the track holds one banana at the tip of the slanted outside wall. To get them you have to ride up high on the wall. The trick is having enough speed to get the banana and enough control to avoid flying over the wall.



This one takes practice—lots of it. The farther down the track you get, the harder it is to get those bananas. You may want to forget about the final two bananas and just get to the goal.



Try to hit each wall at about 70 mph. This should be enough to get the banana and not fall off of the track. It won't be easy, though, since you'll hit some turns at upwards of 175 mph. Brake hard and turn sharp.

World 1-9: Spinning Top (Purple Stage)

Difficulty: 1 banana
Time Limit: 60 sec.
Bananas: 7



All of the bananas are suspended from a giant spinning top. You can't jump, so you have to let the bananas come to you. The top tilts from side to side. If you're standing in the right spot when one of its sides nears the ground, you'll get a banana or maybe even all of the bananas. The trick is finding the right spot.



Our favorite place is just along the edge of the platform where the top is located, on the right side. Stand at about the ramp's halfway point a few steps from the edge.



If you find the spot, all of the bananas will be yours in no time. Just be careful not to get hit by the top, or you'll be thrown off the platform into the abyss.

World 1-10: Curve Bridge (Light Green Stage)

Difficulty: 4 bananas
Time Limit: 60 sec.
Bananas: 0

The path ahead snakes back and forth. Carefully guide your ball through the turns. The farther down the path you get, the tighter the turns are. Slow down so you don't fall off the edge as you turn.



At the end, two bridges move up and down at alternating intervals. Wait behind the stone line and watch the bridges for a second. Race across the first bridge as it is moving up so you can jump off of the end onto the second bridge.



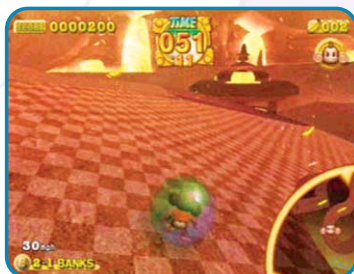
World 2: Volcanic Magma

The monkeys are doing their best, but Dr. Bad-Boon is far from defeated. He has placed a super-dynamite time bomb within a volcano on the island. Hurry, monkeys! They've got to reach the time bomb fast or the whole island will be sunk into the ocean.

World 2-1: Banks (Red Stage)

Difficulty: 1 banana
Time Limit: 60 sec.
Bananas: 5 bananas

This is a simple ride across some slightly banked floors to the goal. Just keep moving and keep your speed under control.



Don't be fooled by the bananas hanging in the air. Looking at them you might think that the track is straight in front of you, but it actually curves left and right. Keep one eye on the map to avoid silly mistakes.

tip: With enough speed, World 2-1 can be finished by going in a straight line; follow the bananas.

World 2-2: Eaten Floor (Blue Stage)

Difficulty: 4 bananas
Time Limit: 60 sec.
Bananas: 5

Don't be intimidated by the holes in the floor. There's always a way around them. All you need to do is quickly recognize where you can and cannot go while rushing around the board.



Start off along the right side of the floor; grab the four bananas there. Stay close to the edge until you reach a hole in the floor. Go around the left side of those that go all the way to the edge.



Once you have all four bananas from the right either head for the goal or make a hard left and rush to the single banana in the middle of the opposite side. Buzz right past the holes in the floor.



World 2-3: Hoppers (Yellow Stage)

Difficulty: 2 bananas

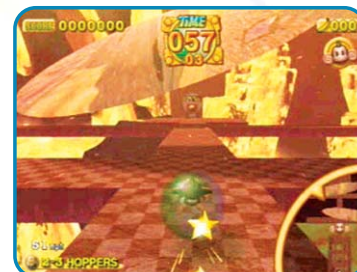
Time Limit: 60 sec.

Bananas: 2

The challenge in this puzzle is pure timing. If you move at the right moment you can rush right past the hoppers at full speed. Mess up the timing and you'll get smacked by them and knocked into the volcano.



Wait for the ball to land. Once it hits the ground, bounces, and lands again start pushing forward. If you do it just right you'll pass under both hoppers.



There are two bananas behind the gate, one on the right and one on the left. Grab them before exiting.

note: If you can't get the timing down, there's one other option. Behind the start point is a switch. Rolling over it slows the hoppers down and makes them much easier to pass under.



World 2-4: Coaster (Green Stage)

Difficulty: 5 bananas

Time Limit: 60 sec.

Bananas: 70

Are you ready for a wild ride? This long, extremely fast snake-like tube delivers one crazy trip. Don't be fooled by its appearance. This isn't a solid tube. Large gaps run along the left and right sides of the tube all the way to its base.



Control is key. Hold hard to the left as you enter the tube. Quickly accelerate to as much as 150 mph. You can hold this speed, or you can go for more by pushing forward just a touch. Don't go overboard with the forward speed.



If you really gun it you can get up to speeds over 250 mph and stay inside the tube. This isn't easy and makes the final approach to the goal very difficult.



At the bottom of the tube is a large platform followed by a skinny straight-away to the goal. As you exit the tunnel you'll bounce. If you're going really fast you'll bounce right through the goal. If you're going slower you'll bounce once on the large platform and then need to angle so that you bounce a second time on the skinny portion. Do your best to quickly aim for the gate.



Behind the gate sit seven banana bunches. You may get two of the seven, but it's highly unlikely you'll get more. Just make sure that you pass through the gate fast enough to reach the bananas behind it before the level ends. Speeds of around 180 mph should be sufficient.

World 2-5: Bumpy Check (Aqua Stage)

Difficulty: 8 bananas

Time Limit: 60 sec.

Bananas: 10



This stage is similar to the Bumpy stage from World 1, but in this case there are huge rectangular pits scattered throughout the center of the level.



The small curbs on the ground cause your ball to bounce wildly. It's no big deal along the outer ring, but as soon as you try to reach the bananas in the center things get complicated.



Carefully angle between bananas so that the bumps bounce you forward rather than to the side. You should be able to skirt between the holes so long as you keep your ball under control.



World 2-6: Swell (Pink Stage)

Difficulty: 3 bananas
Time Limit: 60 sec.
Bananas: 20

At first glance this stage looks pretty easy, and it is, for the most part. Traveling along the twisting path is simple. Just build up speed and counter the swaying road to stay in a straight line. The path tries to push you left and right, but you can overcome these forces easily.



The real trick is getting all of the bananas and making it to the goal in less than 30 seconds so you can get the time bonus. The bananas are all in a straight line. While it may not be difficult to stay on the path, it's very tricky to maintain a straight line of motion.



Try to stay to the center of the path, but if you miss a banana don't be afraid to stop and turn around to grab it. You should be able to avoid falling off of the ledge even where it slopes. Stopping may cost you the time bonus, so don't stop for a single banana.



World 2-7: Gravity Slider (Black Stage)

Difficulty: 9 bananas

Time Limit: 60 sec.

Bananas: 50

In this stage a straight drop catapults down a very steep hill to the goal at the bottom. The hill is steep enough that you reach extremely high speeds right from the start, but the path is straight, so getting to the bottom is simple.



Four banana bunches lie along the edge of the ramp near the top. The first is on the left and then they alternate sides. It's difficult to miss the last bunch located behind the goal.

Getting the bananas is challenging. Switch between sides of the ramp and stick very close to the edge. Tiny ramps lead up to each bunch. Running over the ramp nets you the banana bunch behind it.



The real trick is landing after you use a ramp. You must angle back onto the main ramp, which gets smaller and smaller as you travel down it. It's also necessary to control your speed. After the first bunch, begin pulling back on the stick to slow down.



If you're going too quickly you'll catch a large amount of air from the ramps and possibly go flying right past the next bunch. Holding back on the stick slows you just enough that you can still use the ramp and grab the bananas while making a gentle landing back on the main slope.



World 2-8: Inchworms (White Stage)

Difficulty: 7 bananas

Time Limit: 60 sec.

Bananas: 20

Before you begin, take a moment to watch this stage in action on the Stage Select screen. Notice the three moving portions of the track that look like inchworms. They repeatedly coil up and uncoil. As you can probably guess, being on one of these sections while it's coiling is a bad idea.



This stage offers three possible goals, and each one is at the end of an inchworm section. So like it or not, you're going to have to brave one of these to finish the level.



Start off by going backward. A switch on the ledge behind you slows all three of the inchworm tracks down, so they're easier to cross. You cannot cross the last track if you don't step on this switch.



Now, how brave are you? The tougher the track, the higher your score will be for completing the level. Crossing is easy. Just wait for the track to coil, then follow behind it as it uncoils, so that once it's fully uncoiled you're right at the gate.



The only tricky track is the last one, which coils and uncoils rapidly. To get across this one, stand back as far as possible and line yourself up with the goal. As soon as the track extends fully, begin rushing toward the goal. If you time your dash properly you'll stay right behind the uncoiling track to the very end. There's no time to hesitate, and if you miss a banana just leave it behind. The score you'll get for going through the hardest gate will make up for it.

World 2-9: Totalitarianism (Purple Stage)

Difficulty: 10 bananas

Time Limit: 60 sec.

Bananas: 12



This level proves easier than the 10 bananas difficulty suggests. You must weave your way between falling disks to reach the end. Each of the bananas marks a safe spot where you can stand without getting hit, so there isn't even a lot of guesswork.



Begin by backing up and hitting the second switch behind you. This slows down the disks, giving you more time to move underneath them.



Just follow the bananas. You won't set any speed records, but so long as you're standing where one of the bananas was you can't be hit. After the disks land, quickly begin weaving between them to the next spot.

tip: Don't use the shadows to determine where the disks will land. The light is coming from the side, so when the disks are at the tops of their poles their shadows are nowhere near where the disks will land.

World 2-10: Alternative (Light Green)

Difficulty: 6 bananas

Time Limit: 60 sec.

Bananas: 8

In front of the start is a switch. This switch makes the platforms in the center of the level move faster. We don't suggest using it, but that's up to you. Once the platforms are moving at full speed you can't slow them back down.



Follow the path to the center where the platforms are. Wait for a platform to come over to you and hop on it.



There are eight bananas, one on each platform. You can go between the platforms to get all of the bananas without much trouble. Just be careful. When the platforms switch directions they toss your ball around a bit, so you need to counter their movement.

tip: Except when you're on one of the four corner platforms, you can easily pass between the platforms even while they're moving. The four center platforms are always connected to another platform whether or not they're moving.



World 3: Under the Ocean

Gorgon saves the day by charging the super-dynamite bomb to knock it out of the volcano and return it to the unfortunate Dr. Bad-Boon. The explosion destroys Dr. Bad-Boon's airship and dumps the villain and his henchman into the ocean. The monkeys find the evil supergenius as he dives beneath the waves. It's time for underwater fun.

World 3-1: Organic Form (Red Stage)

Difficulty: 2 bananas

Time Limit: 60 sec.

Bananas: 3



You land on a switch when the level begins, kicking the stage into high gear. The platforms ahead move at a frightening pace.



Back up and hit the switch behind your starting point. This slows the floor to a manageable cycle.



Stay in the center of the moving platforms. If you get off to either side you'll get knocked around like a soccer ball. Staying in the center is easy if you take your time. When the platforms tilt, move slightly to the lower side. The high side will always be bumpy, but the low side is smooth.



Keep control and grab the three bananas as you go. You should reach the goal with plenty of time to spare.

note: Don't hit the second switch. It's not impossible to cross the stage while the platforms are moving fast. If you can avoid hitting it you might save a few seconds.

World 3-2: Reversible Gear (Blue Stage)

Difficulty: 10 bananas

Time Limit: 60 sec.

Bananas: 71



Ahead, a huge spinning gear reverses directions every few seconds. the goal is in the middle of the gear.



Look for a single banana. The other sprockets contain a banana bunch, so it isn't hard to find. This is the path to the goal.



To reach the gear's center, spot where the single banana stops when the gear is spinning in either direction. When the gear begins to slow, rush forward through the small gap in the gear's center to reach the goal. If the gear strikes your ball while it's spinning you'll fly off of the track.

tip: Always approach banana bunches in the same direction the gear was spinning as it slowed. They'll be forced back toward you when the gear spins again. If you come at them from the opposite side they'll be pulled away from you before you reach them.

There are 71 bananas to collect here. Getting them all is difficult. Figure out where all of the bananas stop, then be in the right spot at the right time to snag them before the gear spins. Get at least two bunches—getting all seven may be too challenging.



World 3-3: Stepping Stones (Yellow Stage)

Difficulty: 7 bananas

Time Limit: 60 sec.

Bananas: 14

The path ahead splits to the left and the right. Those wanting an easy ride should peel off to the left. Stay on the outside of the holes in the track and you shouldn't have any problems getting to the goal—you won't get any bananas, either.



For bananas and a challenge take the right path. This path is skinnier, so it's much harder to go around the holes. The trade-off is that 14 bananas await, ripe for the picking.



On the right path, do your best to stay on the edges next to the holes. This isn't easy, since there isn't much solid ground to work with.



When dropping from platform to platform, do your best to land on the edges. Landing on a hole is almost always an uncorrectable mistake. You'll either fall through the hole or take an unrecoverable bounce in a random direction.



If you can't stay on the edges, run over the holes. They're big enough for your ball to fall through; if you're traveling at a decent speed (about 30–40 mph) you should bounce over them. The trick is maintaining control while bouncing so much. It isn't easy.

World 3-4: Dribbles (Green Stage)

Difficulty: 8 bananas

Time Limit: 60 sec.

Bananas: 9



Turn around and hit the switch behind your starting point. This counters the button you landed on at the beginning and slows the dribbles down. If you don't hit the slow-down button, getting through this stage is difficult.



The dribbles bounce off of the path and fly into the air. Once they bounce, you have a short time to get under them. Move quickly.



The amount of time varies, depending on the dribble. Some dribbles bounce high and some bounce low. Large dribbles bounce high into the air, but small dribbles make small hops.



Past each dribble lies a banana. These are a bit out of your way, so grabbing them slows you down.



Pick up all of the bananas, and you'll get a low score on the level. Skipping the bananas allows you to get to the goal in less than 30 seconds so you can still get the time bonus. It's up to you.



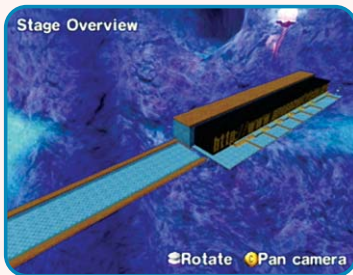
World 3-5: URL (Aqua Stage)

Difficulty: 6 bananas

Time Limit: 60 sec.

Bananas: 6

A large block slides from left to right. On the right side is a series of dips and a small ledge that you can ride along. To reach the goal, dart along the small ledge between dips, staying in a position where the moving block cannot hit you.



The safe spots along the right are anywhere that a banana appears. Drop down into the lower area to the right, but this will slow you down.



Once you reach the first upslope, wait for the wall to slide out and retract. As it draws back, rush up the small slope and grab the first banana. Wait for the wall to slide out and retract again, then move to the next banana. If you're quick, you can grab two bananas each time after grabbing the first one.



At the end, there's only one banana down a long stretch. Treat it like any other banana, but stay on the upper ledge until you grab it, then dive off the ledge to reach the goal.

note: A web site address is written on the side of the huge moving block. Check it out.

World 3-6: Mad Rings (Pink Stage)

Difficulty: 3 bananas

Time Limit: 60 sec.

Bananas: 78

This level holds three goals. The farthest from the start is worth the most points because it's the most challenging goal to reach. However, this stage is easy compared to other levels.

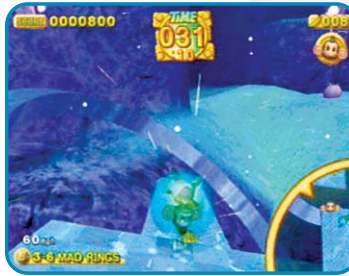


Three rings, one before each goal, stand in your way. Each one spins faster than the one before, adding to the challenge.





Watch the first ring spin. You'll notice a point where the ring stands on end before falling to the side. This is the moment to act. If you roll off of the edge as the ring begins to fall, you have time to get past it before it swings back around.



Grab all of the bananas. This is a really easy level to boost your total banana count way up with minimal effort. Getting them all slows you down a bit and makes getting through the rings tougher, but it's worth the trouble.



Getting to the first and second goals is easy. Reaching the third goal has less to do with skill and more to do with luck. Build as much speed as possible so you pass through the ring quickly. If you're slow, there's no chance.

World 3-7: Curvy Options (Black Stage)

Difficulty: 3 bananas

Time Limit: 60 sec.

Bananas: 33



There are four paths to the goal. Each one is a small curvy rail that requires a steady hand to maneuver along to the finish. The easiest is on the far left and the toughest is on the far right.

Which rail to choose? The left rail is easy, but you'll only get one banana for using it. The second rail is only slightly more difficult and you get two bananas. The third rail is challenging, but you get one bunch of bananas. The fourth rail on the far right is extremely challenging. You won't be able to use this rail unless you have a very steady hand and you're an all-around superstar. Pull it off, and you'll pick up two banana bunches.

Go for the third rail with the single banana bunch unless you feel that you can handle the challenge of the fourth rail. The third rail is large enough that you can wobble and move with a fair amount of speed so you still get a good time bonus at the end.



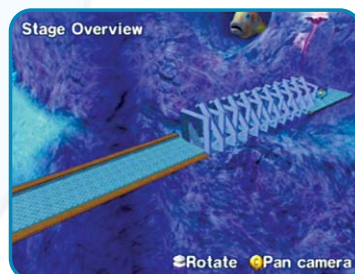
World 3-8: Twister (White Stage)

Difficulty: 9 bananas

Time Limit: 60 sec.

Bananas: 2

The center of this stage holds a long tube made from spinning squares. The tube contorts itself from a square hallway into a star-shaped hallway that's impossible to navigate.



All you need in this challenge is a bit of timing. Hold still at first and watch the tube shift. It transforms into the square hallway. Resist the urge to rush forward. Watch the tube and wait for it to twist into its star shape.



As the tube begins to slow its spinning and stop contorting, dash forward and don't hold back. Enter the tube while it's straightening out. With a lucky bounce or two you can get through the tube to the goal before it has a chance to shift back again.



There are two bananas behind the goal. Don't miss out on them by driving straight into the goal.

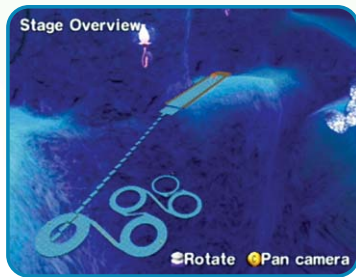


World 3-9: Downhill (Purple Stage)

Difficulty: 3 bananas

Time Limit: 60 sec.

Bananas: 5



The goal is below the start. To reach it you must ride down a series of slopes and stairs and curve around large circles between them.



The nastiest part of this level is right at the beginning. Rather than a nice gentle slope, the first hill is a rough set of stairs. Move down this quickly, but slow as you near the bottom. Stairs make your ball bounce, and a bad bounce at the bottom will toss you over the first ring.



At the bottom of the slope you end up on a ring. Turn right to find a banana and the next slope down.



After that first bumpy ride, the rest of the slopes are easy. Ride down each one and follow the curve around to get all of the bananas and reach the goal. Each slope is steeper and the curves are tighter, but they aren't challenging.

World 3-10: Junction (Light Green Stage)

Difficulty: 1 banana

Time Limit: 60 sec.

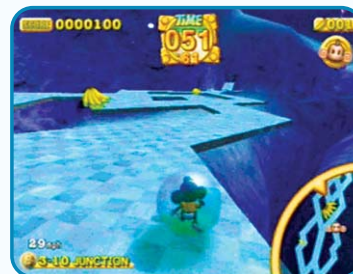
Bananas: 26



There's a big twist to this level. Ignore what you see at the start. There's a long path ahead and a goal at the end, but that's a trick. Turn around and race off of the end.



You land on a second path leading to a different goal. This challenging path contains more bananas, but the payoff is better.



Quickly rush down the path and grab the bananas. To get the time bonus, go for the two bunches and leave the single bananas alone.



The path is slightly slanted, so be careful. Slow down early to avoid falling off.

World 4: Inside a Whale

Dr. Bad-Boon has been hiding for a long time, but the monkeys aren't fooled. They find him in a sunken ship and chase him to the surface. The doctor is worn out, and it looks like the monkeys have finally caught their man...er, monkey. But the ocean has one last surprise—a giant whale! The whale gobbles up the monkeys and the evil doctor and traps them inside its belly. What will they do to escape?

World 4-1: Pro Skaters (Red Stage)

Difficulty: 2 bananas Time Limit: 60 sec. Bananas: 40

Two switches sit on the starting platform. These control the first of the two goals below, which slide back and forth through the small half-pipe. Pressing the switches makes this an easy level.



Watch the first goal. When it's in the center of the half-pipe, roll onto the pause switch to make it stop. Now you can get through it easily. If you mess up and pause the goal in the air, hit the play switch and try again.



tip: Once you leave the platform you won't be able to get back up, so use the switches right away.



The second goal isn't so easy. It takes more blind luck to get through it than skill. Get near it and pass through as it goes past your position.



The bananas on top of the half-pipe are hard to reach. One way to try for them is to leap from the starting platform onto the top lip of the half-pipe and then use the extra momentum to crisscross and grab the bananas.



Or you can attempt something risky. The goals slide back and forth in the same area as the bananas. If you carefully line yourself up with the bananas, the moving goals can

knock you up the wall into them. One slight miscalculation, though, and the goals knock you into next week instead. Be careful. Don't waste chances in Challenge Mode on a few bananas.

World 4-2: Giant Comb (Blue Stage)

Difficulty: 8 bananas

Time Limit: 60 sec.

Bananas: 12



Don't be intimidated by the spinning comb in the stage's center. It only looks impossible to pass. The pink marks on the floor show where the comb's teeth pass. As long as you aren't standing on one of those lines when the comb makes a pass, you won't get hit.



Dash to the first pink line under the comb. Wait for the comb to pass, then cross the first line. Wait for it to pass again and cross the next one. Keep doing this until you're past the comb.



The bananas form a straight line down the center. This is the path to follow anyway, so it works out well. You should get them all while slipping through the twirling obstacle.

World 4-3: Beehive (Yellow Stage)

Difficulty: 3 bananas

Time Limit: 60 sec.

Bananas: 30

This is the bumpiest stage yet. Honeycomb-shaped pits surrounded by small lips line the floor. You bounce around, but it isn't difficult to control your movement.



Three bunches of bananas lie in the floor's center. The ridges around the pits are the only safe ground, so gingerly roll around the pits and carefully slide down small slopes to get the bananas.



Roll down the outside edge where the ground is solid until you're at the same level as the first banana bunch. Then roll out and grab the first banana bunch. Use the slanted ridges to roll down and back up for the next two bunches.



Roll down the outside edge where the ground is solid until you're at the same level as the first banana bunch. Then roll out and grab the first banana bunch. Use the slanted ridges to roll down and back up for the next two bunches.



World 4-4: Dynamic Maze (Green Stage)

Difficulty: 1 banana
Time Limit: 60 sec.
Bananas: 10

This stage requires patience. Long rails overlap, forming a rather crazy maze covering the field. As time elapses the rails lift into the sky, changing the shape of the maze.



Getting to the goal is easy. Go straight down the center and eventually all of the rails move out of your way—but then you don't get any bananas.



Getting all of the bananas is next to impossible. Grab a few following the path created as the maze shifts and then head for the goal to get the time bonus. Don't waste time or you might get caught between walls while the timer expires.

World 4-5: Triangle Holes (Aqua Stage)

Difficulty: 5 bananas

Time Limit: 60 sec.

Bananas: 2

The triangular pits in the long floor ahead make rolling through difficult. As you get closer to the center the holes get larger and the floor surrounding them shrinks. Move over them at around 60mph to reach the other side.



Getting across safely requires boldness. Charge ahead and don't hold back. When you near the first set of triangles get between them to have as much solid track as possible.



Once the floor begins to disappear get ready for a big bump. As soon as you hit the edge of one of the triangles you pop into the air. Keep pushing forward.



You'll bounce over the remaining holes to the goal, but stop before you fall off the back. The easiest way to fall is to ram the goal. You'll either go through it or bounce off. Avoid rolling too far backward or you may end up in one of the pits.

World 4-6: Launchers (Pink Stage)

Difficulty: 9 bananas
Time Limit: 60 sec.
Bananas: 5

Drop off the ledge in front of you to find four huge metal blocks that act as launchers. A strike by one of these devices shoots your ball toward the pole in the center.



The force of the blow sends your ball high into the sky. If you can control your movement off the side of the pole you can land on top of it. Be sure to align yourself with the arrow on the launcher.



The goal stuck to the pole's side is visible from the top of the pole. Carefully drop off the pole into the moving goal.



To get the five bananas and score bonus points, get to the second goal located directly below the top goal. A wall splits the two goals, so you can't get to the second goal from the top of the pole.

When the launcher shoots your ball up from the floor, carefully guide your ball so that it stays on the pole. Time it so that the gate passes directly over you, and go through it on your way up. Keep the ball on the pole, or you won't stand a chance.

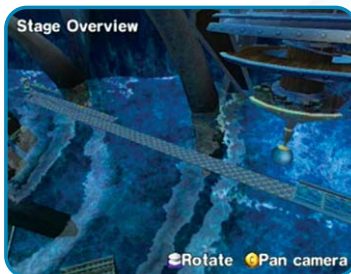
World 4-7: Randomizer (Black Stage)

Difficulty: 4 bananas

Time Limit: 60 sec.

Bananas: 63

The floor ahead is broken into three stacked tiers, and is covered with small bumps and dips that force your ball to bounce wildly. Each of the three tiers contains a goal. The higher the goal, the more points it's worth.



Getting to the bottom goal is easy, but the other two are challenging. To reach the second or third floor you must make use of speed and huge bounces.



Stick to the left or right side of the bottom platform and give it all you've got. Your speed causes you to bounce into the air as you near the side of the second platform.



Scoot over and land on the second platform, and then either keep pushing forward to try to reach the third platform after another bounce, or slow down to avoid falling off the second platform.

There are 40 bananas on the top floor, 20 on the second, and only three on the bottom. Reach at least the second floor; as challenging as it may be, getting to the third platform nets you a lot of points and a ton of bananas.



World 4-8: Coin Slots (White Stage)

Difficulty: 6 bananas
Time Limit: 60 sec.
Bananas: 1

The valley ahead is full of bouncing goals. They eventually fall into one of the slots on the valley floor.



Get through one of the bouncing goals as quickly as possible and pick up the banana.



The green goal is worth more than the rest; it falls up front through the first slot in the floor before any of the others.



The green goal is moving quickly, so your attack has to be perfect. Wait until the timer hits 56 seconds and then run like crazy straight at the first hole. If your reflexes are good, you should pass through the green goal as it disappears from sight.

World 4-9: Seesaw Bridges (Purple Stage)

Difficulty: 7 bananas

Time Limit: 60 sec.

Bananas: 6

Be fast on this level; you must cross three rocking platforms. The weight of your ball causes the platforms to lean to the side you're on and dump you off. Zigzag across the platforms to counter the tilting and reach the opposite side.



Start on the first platform's right side. Zigzag around the barrels in the center to reach the next corner.



On the second platform you must start on the left. Go around each of the pits, and again you should reach the other side without trouble.



The third platform is tricky. There's an obstacle in the center, so you have to get close to the platform's edge. After passing around the middle obstacle you might not have enough speed to get around the obstacle behind it. Get as far to the opposite side as you can while still being able to counter the tilt and make the platform lean in the other direction. Then proceed around the obstacle by reversing directions.

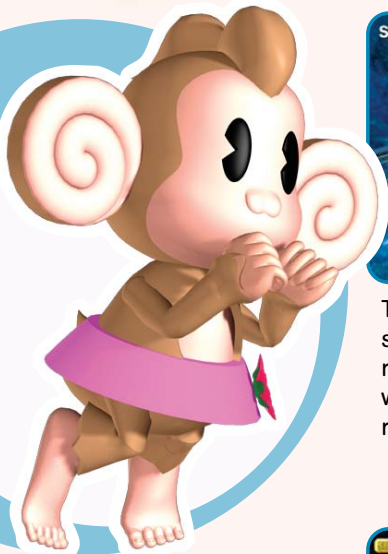


World 4-10: Arthropod (Light Green Stage)

Difficulty: 10 bananas

Time Limit: 60 sec.

Bananas: 2



Stay right and dart toward the rings. The rings spin to the left, so land on the right to have time to recover from the bounce, or wait until the timer hits 40 seconds, then go as fast as you can.



The track is a series of six spinning rings. On top of the rings stands the arthropod. Its walking motion causes the rings to spin.



The goal is on the last ring. It spins along with the ring, so you can see it only when it's on top. This is fitting, since you can enter the gate only while it's on top.



Grab the two bananas at the end of the ramp. Next, back up to about the third square in the floor so you can get speed up before running off the end.



When you hit, guide yourself to the sixth ring while bouncing. You want to get to the ring just as the gate appears so you can steer into it. Though you can balance on the ring, the arthropod's stomping legs are difficult to dodge because you can't see them coming.

World 5: Amusement Park

World 5-1: Wormhole (Red Stage)

Difficulty: 3 bananas
Time Limit: 60 sec.
Bananas: 32

Run from the start at full speed to the strange-looking gate in the distance. Before entering it, look behind the gate for a banana bunch.



You transport onto the ledge above the floor you were just on. Check behind the second gate to find another bunch.



Follow the U-shaped path around to the goal. There are two bananas in the corners and one more bunch behind the goal. Get them all.

The monkeys force the whale to blow them out of its airhole. The vile Dr. Bad-Boon is also ejected, and he quickly races off into the distance using his helicopter backpack. His destination: the amusement park on Keekee Island. The monkeys arrive at the park, but Dr. Bad-Boon is nowhere to be found. His hideout is cleverly disguised as one of the many fun-filled attractions. It's up to the monkeys to figure out which one.

World 5-2: Free Fall (Blue Stage)

Difficulty: 8 bananas

Time Limit: 60 sec.

Bananas: 10

This level is unlike all those you've played so far. There are two goals far below the platform where you begin. To reach them you must make a daring drop from the top.



There are two ways to complete this level. The safe way is to run out onto the pole jutting out from the start until you're directly above the next platform. Then slip off the side of the pole and carefully bounce around on the platform below until you stop. Repeat this to reach the bottom platform.



Of the two goals, the one on the bottom is worth the most points. It's hard to reach but worth the effort.



The other way to finish this level is risky and difficult. Roll off the edge of the starting platform without going out onto the pole. The bottom platform awaits below. Angle your ball to pass through the banana bunch next to the second platform and then fall into the gate below. Sounds easy, but it isn't. This is the *only* way to get the bananas in this level.

World 5-3: Melting Pot (Yellow Stage)

Difficulty: 5 bananas

Time Limit: 30 sec.

Bananas: 10

A banana bunch hangs off of the large moving tray in front of you. You can get the bananas only when you first drop off of the starting ledge into the tray. Begin moving forward at the start; when you reach the dropoff, angle hard to the left. Slow down, but you should be able to pass right through the bananas and drop into the tray safely.



The tray rotates in circles, tossing your ball around and making it nearly impossible to roll in a straight line. The motion knocks around 13 large balls in the tray. These bump you and make reaching the goal difficult.



Once you're in the tray, line yourself up with the goal and dash for it. With a little luck and a lot of skill you should make it through the goal on your first try. If you miss, stay close to the wall and edge your way into it.



If you get caught up in the balls you might as well give up and try again. They'll knock you around so much that seeing the gate is a challenge.



World 5-4: Mad Shuffle (Green Stage)

Difficulty: 9 bananas

Time Limit: 60 sec.

Bananas: 20



Go behind the wormhole at the start and hit the play button, which is hiding behind it. This slows down the obstacle ahead. It'll take a second or two, but it will save a couple of monkeys.



Pass through the wormhole to two long platforms rotating around each other in a shifting pattern. Take a moment to study them.



To reach the goal, cross the shifting platforms by staying on the top. Stay on the right or left depending on which way the platforms are turning. If they're rotating clockwise, stay on the left; if they're rotating counter-clockwise, stick to the right. Platforms rotate in cycles of four.



The tough part is when the rotation shifts. Keep track of how many times the platforms have switched. When you know they're about to shift, quickly get on the opposite side or you'll be brushed off.



World 5-5: Bead Screen (Aqua Stage)

Difficulty: 1 banana

Time Limit: 60 sec.

Bananas: 9



This one couldn't get any easier. Ahead, long platforms spin, then settle in place for a moment to form a staircase.



A series of five buttons lies right before the platforms on the ground. The far right button is a pause button.



Wait for the platforms to settle into a staircase, then run over the pause button. Gently roll down the center of the stairs to snag all of the bananas and reach the goal.

World 5-6: Jump Machine (Pink Stage)

Difficulty: 6 bananas

Time Limit: 60 sec.

Bananas: 60



The tower ahead has three tiers to it. The first and second tiers hold four round platforms. Three of these platforms hold a banana bunch and the fourth has a goal. At the top of the tower a single platform contains a goal.

Around the tower's base and on each of the platforms are dark sections of floor. These dark patches spring up every few seconds to toss your ball into the air high enough to reach the next tier.



The trick to climbing the tower is to steer yourself toward the upper platforms while in the air. Use your map to make it easier to locate the platforms while flying.



Landing is difficult. Since the center of each platform is another bouncing device, try to land on the surrounding ring of lighter floor. It's possible to land on the darker patch and be propelled back into the air, but this doesn't give you any time to adjust for the next jump.



Each of the gates is on a bouncing platform. If you can land on the outer ring, it isn't difficult to quickly dart through before the platforms bounce. The gate at the top of the tower is worth the most points and is on a platform without a "safe" outer ring, so you must maneuver through the gate while still in the air.

World 5-7: Zigzag Slope (Black Stage)

Difficulty: 2 bananas

Time Limit: 60

Bananas: 21



In this stage you must master climbing a slope while moving forward. The slopes are steep enough to move quickly and find just the right angle to reach the top.



From the start you have two options: left or right. Get up to full speed and swing wide before going up either side. It doesn't matter which side you pick, as the rewards are the same.



Hit the incline in the middle and push hard up the slope. You should reach the first plateau without much trouble.

Now you have a tough decision. You can either continue higher or take the easy way and go down to the center. From the center, the path to the goal is easy and quick, but you'll only get one banana. If you climb to the top you'll get a bunch that's only on one side, but this costs more time.



To reach the top, back up a bit to allow yourself room to get your speed up. Swing wide and hit the ramp hard. If you don't push hard to the side as you climb up, you won't make it to the top. Once you have the banana bunch it's an easy downhill ride to the goal.



World 5-8: Tower (White Stage)

Difficulty: 6 bananas

Time Limit: 60 sec.

Bananas: 10

Pass under the tower in front of the starting point and enter the wormhole on the opposite side of the stage. This places you on the top of the tower in the center of the stage, so enter the wormhole slowly or you may fly off.



There are two effective ways to reach the goal, stuck to the side of the tower's bottom portion.



Drop off the side to the worm-hole's right. Land on the second tier and grab the banana bunch in the center of the platform.



Turn to the right as you roll down the second platform to fall onto the backside of the third tier. Get the banana in the center of the platform. Keep control of your ball after dropping. It's easy to bounce off, but there's a lot of space to work with.



Ride the slope down and get in the exact center of the tier so that you're lined up with the goal stuck to the side. You can't see it from this perspective, but you can use the map to help you find the right spot. Keep your speed slow and drop off the edge into the goal.

tip: If you keep control of your ball after each drop, you can stop on the slopes and walk back up to get bananas.



If you can't get this to work, beat this level by using the wormhole to reach the top of the tower, then leaping off of the side behind the top wormhole. Speedily clear the below tiers and bounce on the ground next to the goal. Pass through the goal or land on it from the bounce.



World 5-9: Toggle (Purple Stage)

Difficulty: 10 bananas

Time Limit: 60 sec.

Bananas: 10

Reckless speed works best to cross this stage. The path ahead holds two serrated platforms. One platform spins, then settles, and the opposite path turns. Cross quickly.



Try this strategy first. As the level begins, back up to get as much speed as possible. Charge the platform and aim for the right side.





Land on the right side of the spinning platform as the turning section is halfway through its rotation.

Keep control of your ball and bounce to the left side. The platform is broken into small sections, so you're bound to take a nasty bounce. Keep enough control to avoid falling off.



With enough speed you'll clear the entire platform before it has time to make a full rotation, and you'll beat the level in less than 10 seconds. Missing the banana bunch in the center is a worthwhile sacrifice to make it across without losing a life.



World 5-10: Fluctuation (Light Green Stage)

Difficulty: 4 bananas

Time Limit: 60 sec.

Bananas: 13

The field ahead is covered with boxes, floating up and down in the air from right to left. Bananas hang above many of the boxes. The only way to reach the bananas is to stand on the boxes as they rise to the bananas.



Get several bananas and make it to the goal on time. Because the blocks move quickly, start on the right beneath a row of bananas and ride the first box up. Once you have the banana, leap to the next box while it's rising. You can cross the entire stage this way, but the timing is tricky and your targets are tiny.



Weighing the risk against the number of bananas you'll be able to collect, it's usually best to head straight for the goal. You'll get a big time bonus even if you don't get all of the bananas.



Two crates block the goal, one on each side. Wait for either crate to move out of your way, then dash through before it has a chance to block you.

World 6: Boiling Pot

Dr. Bad-Boon's hideout is the large haunted house on the hill. Inside, the evil doctor is busy putting the finishing touches on his latest wacko scheme: an army of robotic thieves! Before he can finish giving all of the horrific details to his silent henchman, the monkeys trigger an alarm alerting the doctor to their presence. Sneaking up on our unwary heroes, the doctor uses his Mini-Monkey Laser to shrink them all down to the size of marbles. In Dr. Bad-Boon's grasp, the monkeys are led to Adventure Forest, where once again the doctor tries to convince Meemee to become his wife. Meemee won't stand for it any longer, but her attack puts the monkeys in hot water.

World 6-1: Combination (Red Stage)

Difficulty: 7 bananas

Time Limit: 60 sec.

Bananas: 10



Quickly enter the wormhole in front of you. As you appear on the opposite side, curl back around the wormhole and drop off the edge directly behind it.

You land on a small platform with a play switch. Stomp on the switch and then roll down to the platform below; this is where you began and where you'll find this level's hidden banana bunch.



Pass back through the wormhole and continue forward to the dancing playfield before you. This area comprises two tiled sections that move independently of one another. They split apart, with one section going up and one going down, then one rotates clockwise while the other rotates counterclockwise. Notice where the goal is and which set of tiles it's on.



Get onto the same set of tiles as the goal. Stay on this set! Since the two sets of tiles move in opposite directions, if you get onto the other set you'll end up farther away from the goal when they spin.



Begin crossing the tiles diagonally toward the goal. If you land on the opposing set of tiles, it may be easier. Hold still while the two tile sets split apart, but get on the move as soon as there's enough room for you to pass freely.



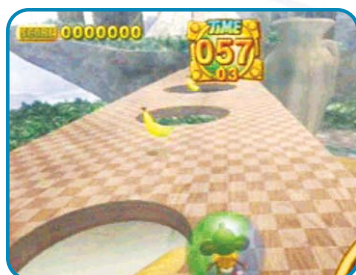
If you want to ensure you don't lose any lives, roll only while the tiles are moving up and down or sitting still. You can roll around while the entire structure is rotating, but you may have some trouble steering. However, to get the best time, roll while the tiles are in motion.

World 6-2: Punched Seesaws (Blue Stage)

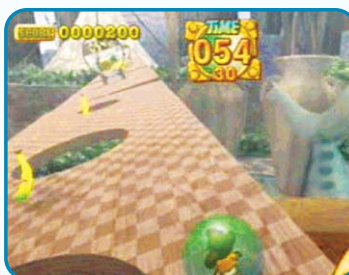


Difficulty: 6 bananas
Time Limit: 60 sec.
Bananas: 26

The path ahead is composed of two seesaws that tilt left and right, depending on where your monkey is. A goal awaits after each of the seesaws. The second goal is worth twice as many points.



To make this level a bit trickier, both of the seesaws have five large holes in them. You have to go around the holes, but since the seesaws tilt to the left or right you can't just go along one side.



Go back and forth from right to left, zigzagging around the holes to the end to balance the boards. If you're on one side of a board for too long the board will tilt too far and you won't be able to make it lean in the opposite direction. Result: boiled monkey.





Use speed and control, and don't stop. If you miss a banana just wave goodbye and keep on rolling. Try to cut close to the edge of each hole, so you don't go too far out to either side. This keeps you from getting into unrecoverable situations.



The second seesaw isn't any harder than the first. It just doubles the effort you're putting into the level. The second seesaw holds two bunches; attempt it for the bananas and the score bonus.

World 6-3: Opera (Yellow Stage)

Difficulty: 5 bananas
Time Limit: 60 sec.
Bananas: 21

The road ahead contains four large rings of stairs. As you near the bottom, the stairs get steeper and the ride gets bumpier.



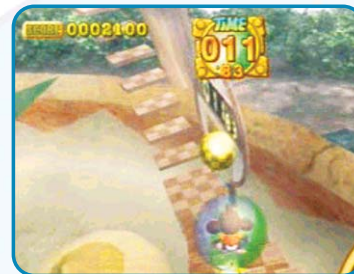
The first ring holds two banana bunches and a single banana; get all of them. Chances are, you won't get the time bonus until you've practiced this level, so getting all of the bananas helps make up for lost time.



Crossing the first three rings is simple. On the first two you can run at full speed; on the third pull back.



If you go down the side of the fourth ring at top speed, you'll bounce off. Creep down and then pick up your speed enough so that you can control your bounces and still make good time.



Slow down before you reach the goal. If you hit the golden ball inside the goal, it knocks you off the inside of the ring. The same thing goes for dropping off of the stairs—you bounce off of the opposite side. Creep over the last couple of steps so you can turn gently into the goal.

World 6-4: Brandished (Green Stage)

Difficulty: 3 bananas **Time Limit:** 60 **Bananas:** 5



There's no room for mistakes on this stage. The goal is attached to the end of an oddly shaped, rotating pendulum in the stage's center. The pendulum's unusual shape causes the goal to move in an unpredictable pattern.



Turn so that you're facing the goal as it approaches and watch its movement pattern. It goes inward on each pass and then begins to move outward. Each time, it gets farther in or out.



After watching the goal for a couple of rotations, predict where it's going next. Get in that spot and be sure you're facing it as it approaches. This allows you to make slight adjustments if necessary.



The moment of truth arrives. If you haven't predicted correctly, the goal will pass you by, or you'll be smacked by the edge of the gate and knocked into next week.



Five bananas extend from the end of the pendulum beyond the goal. Get them in the same manner that you reached the goal. Predict where they'll be and get in that spot. If you're right, you get the banana. If not, try again.

World 6-5: Tiers (Aqua Stage)

Difficulty: 2 bananas

Time Limit: 60 sec.

Bananas: 95

Pass through the wormhole to the top of five tiers. Each connects to a skinny pole that curves around to a tier at the same level on the opposite side. The highest tiers are the toughest and the bottom ones are the easiest.



Decide from the start which tier to use. Daring players might try the top tier or the one below it. Cross the top tier to earn 50 bananas and a triple score bonus, or 40 bananas and a double score bonus if you can cross the second tier.



tip: To reach a lower tier, drop off of the left side of the tier you're on. Remember that there are only five tiers; don't go too far.



If you don't feel up to the challenge, drop down to the third tier. There are only 10 bananas on this, but you still get the double score bonus. Go to a lower tier only if you're trying to save lives in Challenge Mode.



The goals are located on the first, third, and fifth tiers. If you use the fourth or second tier, drop down a level once you reach the opposite side and have collected your bananas.

World 6-6: Cliffs (Pink Stage)

Difficulty: 10 bananas Time Limit: 60 sec. Bananas: 4



Five long slopes wait ahead of you, each with a ramp at the bottom. To reach the goal, roll down each slope onto the ramp to leap to the next cliff and slope. As you get farther along the ramps get smaller, so plan wisely for each drop.



All of the ramps are in the middle of their respective slopes. Stand at the top of the slope and align yourself with the middle of the cliff below, then roll off of the side, pushing forward slightly. You should be lined up perfectly for the jump.



It doesn't get difficult until the last jump. The ramp leading to the goal is tiny. If you aren't lined up perfectly, you'll fall off.



The other trick to the stage is landing your jumps. There isn't much room to slow down, so as soon as you hit the ground pull back to stop or at least slow down. Don't go too quickly; you can still get the time bonus without problems.

World 6-7: Narrow Peaks (Black Stage)

Difficulty: 9 bananas Time Limit: 60 sec. Bananas: 51

There are two paths at the start. The right path is harder, but more rewarding. The left path is easy, but has a single banana.



Steep ramps connect the six platforms. You must go over two of these ramps to reach the goal. Each time you cross a ramp, the next one is considerably smaller, adding to the challenge.



Use speed to get over the steep ramps, and keep a steady hand to avoid falling off the sides. Starting toward the ramps from the center of each platform gives you enough speed. It's also close enough to the ramps that you can line yourself up with them.



Be careful when going over a ramp. There isn't much space to slow down, so brake as you roll downhill.



The right path requires you to cross a narrow ramp. Save the right path for Story Mode and use the safer left path for Challenge Mode, where every life counts.

World 6–8: Detour (White Stage)

Difficulty: 4 bananas

Time Limit: 60 mph

Bananas: 20



The playing field is a huge slanted platform, and this time the goal is above where you start. Roll onto the slope and then toward the bottom; the slope is too steep to climb.



Below is a wormhole that places you at the top of the slope when you pass through it. From the top, roll into the goal.



There's a second goal to the left that's not visible from the top of the slope. It's behind the ramp and farther left. Reach it by angling to the left so that you hit the middle of the ramp.



If you don't push forward while rolling, your speed will be about 87 mph—too slow to make the jump. Tap forward to get your speed to 90 mph, but don't go any faster. If you do get faster, you'll overshoot and smack the goal instead of going through it. This speed also allows you to collect the two banana bunches in front of the goal.

World 6–9: Switch Inferno (Purple Stage)

Difficulty: 8 bananas

Time Limit: 60 sec.

Bananas: 0

Two levels await ahead of you. Go to the top level to see a large field of switches. Most of the switches cause a block on the left or right side of the playing field to fly across and knock you into oblivion.



Not all switches are bad. The goal is sunk into the back of the top platform. To make it rise you need to press one of a few switches that control it and then dash through before the goal sinks down again.



The first safe switch is in the second row from the left, second switch down. Roll over it and the gate pops up for a second then sinks down. Another switch lights up in front of you.



Go to the second switch (third row from the left, fifth switch down). Quickly roll over the switch to raise the goal. Make a mad dash for the goal or it drops before you reach it. Roll over the switches in front of the goal. You'll be out of the way before the blocks along the side strike you.



World 6–10: Folders (Light Green Stage)

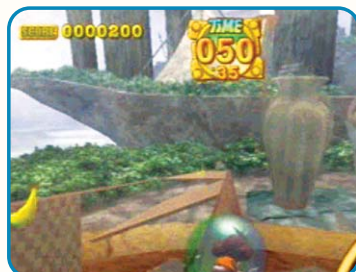
Difficulty: 1 banana

Time Limit: 60 sec.

Bananas: 7



The floor ahead is broken into sections that act like trapdoors. The sections fall down and close up in order from front to back repeatedly. This action happens quickly, so there's no chance for recovery if you're on one of the sections when it drops.



The easiest way to win this level is to get on the rail running along the edge of the platforms and ride it all the way to the goal. This way, the only time you need to worry about the sections is when you're rolling into the goal at the very end.



If you're cautious, you'll get all of the bananas. Go forward at full force from the start. You should reach the second banana before the floor drops out beneath you.



After getting the second banana, quickly roll onto the rail along the side. Pause by the third banana and wait for the floor to come back up. Roll across and grab the banana, but get back to the rail along the side as fast as you can. Continue rolling along the rail, waiting for the floor to come back up, grabbing the bananas, and getting back on the rail all the way to the goal. You won't get a time bonus this way.

tip: If you roll along the rail at full speed from the start to the goal, you get to the goal while it's hanging down. Roll off the side slightly and pass through the goal while it's hanging there. This risky move saves a couple of seconds.

World 7: Bubbly Washing Machine

Dr. Bad-Boon has lost track of the miniaturized heroes. After spending time crawling along the ground looking for them, he decides to pause long enough to get cleaned up. He doesn't want to find Meemee only to have her repulsed by his smell, so he decides to wash his clothes and take a nice hot bath. Meanwhile, the monkeys have regrouped, and they're well aware of Dr. Bad-Boon's vulnerable position. It's time for the monkeys to go back on the attack.

World 7–1: Spiral Bridge (Red Stage)

Difficulty: 3 bananas

Time Limit: 60 sec.

Bananas: 4



Start by heading straight at the spiral slope ahead of you. Get onto the ramp and let its momentum and a slight forward push take you to the top. Don't go too slowly, or your ball will get turned around and you won't be able to see where you're going.



A long platform awaits at the top. Slowly inch toward the end. Keep good control of your ball and face forward so you can see what's coming. Balance on the end of the platform.



Get ready to move when you see the goal approaching. As the goal's platform and the one you're on are about to converge, let the centrifugal force do its job and you should make the transfer smoothly. Don't fight it. Don't force it. If you do you'll have a difficult time getting onto the goal's platform.

World 7-2: Wavy Option (Blue Stage)

Difficulty: 4 bananas

Time Limit: 60 sec.

Bananas: 34

This is yet another stage where you have four options with one being extremely difficult, another being incredibly easy, and two somewhere in between. Incentives lure you to the hardest path.



The left path is the hard path. The railing is big enough for your ball. There are 30 bananas on this rail, a monstrous reward. The other three rails from left to right have three, one, and no bananas, respectively.



Make this as easy as possible. The real trick to riding the hardest rail is getting onto it. From there it's a straight shot to the end. There's a dropoff from the platform you begin on to the rail, so hit it perfectly or you'll bounce off.



Go to the left side of the platform below the start. Look at the tiles on the floor. Notice the rows of tile made from the square pattern. Find the fourth and fifth rows not counting the half row along the edge. Line your ball up so that it's between the two rows and between the grooves on the floor. This is exactly in line with the rail in front of you.



Push forward at full speed, falling directly onto the rail. The bounce won't have any effect. You'll stay on the rail and you can dash at full speed to the end. This may take you a few tries and a little fine-tuning, but it's the best way to get the 30 bananas and still get the time bonus without losing a ton of lives.

World 7-3: Obstacle (Yellow Stage)

Difficulty: 6 bananas
Time Limit: 60 sec.
Bananas: 2



Take a good look ahead. The goal is tacked onto the pillar on the right side of the stage. There's an elevator behind the pillar, but it doesn't go up high enough. Check out the other side for an elevator that goes all the way to the top of the opposite pillar. Use it.



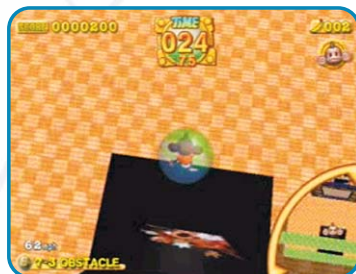
At the top a huge screen stands between you and the goal. You can't bust through the screen and you can't get over it, so your only option is to go under it.



Grab the two bananas from the ledge and line yourself up directly over the pole below you. Use the map to make this easier, since you can't look down.

tip: Line up while riding the elevator. You'll have to skip the two bananas at the top, but if you're having trouble it may be worth the waste.

Slowly drop off of the edge toward the center, pulling back so that you stay near the pillar on your side. When you're about to hit bottom, push forward. You'll bounce off of the bottom of the pillar and rocket forward under the screen in the center.



Your speed should be enough that you hit the angled base of the second pillar and pass through the goal.



World 7-4: Domino (Green Stage)

Difficulty: 5 bananas

Time Limit: 60 sec.

Bananas: 10



The goal has been transformed into a domino. It's the last one in the line, so you must race the dominos to the finish. The gate will be tipped over and you can't pass through it if you're too slow.



Drive off of the starting platform and hit the switch in the middle of the path. This tips the domino on the left and starts the chain reaction.



Quickly head to the left around the dominos and follow the edge of the stage to the back. Make a sharp turn right and stay on the edge to get all 10 bananas.



The goal is next to the last couple of bananas. If you were quick you'll be able to roll right through it without any trouble.

note: There's no cheating. You *must* start the dominos. The goal is suspended in the air at the start of the level. When you hit the play button, the goal drops to where you can reach it, but the dominos begin to topple. If you don't hit play, you can't finish.

World 7-5: Sieve (Aqua Stage)

Difficulty: 1 banana

Time Limit: 60 sec.

Bananas: 6



The path in this stage is simple. There's a short ring ahead, but after that it's just a long straight run to the goal at the end.



The objects running along the sides of the floor make this level challenging. These black and red devices slide along the outside of the track. They aren't much to worry about, but they do force you to stay in the center of the track.



If you get too close to the edge of the track, these devices strike your ball and knock you off the platform.





The first part is simple. Go forward, get on the ring, and go around to the other side. The difficulty picks up a bit on the backstretch. The track is skinnier and the red and black device sliding along the track is quick.



Don't psych yourself out. Stay straight and in the center and you won't have any problems. When you get to the gate, wait for the device to bounce off of the gate before you slip through.



World 7-6: Flock (Pink Stage)

Difficulty: 7 bananas

Time Limit: 60 sec.

Bananas: 22



Get moving right away. If you wait for even a moment you'll end up missing the first platform and cost yourself a few seconds while you wait for it to come down.



The field ahead comprises tons of small floating platforms that move up and down independently of each other. To reach the goal on the opposite side, transfer from platform to platform quickly.



Pick a direction, either left or right, and head along the side toward one of the banana bunches in the corners. You'll only have time to get to one of them, and it doesn't matter which one you choose.



Always try to move upward. Move from one platform to the next when the one you're on is higher than the one next to it. Landing on a platform that's moving down is a waste of time unless there's another platform next to it that's lower.



Sixty seconds won't seem like much time. Try to move along the sides quickly and stay aware of your surroundings. It may be faster to go sideways for a moment rather than forward, but you always want to be in motion.

note: If you split the level in half, you'd notice that both sides move in the same pattern, so there's no advantage to going right or left. To get the time bonus, skip the bananas and take the quickest path to the opposite side, which should be down the middle.

World 7-7: Double Spiral (Black Stage)

Difficulty: 9 bananas

Time Limit: 60 sec.

Bananas: 22



In front of the start you'll see two ramps. One goes up and the other goes down. The ramp going up is optional, but the ramp leading down is required to reach the goal.



Use the ramp up first to get all of the bananas. From the top, you'll have a good view of the double spiral; notice the two banana bunches, one attached to each side of the spiral.



To collect them, wait for them to come around, then quickly roll out far enough to grab them before backing up onto the ramp. You can't reach the goal by rolling along these outside platforms, so get onto the ramp.



Once you have the 20 bananas from the outside of the spiral, head to the lower ramp. Look into the distance to see the goal at the end. Notice which of the two spirals the ramp is on; that's the one you want to use.

tip: Be sure of which side of the spiral the goal is on. If you get on the wrong side, you're out of luck. Transferring from one side to the other is nearly impossible.



When you're sure of which side to use, roll onto the spiral. Keep a steady pace so that the floor stays under your ball. If you start to slide to the left or right pick up your speed or slow down a bit.



With a steady hand you'll reach the goal at the end. You only get one shot at getting through, so don't miss.

World 7-8: Hierarchy (White Stage)

Difficulty: 8 bananas

Time Limit: 60 sec.

Bananas: 19

There are five platforms stacked one on top of the other in this stage. You begin on the top platform and the goal is on the bottom.



Reach the lower platforms by rolling through the holes in the center. Roll into the first two holes at an angle. This gives you plenty of room to land on the next floor. Be sure to pull back hard when your ball hits the floor below. If you don't, you'll roll off of the outer edge.



Getting to the last two floors is tricky. The holes get larger, so the floor around those holes gets smaller. You can no longer enter the holes diagonally or you'll fall through the center or immediately bounce off of the sides.



Go to one of the corners and line up with the edge of one of the circles, so you have the least amount of space to cross. Run parallel to the edge of the platform. Drop off the edge down to the floor below without picking up much speed.



You should land along the edge of the next platform. Slow down quickly so you don't roll off, and repeat to the next floor. Once you reach the bottom it's an easy run over to the goal to finish.

World 7-9: 8 Bracelets (Purple Stage)

Difficulty: 10 bananas

Time Limit: 60 sec.

Bananas: 41



Though this stage is challenging, it's fun once you figure it out. Eight large rings stand on end in front of you. Find a way to get between them to reach the opposite side. The solution is simple: Leap from ring to ring while rolling through their centers.



Roll up next to the first ring. Slide off of the platform and into the ring. Sliding down the inside nets you a great deal of speed, which will carry you up the opposite side.



Wait until you hit the first banana bunch, then turn left or right (either way works well). You leave the ring and find yourself looking at the next one. Angle into the next ring so that you land on the wall heading down to the center.



If you hit the ring right, you'll gain enough speed for another jump to the next ring. Repeat this maneuver all the way to the goal.



A goal rests on each of the three tiers at the end. The top goal is worth the most points and the bottom is worth the least. Slide off of the final ring onto one of the platforms to finish. Be careful of your speed and brake hard when you touch the ground.

tip: Don't miss the banana bunch behind the top goal.



World 7-10: Quick Turn (Light Green Stage)

Difficulty: 2 bananas

Time Limit: 60 sec.

Bananas: 7



A series of spinning triangles protects the path to the goal. Slip past each of them to reach the goal—it isn't easy. If you get hit, you'll get knocked off of the side.



There are two ways to go about this. The easiest way is to turn around at the start and hit the play button behind you. This slows the triangles down and makes getting past them fairly simple.



Or, charge through at the start without slowing them down. Start pushing forward before you gain control of your monkey, so that you roll immediately.



Take a deep breath and charge in without slowing down. You'll pass through the triangles without getting hit and should be able to get all of the bananas. Close your eyes to resist the urge to slow down or turn.

World 8: Clock Tower Factory

The monkeys come up with a fiendish plan. Sneaking into Dr. Bad-Boon's clean clothes, they wait until he's dressed and then begin tickling him into submission. The tormented doctor changes the monkeys back to their original size with his laser gun. He isn't ready to give up yet. Rather than return the bananas, he races into his hideout and unleashes his horde of robotic thieves.



World 8-1: Pistons (Red Stage)

Difficulty: 9 bananas

Time Limit: 60 sec.

Bananas: 31



Large pistons sit below the playing field. Starting in the center and working their way toward the outside they thrust upward through the holes in the ground. If they hit your ball, they'll knock you off of the stage.



Go up the ramp to the small rails that make up the playfield. Note how slim the rails are. Move across them carefully so you don't fall off of the side. Watch the pistons come up; there isn't enough space between the rails and the pistons—you'll get knocked off.



Bananas lie scattered along the rails. Bananas lie scattered along the rails at the junctions. These are safe spots. Stand on one of these junctions when the pistons rise; they won't hit you.



Pick a line and follow the bananas. Stop in a junction when the pistons near your position.

There's a banana bunch in the center of the field. Angle your way toward it, then move on to the goal.



It's possible to get all bananas and reach the goal in time, but you'd sacrifice the time bonus. If you want the time bonus, grab the bunch in the center and shoot to the goal.



World 8-2: Soft Cream (Blue Stage)

Difficulty: 8 bananas

Time Limit: 60 sec.

Bananas: 14



A huge spinning cone stands between you and the goal. Crossing it isn't easy. Find the right speed to stay on top of it. Go too slow or too fast and you'll be dumped off.



Five switches sit before the cone: two play buttons, two fast-forward buttons, and a pause button. Activate either the play button in the center or the fast-forward button to its right.



Cross the cone. Roll onto it, then make slight adjustments to your speed to stay on top.



Pressing the play button turns the cone slowly and you have more time to react. The fast-forward button moves the cone quickly, so you won't have as much time to react, but you'll be able to get all of the bananas and the time bonus. Use the fast-forward button.



Atop the cone, stay a little forward of the top, so that you're sliding down the cone. The cone's rotation will keep you from falling off. If you get behind, it's hard to climb back up.



Grab the banana bunch next to the cone before passing through the goal.



World 8-3: Momentum (Yellow Stage)

Difficulty: 10 bananas

Time Limit: 60 sec.

Bananas: 26

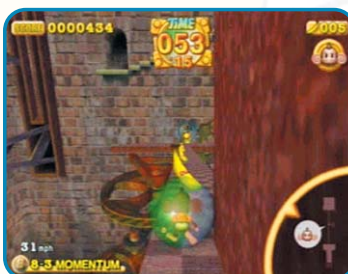
There are two parallel bars in front of you. One swings out to the side. When the bar returns to the center it smacks the bar next to it, causing the first bar to stop and makes the second one swing.



Getting onto one of the bars is the easy part. Just wait for the two bars to hit and roll onto whichever one is there.



The swinging bar goes up and comes back down. Pay attention to its motion. As it's about to strike the bar you're on, roll toward it so you roll onto it. If you don't, the bar you're on will move out from under you and you'll be left sitting in midair.



Timing is key. Before the first switch you should be able to get almost to the center. Don't go behind the metal plates connecting the bars to the pivot until the bars have clashed once. You need time to get around the plates and you can't switch bars while you're behind them.



Be sure to look behind the goal for a banana bunch. If you're feeling brave, go out onto the rail to collect the rest of the bananas.

World 8-4: Entangled Path (Green Stage)

Difficulty: 9 bananas

Time Limit: 60

Bananas: 8



This stage is nasty. A bizarre coiling chain path hangs below you and down the road. Watch the path. It curls up, then extends like a whip. Once it's fully extended it holds motionless for a couple of seconds before coiling again.



Note the goal. Look at the banana trail in the sky. It's way out there in the middle of nowhere, and it's accessible only when the path is extended.



Walk out onto the first joint in the chain. Wait there until the coil is almost straight, then slowly inch forward.



When the chain locks into place, gun for the goal as fast as you can. You'll bounce around a lot, but you have no choice. That chain isn't going to sit still forever.

note: Hit the Fastforward button, wait for the chain to coil 3/4 of the way, then hit the Play button, or the level will take too long.

The hard part is hitting the goal at the end. You come in quickly, and with too much speed you'll bounce off. Slow down when you're close to the goal.



There's a second goal off to the left before you get on the chain. This one isn't easy to reach either, but there's a trick.



Dart from the start down to the two buttons on the ground. Run over the fast-forward button quickly. Don't waste time. You need every second you can get for this to work.



Go out to the first joint in the chain and watch. The chain uncoils as usual, then it reverses directions and begins to coil. As the chain uncoils a second time it gets wrapped up in an odd shape and gets stuck over the second goal.



Easy as banana cream pie, right? Not a chance. This takes a long time, so you'll have about seven seconds to reach the goal.



Rush out onto the chain and watch your map. When you're over the goal, drop down and pass through it as you fall. With any luck you'll pass through with one second to go. Good luck.

tip: Try climbing out onto the fourth link in the chain as it uncoils the first time around to reach the second goal. This is difficult.

World 8-5: Totters (Aqua Stage)

Difficulty: 8 bananas

Time Limit: 60

Bananas: 21



Three pipe-shaped, spinning teeter-totters intervene between the start and the finish on this stage, each one lower than the previous. Each holds a banana or a banana bunch. This level would be challenging even if the totters weren't spinning.



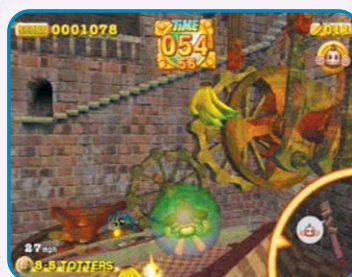
Move quickly. If you get into a teeter and try to stay there, it's hard to keep track of which way the totter is pointing and keep it properly balanced so you don't fall out of either side.



Get through fast. Pick up what bananas you can, but don't wait for them.



Rush forward from the top to get the banana bunch in the second totter while making a superfast transfer. Don't worry about the single banana in the first one.



Don't stop. Angle to the side and ramp off the left side of the second totter to land in the third.



Grab the banana bunch from the third totter and roll off the platform to the goal. It's fast and easy, so you'll get bananas and a great score.

tip: Try to adjust your angle toward the bananas while still in the air. You don't want to have to stop and go back for them.

World 8-6: Vortex (Pink Stage)

Difficulty: 9 bananas

Time Limit: 60 sec.

Bananas: 16



A huge spinning vortex stands between you and your goal. This stage is difficult, so be ready for a few headaches.



Leave the switches before the vortex alone. Get to the edge and wait for your chance to get onto the central platform.



Quickly dart onto the pathway as the platform begins to come back from the left. The centrifugal forces are intense.



Push left and let the rotation do the work. Make minor adjustments to avoid falling. Weave through the S-shaped path when you near the center.



In the center, the path starts to spin in the opposite direction. Keep control of your ball and stay on the path while it moves you toward the outside.



Glance at your map. Note where the goal is. Adjust your speed so you can spill off at the right moment. If you don't use your map, you'll miss.



There are two goals. The one on the top platform is worth the most, but it's difficult to reach. Be happy if you make it to the bottom goal in one piece; practice later to reach the top.

World 8-7: Warp (Black Stage)

Difficulty: 10 bananas

Time Limit: 60 sec.

Bananas: 24

There are three sections to this maze. Each one slants to the left or right, so you have to fight gravity to stay on the path. This is simple if you don't get far down on either side.



A row of bananas is along each path, but between each banana is a bumper. If you touch a bumper it will knock you off the path.



There's a trick to getting all of the bananas. Find a straight line below the bumpers and hold it to pass safely by while grabbing the tips of the bananas. Go slow and rock between the bumpers. Be gentle so you don't roll down the slope.



There are two goals. The goal straight ahead is easy to reach but worth only the normal amount of points.



To the right, a second goal worth twice as many points has a path leading to it lined with bumpers. There's no room for error. If you choose this path, line yourself up carefully to skirt through. If you touch a bumper you'll never make it.

World 8-8: Trampolines (White Stage)

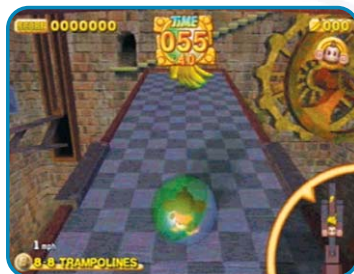
Difficulty: 10 bananas

Time Limit: 60 sec.

Bananas: 12



Each of the seven platforms contains a trampoline. The trampolines allow you to reach the platforms above and the goal at the top.



On the first two jumps, you'll be moving forward. Note the sliders on the sides of the platform; these cause the floor to jump. Pay attention to them, and anticipate when the floor will pop you into the air.





Roll slowly forward; when the floor pops you into the air, move to the left or right to get to the next platform. It doesn't matter which way you go. All platforms lead to the top.



On the third platform, turn around and face the start. Use the same slow movement to control your ascent.



At the top you're in for a nasty surprise. The entire floor bounces. Watch the sliders. When you know the floor is about to bounce, quickly stop so you don't fall off. Dart through the goal before it can bounce again.

World 8-9: Swing Shaft (Purple Stage)

Difficulty: 6 bananas

Time Limit: 60 sec.

Bananas: 4

The center of this stage rocks left and right. This isn't a totter that responds to your weight. The action is automatic and controlled. If you don't let the tilted floor psych you out, it's simple.



Wait for the floor to tilt to one side. Roll onto the lower portion and quickly straighten out. Even on the slant you should be able to hold a straight line.



tip:

If you can't get moving on the lower section, wait for the bar to begin shifting again before you move. While it's momentarily flat you should be able to even out and get going.



Gun it and dash toward the opposite end of the moving bar. The bar will shift, but you should be able to hold your line and make it to the opposite side in seconds.



Slow down at the end. The floor next to the bar is skinny, so you don't have much room to maneuver. Swing around and grab the nearby bananas before hitting the goal.

World 8-10: Linear Seesaws (Light Green Stage)

Difficulty: 7 bananas

Time Limit: 60

Bananas: 2



Rush forward from the starting point onto the seesaws. You can go full speed across the first two without problems.



The third seesaw is split down the center, so slightly angle to the left or right.



As you go over the last seesaw, slow down—not too much or you'll get stuck on the seesaw and dumped into the abyss. If you go too quickly you won't be able to stop on the platform behind the seesaw.



Angle into the goal and skip the two bananas at the end. You won't need to slow down.

World 9: Space Colony

The monkeys pound Dr. Bad-Boon's hideout and his robot thieves into useless scrap. The desperate doctor is on the run. He uses his escape rocket to blast away from the planet to his orbital space station. Who knows what challenges await the monkeys in the coldness of space.

World 9-1: Serial Jump (Red Stage)

Difficulty: 10 bananas

Time Limit: 60 sec.

Bananas: 46

This stage is composed of eight rings with slanted walls on the inside. It's reminiscent of the 8 Bracelets level from before, but the rings are on their sides rather than on end.



The first of the three goals is on the second ring, the second is on the fifth ring, and the third is found on the eighth ring. Getting to the last goal won't be easy.



Getting from ring to ring is challenging. You must drop from the starting platform into the first ring at an angle so you're running in the direction of the wall. Dropping straight in will cast you right through the bottom and into oblivion.



Once you're on the wall, push up and forward until you build up speed and hold forward. Look at the floor for a dark arrow pointing over the side. This indicates where the next ring is.

Gently climb the wall and try to go over the edge right at the arrow. You're slipping over the edge, not jumping off of it. Continue your forward motion to make the next landing, so if you go up at a steep curve you'll lose that momentum and slip out of the next ring.



Get your balance as you land. Either go through the first goal or continue this pattern to the bottom. This is a tough level. Don't go farther until you've had some time to practice.

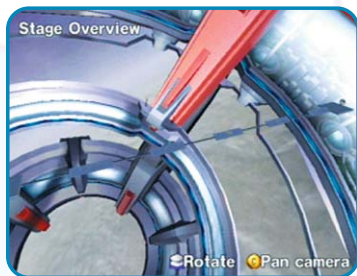


World 9-2: Cross Floors (Blue Stage)

Difficulty: 10 bananas

Time Limit: 60 sec.

Bananas: 19



Ten slanted platforms form a straight line to the goal. The slant of the platforms alternates left and right. Slide up each platform and down onto the next to keep your momentum up.



Start off by swinging to the left and zooming back to the right and onto the first platform. Your momentum carries you to the top of the slope.



Angle toward the next platform; when you hit, your momentum carries you back to the top. Perform this rocking action all the way across.



If you stall in the middle, quickly push against the slope. It's possible to walk up these slopes despite their steep drops. Get as high as you can next to the adjacent platform and roll down onto it. This gets your momentum back up so you can continue at a good pace.

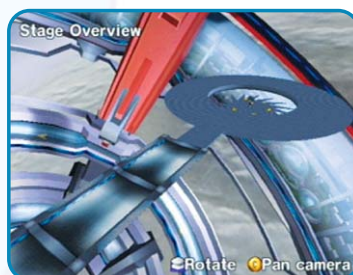
World 9-3: Spinning Saw (Yellow Stage)

Difficulty: 8 bananas

Time Limit: 60 sec.

Bananas: 33

Getting to the goal in this stage is easy. Drive off of the circular platform onto the saw and straight through the goal.



What's difficult is retrieving the 33 bananas along the edge of the saw. The saw's spin causes a lot of centrifugal force, which pushes you toward the edge. This wouldn't be a problem except that the edges are jagged, and touching them knocks you into space.



If you really want the bananas, land on the saw and get to the center. Let go of the stick so you're drawn toward the edge. When you reach the bananas, push back toward the middle.



You can dip in and out to grab them all, or try to hold your position along the outer ring until you pass through every one.



When you want to get to the goal, push toward it. Your monkey easily pushes to the center.



World 9-4: Chipped Pipes (Green Stage)

Difficulty: 9 bananas

Time Limit: 60 sec.

Bananas: 44



Two paths lie ahead. The one on the right is easier. Both paths consist of a half-pipe with large chunks cut out of it.



Use the left path. It isn't harder than the one on the right. The only difference is that the gaps are wider.



Go to the edge of the half-pipe and slide down the wall. Push up to pick up speed and curve to the right over the first gap.



Slide down the next wall, push up the opposite wall, and turn left over the gap. Do this two more times on the platform at the end. It's all about keeping your speed up and maintaining good control.

World 9-5: Flat Maze (Aqua Stage)

Difficulty: 10 bananas

Time Limit: 60 sec.

Bananas: 43

To get to the goal quickly and get the bananas in this stage, you must take risks. The floor is cut into a huge maze. Sometimes the parts of the maze are close together; if you can build up enough speed you can hop across these gaps.



Start off going down the hill, then back up and around the first two right turns. Build your speed and run straight off of the track instead of taking the next right. Bounce onto the platform next to the one you're on. Keep control and land on that platform without falling off. This may take a few tries.





Turn right and gun it again. Run off the next corner and onto the track across the gap. Take the next left and the next two rights.



The track splits. Take the next two lefts and a right. You're on the outer rim. Ahead are three breaks in the track. These are like the gaps you've already crossed. Keep your speed up and your hand steady.



In the distance appears the goal and some bananas behind that. If you have about 30 seconds left, go for the bananas. If not, get to the goal.



The bananas are on the other side of the track. It takes a long time to get to them and a long time to get back. Stay on the outside and follow the twisting track around.

World 9-6: Guillotine (Pink Stage)

Difficulty: 7 bananas **Time Limit: 60 sec.** **Bananas: 10**

A large ring wraps around to the goal. Along the ring is a series of ramps. The first ones are short and steep, and the last few are long gentle slopes. A huge spinning blade barely clears the tops of the ramps from above.



Pass over the ramps between blade swipes. This is easy at first. The ramps are steep, so it takes a lot of speed to get over them. You're only on the ramp for a second, so it's easy to dodge the blade.



It gets difficult near the end. On the last two or three ramps the slopes are gradual, so you'll be in the air a lot longer. Creep up the ramp as far as you can without exposing yourself to the blade.



Once the blade passes make a mad dash the rest of the way. This is critical on the final ramp. If you don't get close to the top before making your final dash, you won't make it.



Don't miss the banana bunch behind the final ramp before the goal.



World 9-7: Cork Screw (Black Stage)

Difficulty: 8 bananas

Time Limit: 60 sec.

Bananas: 5



This twisting tube is a wilder ride than the Coaster level. It corkscrews in the middle, violently flipping your ball. Holes show up in all the wrong places, so it takes some strategy to avoid falling out.



Start by entering the tube slowly and grabbing the bananas. Approach the first drop. Your gut instinct may be to go up the wall and down, but stay on the floor and slide down, staying in complete control of your ball.



Stay on the floor, away from the holes. When you get to the middle (the next flat portion), ride up the wall on the left and stay on the ceiling rotating to the right.



The holes are in the floor, so glide past them all. You come to a stop near the goal. Jet forward and finish.

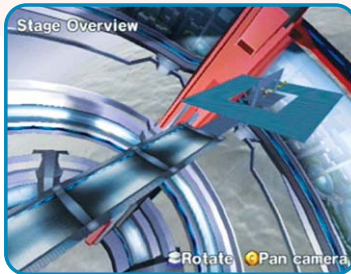
World 9-8: Orbiters (White Stage)

Difficulty: 8 bananas

Time Limit: 60 sec.

Bananas: 30

A large square floor made from four separate sections surrounds the goal. These sections spin in turn every few seconds.



To get to the goal, move out a bit and wait for the section in front of you to turn, then quickly dart across it to the goal. Finish the level if you like.



If you want the bananas, there are three bunches on the light blue side of the spinning sections on the side of the goal opposite the start. Bypass the goal and grab these bananas.



Getting back to the goal is tricky. Since there's no stable ground on this side, you have to go all the way to the edge and quickly turn around to make the transfer back toward the middle before your section turns.



World 9-9: Twin Basin (Purple Stage)

Difficulty: 6 bananas

Time Limit: 60 sec.

Bananas: 4



A flat section of ground connects two half-pipe tracks. The walls of the half-pipe are steep, so getting out isn't easy.



Zip around the half-pipe to the opposite side. As you enter the turn, push toward the flat piece of track between the half-pipes to pop right out safely.



The second section is tougher. Getting through the track is the same, but the flat piece of ground on which the goal resides.



Use the same strategy. Build speed, and push out toward the goal as you enter the turn. You'll pop out safely, but you may have a bit of extra speed. Slow down, or go straight for the goal.

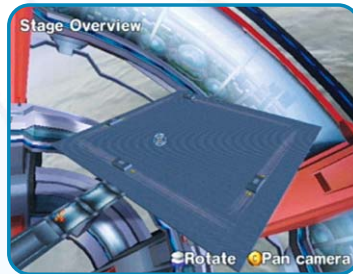
World 9-10: Air Hockey (Light Green Stage)

Difficulty: 10 bananas

Time Limit: 60 sec.

Bananas: 80

This is like a giant four-person air hockey table, and the goal is the puck. It's being bounced between the paddles on the four sides of the area.



There's no easy way to get in the goal here. Stand to the right of where the first paddle comes to a stop. Watch the goal. You'll see it pass here.



Face the direction the goal is coming from. As it approaches, adjust so it passes over your ball. If you make a mistake you probably won't get a chance to try again. The goal moves quickly enough that it will knock you out of the arena.



There are eight banana bunches to collect. Two banana bunches sit on the sides of each paddle. These are easy enough to reach, but be careful not to try to grab them as the goal is approaching. The paddles slide back and forth quickly to hit the goal and will knock you off the side.



World 10: Dr. Bad-Boon's Base

Dr. Bad-Boon has one last evil trick up his sleeve. His space station is equipped with a giant cannon that has an unusual effect. Its beam has the power to eliminate banana taste! The monkeys must put a quick end to the doctor's weapon, or all bananas will taste like curry!

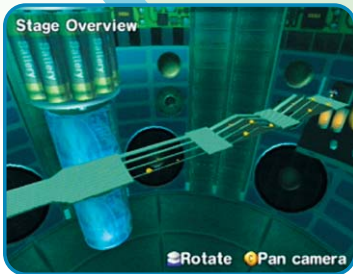


World 10-1: Training (Red Stage)

Difficulty: 8 bananas

Time Limit: 60 sec.

Bananas: 75



Here's another maze where you choose your destiny. The easiest of the four paths is on the left, and the hardest is on the right. If you want to fly to the goal, choose the left path, but take the right path if you want 51 bananas.



This stage is simple even from harder path. Check the floor tiles in front of the right rail. The line running between the third and fourth rows of tiles lines up with the center of the right rail.



Line yourself up and go forward at full speed. Breeze over the first rail and the hill in the center.



On the last hill slow down as you reach its crest. If you pass over the top at full speed you'll fly over the bananas behind it.

World 10-2: Gimmick (Blue Stage)

Difficulty: 9 bananas

Time Limit: 60 sec.

Bananas: 70



Pay close attention on this one. You need all 60 seconds to clear the level and get all of the bananas.



Immediately run forward. Watch your map. The path to your right is lower than the path you're on. Drop down. The path goes to the right and left; head right.



Follow the path around. It's a dead end, but there's another path below. Drive off the end and land on the below path. As you hit the ground, slow down and hit the play switch. If you miss the switch, quickly turn around and hit it.



Go past the switch to the end of the platform, then turn around and zoom toward the switch. Notice that the platform you used to reach the switch's platform is lowering. Run to the end of the switch's platform to gain enough speed to leap over to the previous platform.

Follow the path around. When it splits, go left, then take another immediate left to the base of a steep hill. It takes time to climb it.



The goal lies at the top. If you have seven seconds or more, go for the seven banana bunches on the end. Otherwise, quickly get to the goal and finish the level.



tip: To improve your performance on this stage, take some risks. One of the best time-savers is on the first turn. Drop from the top platform to the lower one on the right and bounce over the next corner without losing any speed. It's tricky, but it saves you two or three seconds.

World 10-3: Mountain (Yellow Stage)

Difficulty: 9 bananas

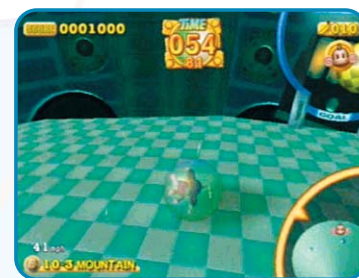
Time Limit: 60 sec.

Bananas: 10

Act quickly and this one is simple. Rush forward from the start. Snag the banana bunch from the top of the mountain, but keep moving and slightly angle to the left as you go over the top.



Let your ball slide down the mountainside; the goal is coming toward you. Make minor adjustments to pass through the goal. This is a one-shot deal. You either make it or you miss it, but there's no walking back up the mountain.



World 10-4: Disorder (Green Stage)

Difficulty: 9 bananas

Time Limit: 60 sec.

Bananas: 20



A field of small ledges floats in midair in front of you. There are two banana bunches and one goal ahead. Streamline this to get both bunches and make it to the goal in a flash.



Drop to the first ledge and go left. Follow the next couple of ledges until you see a banana bunch in front of you. Drop to the left, then down to the path near the banana bunch.



Turn around and drop to the path on your left. Another path appears below you to the right. Drop down to it to find the second banana bunch.



Continue forward and drop to the first path on the right. It's a long drop to the goal from this ledge. If the drop makes you nervous, go straight off of the platform you're on, then turn right down to the goal.

World 10-5: 3D Maze (Aqua Stage)

Difficulty: 8 bananas

Time Limit: 60 sec.

Bananas: 20

Read through this strategy before attempting this maze. You'll have to act quickly, so understand what you're doing prior to starting the level. The central structure is a large maze that constantly rotates back and forth. If you don't act quickly you'll miss the places you're supposed to go and get dumped off the side.



Drop to the platform after the start and stop on the right side to give you room to run. Watch the maze rotate. A platform flattens in front of your position before the maze stops and changes directions. Quickly roll off onto this platform.



Dart forward and cut to the left of the pit ahead. The wall has small square holes cut into it. Get on the right side of this wall between it and the pit and wait for the maze to turn.



The maze flips the wall to become the floor for a moment. Angle backward and hit the green wall connecting to the floor you're on. This becomes a floor.



While the maze continues to flip, use this platform to go around the wall with the square holes so you're on the opposite side. Move quickly or you'll miss your chance and fall off. This is the most challenging move in this stage.



As the maze turns the goal appears in the distance. Quickly run toward the goal and drop off the edge of the maze to the stable platform where the goal rests.



Grab the bananas behind the goal and finish the level.



World 10-6: Labyrinth (Pink Stage)

Difficulty: 9 bananas

Time Limit: 60 sec.

Bananas: 30



Dart forward and go up the ramp on the right. Continue forward and drop off of the ledge ahead to a path below along the outside of the stage.

tip: The slopes in this stage are steep enough to need speed to climb them. Make wide turns into the ramps to get as much speed as possible.



Follow the path to the right and go up the ramp at the end. Pass under the ramp at the top of the slope and hang a left.



Roll toward the bananas in the distance and use the ramp on the left heading down. This leads to a long path that snakes off to the right.



Keep going until you see the ramp up. Use the ramp and hang a left at the top, then make two more lefts up the next two ramps.



Here's a tricky part. Drive off the edge in front of you and bounce to the right. Aim for the hall to the right of the blue floor tiles between two tall walls.



Follow the path ahead to where it appears to dead-end and there's a purple ramp on your right. Climb up the ramp to spy a banana bunch.



You're almost to the goal, but this last bit is rough. To the left of the bananas a ramp leads into a wall. On the ramp's left side is the platform you need to reach. Ride the ramp to the top and squeeze over onto the platform. You need speed to do this, so back up.



Turn right to find the goal on a ledge below you. Drop down to it and be careful. If you fall off of the goal's platform you're out of luck.



World 10-7: Postmodern (Black Stage)

Difficulty: 7 bananas

Time Limit: 60 sec.

Bananas: 10

This level is simple, but you must climb several staircases to reach the top. The stairs aren't difficult. If you get stuck on a step, back up to the edge of that step and push forward. This should give you just enough speed to keep moving.



Go to the right as you begin the level and use the first staircase you find.



Follow the platform forward to another staircase. Four staircases head off to the left and around to the top of the maze.



At the top you'll see a banana bunch in the distance. If you have time, run over and grab it.



Look to the side to see the top of the goal. Run over and drop down to reach it and finish.

World 10-8: Revolution (White Stage)

Difficulty: 8 bananas

Time Limit: 60 sec.

Bananas: 40



It's time for another huge spinning maze, and this one is dangerous. There's a top and bottom with several platforms between, but from side to side there's little for your monkey to cling to.



The best way to conquer this level is to do it quick. From the start, dash forward onto the maze. Race along the ground toward the area where the goal is hanging upside down.



There's a pillar behind the goal. Reach this pillar before the maze turns. Get to the right side of the pillar and stop beside it.



After the maze rotates you're on top of the pillar. Stay put and wait for the maze to rotate again.



If everything goes well you'll find yourself on the platform with the goal. Get through it quickly or the maze will shift again and you'll fall off.



Getting the bananas is a different story. Use the same procedure to reach all of the platforms, but it's risky. Remember the time to get next to a pillar is when the red and white floor is on the bottom. If you get onto a pillar while the green floor is on the bottom the bananas will be on the wrong side of the platform when it straightens out.

World 10-9: Invisible (Purple Stage)

Difficulty: 9 bananas

Time Limit: 60 sec.

Bananas: 30



Roll forward from the start and stomp on the play button. The word "INVISIBLE" hangs suspended in the background, and when you hit the play button it swoops toward you. Many of the tiles in the word vanish.



The word eventually reaches your position and becomes the path to the goal. There's one problem. As the name implies many of the tiles have disappeared. They're still there, but you can't see them. You know how the path looked prior to the parts vanishing.



Use this for reference.



The path is easy until you get to the "V". A banana bunch hangs in the middle of space. On the green tile before the bananas you need to cut diagonally toward them and then cut back to the left to the opposite side.



You'll go around an easy turn and then you're into the next problem area, the "S." Stay along the outside to go across the bottom of the "S." Travel along one long tile and then two greens. Take a left and there's one green tile in front of you and a banana bunch to the left.



The middle of the "S" is invisible, but it runs right under the banana bunch. Go past the green tile, right through the bananas, onto the next green tile, and to the top of the "S."



The "IBL" portion is simple. Cross the long platform to the top of the "I" and go left. At the bottom of the "I" head left and at the end of the long platform cut back to the left again to go up the side of the "B."



It's an easy slide along the "L" to the "E." The center of the "E" leads to the goal. This path is invisible, but it's between the two green platforms in the center and underneath the last banana bunch.



World 10-10: Created By (Light Green)

Difficulty: 6 bananas

Time Limit: 60 sec.

Bananas: 30



You've reached the final maze and it's a tricky one. This maze is a giant A.V. logo that spins in circles. Crossing it won't be easy.



Roll forward over the play button and the logo begins to spin.



Keep moving and go up the long ramps to the very top. You're seeing the logo from the side.



The goal is far below on the opposite side of the logo. To reach it you must bounce off of the logo at the right moment. Stay as far back as you can from the logo on the highest platform and wait.

When you see the "A" roll past the platform and disappear from sight, rush forward and run off the edge. You should pass under the "V" and bounce on the side of the "A." If you move at the right moment the bounce will carry you over to the ledge where the goal sits.



The landing is rough because of your speed. Let your ball bounce off the goal and start braking as it bounces back. With a little luck you'll stop in time.



Challenge Mode Stage Order

Challenge Mode contains many of the same levels as Story Mode. Here are all the Challenge Mode stages. Not all of the Challenge Mode stages appear in Story Mode. Walkthroughs for these additional stages follow this listing.

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Challenge Mode—Additional Stages

The following stages appear only in Challenge Mode.

Beginner Stage 5: Bowl Bonus Stage

This stage features a long bowl with 50 bananas strung along the inside. The only danger in this level is falling off the edge.



To get the bananas, ride on the bowl's side. When you first enter, sweep along the side and fight the gravity. This is your best chance to get a long string.



After your initial sweep, go around the corners in alternating directions and clear off the two short ends. The only remaining bananas should be those in the middle of the long sides.



Slide up and down each wall to get these remaining bananas, but it's faster to swing from side to side and collect them two at a time.



The goal sits square in the middle of the stage and there's no trick to reaching it. Since this is a bonus stage you don't need to go through the goal. If you do you'll get some bonus points, but you won't lose a life if time runs out.

Beginner Extra Stage 10: Birth



Roll forward from the start and take the path to the right. There's a pause button, which halts the spill of boxes and makes it easier for you to reach the goal.



Go back the way you came and swing around to the other side of the ramp. Drop onto the large ramp and work your way up and to the opposite side.



The goal is just off the side. Drop down and it's a short roll to the end.

Advanced Stage 5: Board Park Bonus Stage



This is similar to the Bowl bonus stage on the Beginner setting, but the center of the bowl has a large dip and two bars running through it.



Getting the bananas is easy. The rail is in front of you, so go forward from the start and cross it without adjusting. Stop halfway across to spot a banana bunch below you. Drop off the side of the rail above the bunch to grab it.

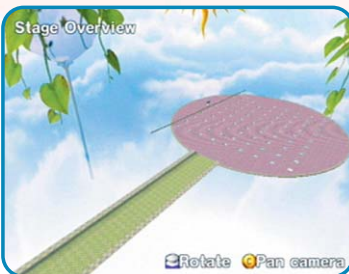


Ride up the bowl's sides and fight gravity while collecting bananas. The odd shape of the bowl makes this difficult.



The center of the stage holds the goal. You won't lose a life if you don't pass through the goal before time expires.

Advanced Stage 10: Leveler Bonus Stage



The stage consists of a huge circular field with small square holes evenly spaced across the surface. The goal sits in the middle of a large stone bar, which crosses the playfield and slowly spins around it at an unusual angle to knock you off.



The bar controls your movement. Follow the right end of the bar and grab bananas while it spins. Get all the bananas this way.



Getting through the goal is tricky since it moves constantly and often passes over holes. Anticipate its movements and find a spot you believe the goal will pass. Wait for it to come to you and make adjustments to get through. You don't have to pass through the goal, since this is a bonus stage.

Advanced Stage 20: Rampage Bonus Stage

This stage is sort of like a small skate park. Bananas hang suspended over the peaks of one- and two-sided ramps. The ramps are steep enough that you can't coast along them.



Swing from side to side getting just high enough to grab one of the bananas, then move on to the next.



Grab the two banana bunches first. You don't want to miss out on them while trying for the singles.



The goal is in the center. Reaching it requires a decent amount of speed, but no more than you'll get from banking off one of the surrounding walls. This is a bonus stage, so passing through the goal isn't required.



Advanced Extra Stage 1: Auto Doors



Eight sliding doors open and close automatically. As the level begins you land on a fast-forward switch, which makes the doors open and close at a dizzying pace.



Try to go through the fast-moving doors, or back up from the start and hit the play switch hidden a few paces back. Slowing the doors down makes them easier to pass through, but it also helps so the doors won't knock you around if they make contact.



The doors open starting at the front and remain open until the last door near the goal opens. At that point they begin shutting, starting with the door nearest the goal and working back toward the starting point.



Rush past the first four or five doors, taking off when the door closest to the start opens. Push past the doors one at a time. Don't get stuck between them, or you'll get knocked off the platform.

Advanced Extra Stage 2: Heavy Sphere



A huge metal sphere hangs over the bridge in front of the start. The sphere won't move until you run over the play button at the end of the starting platform.



Rush forward and hit the play button, then back up all the way to give you room to speed up.



Roll forward onto the ramp. Transfer from the starting platform to the ramp as the sphere starts to rise. The ramp must be pointing down, or you can't make the jump.



Once you're on the ramp, skirt under the sphere and slow down. If you go too quickly, the ramp will toss you into the air and you'll go over the goal. Take it easy and glide onto the final platform.

Advanced Extra Stage 3: Stagger



Fly straight forward from the start along the skinny pole. Keep steady and you won't have any problems, despite the fact that there isn't much room for error.



At the end of the pole is a series of six platforms. Work your way around the right to the opposite side. The last platform carries you toward the goal, where six smaller platforms sit.



This part is tricky because the platforms are small and triangular. There's no room for mistakes, so be careful transferring between them, or wait for them all to settle into place and dash into the goal.

Advanced Extra Stage 4: UFO



A giant UFO waits in front of you. A few bananas sit around the top edge. They're all on a slope, so approach them carefully.



What you're interested in is the hole in the center. Use the hole to get inside the UFO and find a play switch on the ground. This switch puts the UFO into action, making it flip over once and settle back in its starting position.



Hit the switch and run for the outside wall. As the UFO flips, try to maintain ball control and look toward the center. The goal is tacked to the ceiling next to the hole in the roof.



Your only chance to get through the goal is while the UFO is upside down. Regain control quickly and rush for the goal before the UFO can turn back on its side a couple of seconds later. If you miss, hit the switch again to restart the process.

Advanced Extra Stage 5: Ring Bridges



In this stage, you cross seven rings of varying sizes to reach the goal on the far side. This is a simple stage. The rings aren't wide, but they have lips on both sides that help keep you on track.



Transferring from one ring to the next takes a little speed and a gentle push over the edge. Look for the rings' overlap. You can transfer from either direction.



Keep it steady and you'll do fine. Even without rushing you can get all the bananas and make it to the goal in time to earn the time bonus.

Advanced Extra Stage 6: Domes



Speed kills on this stage. The path is small and littered with small dome-shaped bumps. Unlike square-shaped bumps, the dome-shaped bumps bounce your ball in unpredictable directions, and it's almost impossible to go straight over them.

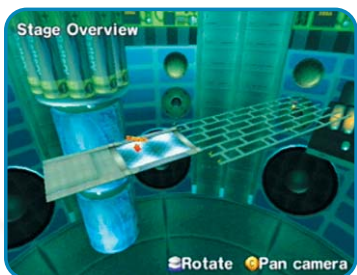


Weave between them rather than going over the top. There's always a diagonal line between the bumps. It's possible to rock back and forth between them all the way to the end.



The edge is always near, and no matter how well you swing around the domes you'll always be a little out of control. Keep your head and move steadily to squeeze through safely. Don't worry about the time bonus. Focus on reaching the goal.

Advanced Extra Stage 7: Amida Lot



This level is bizarre. Seven long slats are connected by smaller slats going left and right. The goal is on the middle long slat, and it slides from end to end.



Seven bumpers on these slats also slide. The bumpers move from end to end, but they turn every time they come to a junction. Their movement is difficult to predict and makes them hard to track.



Getting to the goal isn't difficult. Wait for the bumpers to come to the end you start on and wait for them to go away. Drop onto the slat in the middle and roll to the first slat going left and right.



Wait for the goal to approach. As it slides by, roll through.



If you want the eight bananas, four on each side of the field, you're in for some trouble. They aren't worth the danger.



Keep an eye on the bumpers. If you don't know where they are they'll sneak up on you when you have no place to run. Go for one banana at a time (two if you're fast).



Pay attention to the track. When the bumpers are headed your way, find a safe spot where the bumpers will be diverted to the side. Just off the center slat is the safest place to be. Be quick; 60 seconds won't seem like much time.

Advanced Extra Stage 8: Long Slider



At first look you're bound to think you'll fall off this quarter-pipe. You will, unless you push left a little bit at all times.



The corners make or break you on this course. Slow down as you enter them. If you don't, you'll ramp off as you go onto the next slope. Small jumps aren't a big deal, but a large jump will cause you to slip off the side.



You get one shot at the goal. It's at the bottom and there's no stopping. It's in the middle of the pipe, which means it's at a slight angle. Ride up the side a little bit to avoid ramming the posts.

Advanced Extra Stage 9: Grid Bridge

Start off by going backward and running over the play switch to slow down the grid. If you don't, getting onto the grid will be a challenge.



Roll up to the edge where the grid meets the ledge and stand on the left side. Hop on one of the strips and ride past the wall to the goal. It's simple and there aren't any bananas on this stage, so a quick finish is best.



Advanced Extra Stage 10: Teapot



Two banana bunches wait in front of the start. Don't waste time. Grab the bunch on the right and get down to the floor.



The teapot above drops its lid and spills its contents on the floor below. What comes out is a goal surrounded by bars.



Watch the floor. Look for the goal's shadow as it falls. Get to the spot on the floor where the shadow is so that when the goal lands, you're inside the cage.



Quickly dart through the goal. If you don't move fast, the teapot will fall and knock the goal and your ball off the edge. Once the goal is gone it won't be coming back, so you get one shot at this.

Expert Stage 5: Partition Bonus Stage



This bonus stage consists of a simple two-part maze with low walls that you can bounce over with enough speed.



Bananas lie scattered throughout the maze. There aren't any bunches, but there is a ton of singles. Run around fast and try to collect them all.



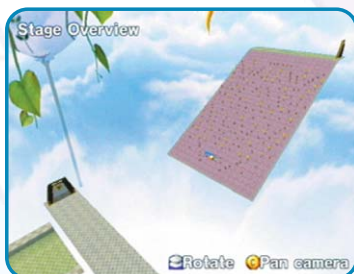
The wormhole separates the maze's two parts. Go back and forth through the wormhole, but you need only pass through once.



Keep in mind that this is a bonus stage, so you don't have to enter the goal. You're better off trying to get as many bananas as possible to earn an extra monkey.

Expert Stage 10: Pachinko Bonus Stage

Passing through the wormhole takes you to the top of a huge pachinko board. The ground is steeply slanted so that you can't stop or walk back up. Bumpers strategically placed around the field create lanes and block other paths.



Look at the board before rolling off. Most of the bananas lie along the outside, but there are no rails along the sides, making the outer edge a dangerous place.



There are plenty of bananas in the center, but they're widely scattered, and the bumpers make collecting them all nearly impossible.



Find a spot you like and roll onto the slope. Try to use the bumpers to knock your ball back and forth to the bananas.



Three bumpers block the goal at the bottom. Carefully squeeze between them. Forget about the goal and focus on the bananas.



Expert Stage 20: Earthquake Bonus Stage

Look ahead to see a ton of bananas floating above a large slanted platform. When you roll across the play button in front of the starting point the bananas fall and the platform begins rocking back and forth.



The platform's rocking motion causes the bananas to slide back and forth, along with your ball. Grab as many of them as you can without falling off, but don't be surprised when many of the bananas slip off the side.



There's no way you're going to get all of the bananas. Look for large clusters and get between them and the edge, so that when they slide down you can intercept them.



The goal is near the center of the platform in clear view. You don't need to go through the goal to complete the level unless you're more interested in bonus points than bananas.

Expert Stage 30: Banana Hunting Bonus Stage



The platform's center bounces up and down every couple of seconds, tossing your ball into the air. Above the platform, four rings of bananas spin around in circles.



To get the bananas, stop on their shadows on the ground. When the platform bounces, you'll be tossed up high enough to grab a few before falling back down.



Start on the outer ring and work your way toward the center. Change your position periodically, or you'll end up being tossed into bare spots where you've already collected.



Since this is a bonus stage you don't need to worry about the time limit. You can finish the level at any time by passing through the goal, but you won't lose a monkey if you choose to let time expire.

Expert Stage 40: Fighters Bonus Stage

Two holographic fighters wait on the platform ahead. They remain motionless until you dart across the huge playfield and roll over the play switch on the opposite side.



After you've hit the switch they begin fighting. Every time one of the fighters lands a punch or kick, bananas fall in a ring pattern from the point of impact.





When the bananas hit the ground they slide toward the side and off into nothingness. Grab these bananas before they're beyond your reach.



Stay near the middle and keep an eye on your map. The bananas appear on your map well before they hit the ground. The fighters are holograms, so you can pass right through them without being hit.



Do your best to get banana bunches and let the singles go. You'll be able to get only one banana or bunch from each group that falls.



Finish the level at any time by going through the goal near the start. If you let time expire you won't lose a monkey, since this is a bonus stage.

Expert Extra Stage 1: Charge



Go around the first wormhole to a pit with two rails extending over it and a wormhole on the other side. The goal sits above the second wormhole on a higher platform.



Roll along one of the rails. Fall off the end and enter the wormhole. This takes you back to the wormhole by the start and lines you up for another pass along the rails.



Keep going between the wormholes to build up speed. Eventually you'll begin to bounce off the end of the rails.



Once you have enough speed, you can bounce off the rails and reach the platform above the second wormhole. Slam on the brakes and pass through the goal to complete the stage.

Expert Extra Stage 2: Strata



There are five tiers in front of the starting point. The path leads to the top tier.



Each tier comprises progressively smaller rails that are hilly enough to be problematic. To reach the next tier down, roll across the tier you're on and gently drop off the far edge.



Go slow and pull back a little as you fall. If you roll forward when you land on the tier below you'll roll off the edge.



There are two goals in this stage, one on the fourth tier and one on the fifth. Getting to either goal is difficult, but getting to the bottom goal is a challenge worthy of any pro.

Unlike the other tiers, you drop to the fifth from the fourth on the same side that you initially dropped down on. The first goal blocks the opposite side of the fourth tier.



Don't rock to either side as you drop to the fifth tier. Turn around by lightly tapping in the direction of the goal, but don't move too much. Once you have the ball turned around, push forward toward the goal. It takes a little speed to get over the hills, so move away from the goal a bit before turning around.



Expert Extra Stage 3: Puzzle

This stage is like an old slide puzzle. The floor is composed of 12 squares of equal size. Once the level starts, two of the squares fall out and the rest begin to shift.



There's an easy way to win this level and still collect 40 bananas. From the starting platform, drop down to the tile on your right, which contains a banana bunch.



Go toward the back of the stage onto the next platform that has a banana bunch and pause. The platform in front of you shifts, and another tile with a banana bunch takes its place.



Move quickly from this point forward. Dash over and grab the next banana bunch and the one beyond it. Cut to the right and you'll see the goal.



The goal moves away from you, but at the same time the tile you're on chases it. Go with the flow and dart over to the goal before it moves again. This strategy leaves two banana bunches uncollected, but it's the safest way to finish this level and get most of the bananas.



Expert Extra Stage 4: Giant Swing



In the distance, a giant swing moves between two platforms. Follow the path and pass underneath the giant swing to the top of the first platform.



Watch the swing's movement. When it moves toward your ledge and swings under rather than over, roll off the side so that the swing knocks your ball into the air.



This gives you enough momentum to reach the ledge on the opposite side, where the goal is. The landing is rough. Try to hit as close to the inside edge as possible, then curl to the side while pulling backward to slow down and stop. If you don't, you'll bounce over the platform and bypass the goal.

Expert Extra Stage 5: 5 Drums



The goal lies at the end of five drums. The drums get progressively larger and spin faster as you get closer to the goal. If you know what you're doing, this one is simple.



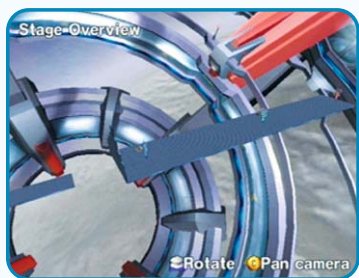
Dash forward from the start and hug the path's right edge. When you get to the first drum, cut hard to the left and start gradually moving toward the center while heading toward the goal.

tip: Go to the outside of the first drum. Its front side is flat, so you can only get onto it from the side. The later drums all have a sloped front, making them easier to climb.



Skirt past all of the metal bars circling the drums and get to the goal in 10 seconds. Pick up the bananas near the goal before finishing the level.

Expert Extra Stage 6: Free Throw



You could call this stage Monkey Basketball. There are three goals spaced out evenly over a long stretch. At the beginning is a triangular area, which flips forward every few seconds. This area tosses your ball into the air toward one of the goals.



Take a look at the triangle. Notice the location of its tip. This is the best spot to sit. From that point the triangle tosses your ball high into the air. Pull back or push forward toward whichever goal you want.



If you don't adjust your flight you'll land near the middle. A little push forward or backward changes your landing point dramatically. Make minor adjustments toward whichever goal you choose.



Drop straight into the goal, a risky tactic, or hit the goal from a bounce. Off the bounce is the best way. If you drop directly onto a goal, anything but a direct hit will knock you off the platform. From a bounce, the repercussions are easier to deal with.

Expert Extra Stage 7: Pendulums

Four pairs of pendulums block your path to the goal. One pendulum swings while the other one sits. When the pendulums collide, the one that was still moves and the one that was moving becomes still. Your challenge is to switch between them as they hit.



You go right to left, left to right, right to left, and left to right to reach the goal. A stable platform is between each pair of pendulums; stand on the platforms until your chance to move arrives.



There's a hidden play switch behind the start. Use this to slow the pendulums down and make this trip a bit easier, but you'll sacrifice the time bonus. Either way the path is the same, but the timing is different. The following assumes you won't be pressing the play switch.



Start moving right away and get to the right side of the first pendulum. Wait for the other pendulum in the pair to come up and switch as they hit.

Move quickly over the next part. Turn to the left onto the next pair of pendulums. Go to the left side; get there just as the pendulums strike each other. Make the switch and go toward the banana bunch.



Move onto the next pair of pendulums right away. Go to the right side and pause for a moment while the other pendulum in the pair swings around. Switch when you can and quickly get onto the safe platform before the next pair.



Pause for just a moment if you're moving really fast. Once the pendulum pops up, quickly move onto it and straight to the left onto the adjacent pendulum. You have about two seconds to get from the safe platform, across the first pendulum, onto the second, and to the goal.



Expert Extra Stage 8: Conical Slider

Near the start, a wormhole faces toward the cone in the center of the stage. Ignore the wormhole and continue to follow the path forward.



Soon the path ends and you find a slanted path running around the cone to its base. Dash ahead onto the slanted path and ride it to the bottom. A speed of around 50–60 mph works well.



Stay toward the inside edge of the track. When you near the bottom, a wormhole comes up fast. Steer into it and pull to the left as you enter.

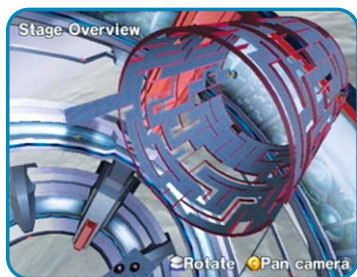


You appear back at the top heading toward the center of the cone. You bounce off the track's side, and with a little luck and guidance, land on top of the cone.



Swoop around to collect the bananas surrounding the goal and finish the level.

Expert Extra Stage 9: Construction



This cylindrical maze comprises two identical sides. Quickly weave through the maze as it turns to reach the goal on the opposite side. It's important to keep moving. Stall for even a little bit, and you'll get stuck.



As the level starts, quickly dart forward and bounce over the switches. Ease up as you hit the switches so you don't fall through the first hole in the maze, which comes up fast.



When you enter the maze, make a quick left turn and take the first long passage on the right. This takes you straight to a huge hole in the ground and a path that weaves to left.



Follow the weaving diagonal path to the left around the hole. Zigzag to the side around a series of five breaks in the wall.

When you get to the last one, head back toward the start along another weaving diagonal path. It leads to a U-turn around a skinny pit.



Make the U-turn and you'll see the goal in the distance. This is the nasty part. A skinny path leads to the goal, and there are holes on both sides of the floor. Move quickly, but keep control.



With a steady hand and nerves of steel, you'll make it to the goal in the nick of time.



Expert Extra Stage 10: Train Worm

A large train with bananas down both sides zooms around this level. The train can leave the platform, but you cannot.



The goal is attached to the back of the train. Since the train's "engine" is slanted, your instinct might be to try to get on top of the train and slide to the back. That doesn't work. You'll get knocked off if you try it.



Think back to any old westerns you might have seen. Whenever someone is trying to get on a moving train they always do the same thing. They run with the train along the side until they can jump on. That's what you need to do.



Since the train moves in a random pattern, this won't be easy. Try to predict where it's going and get next to it.



Once you're by its side, start running in the same direction and push gently toward the train. When you get next to the goal, you'll slide in and pass through to finish the level.

tip: The best place and time to pull off this maneuver is on the inside of a turn while the train is changing direction. This helps carry the goal toward you.

Master Stages

You get access to the Master Stages by completing all Expert and Expert Extra stages without using any Continues.

Master Stage 1: Centrifugal



This stage is a huge spinning bowl with a large hole in the center. The goal is tacked to the wall on the third tier, so use the centrifugal force of the bowl's spinning motion to climb the wall.



Drop off the starting platform and angle to the right so you're moving in the same direction as the bowl; you should be able to cling to the second section of wall. If you drop straight into the bowl, you go all the way to the bottom.



As you fall, roll backward. The floor appears to stop moving, but your ball is still rolling. Stay on the section of wall where the bananas are and align yourself to pick them up.



Getting through the goal is tricky because you won't see it coming. Use your map to anticipate when you need to be in position.

Master Stage 2: Swing Bridges

There are three bridges between you and the goal. Each of them spins in half circles on its axis, changing directions each time it gets half way around.



Crossing the first two bridges is an easy task. Wait for the close end to pass under the platform you're on and jump onto it. Then quickly dart across to the next platform. You may have to stall for a second on the second bridge.



The third bridge is spinning faster than the others, so getting onto it is a challenge. Give yourself room to build up speed and jump onto the bridge as it passes. Your timing must be just right.



Once you're on the bridge get to the middle and stop. There's no centrifugal force in the center, so you can sit and wait for the right moment. As the bridge spins toward the goal, scoot out and let the centrifugal force toss you onto the final platform.



For a greater challenge, go backward from the start and face three bridges. These longer bridges spin even faster. Get to the center of each bridge and let the centrifugal force toss you onto the next platform.

Master Stage 3: Cylinders



The path to the goal is crafted from a series of spinning cylinders. Rather than passing through the cylinders go over them. This stage requires a soft touch.

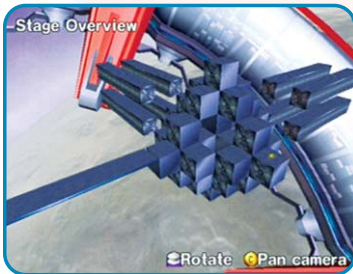


Drop onto the cylinders and stay near the middle, but slip toward the side of the cylinder opposite of the direction it's turning. So, if the cylinder is turning right, position yourself slightly left of center.



Transferring from cylinder to cylinder is the toughest part. Turn early and don't slow down, or you'll overshoot or get pulled over the side. If you go for the bananas you'll have a harder time making the turn. Either take it easy and forget the bananas, or grab them and deal with bad positioning for the next turn.

Master Stage 4: Passage



This stage looks confusing, but it's simple. There are four large bars, two parallel to the start and two crossing in front of the start. They take turns crossing through the maze in the center of the level. Take a second to watch the stage in motion to see how it works.



Head forward and wait for the bars on the side to shoot through the maze to the other side. Then quickly cross from the first square on the side of the maze to the one on the left or right. Get some speed because you need to hop a small gap.



Hold still on the square for a second and wait for the bars in front of you to cross, then dart to the square on the side of the maze. If you don't waste time you can move forward one more square. Wait for the bars to switch again and then cross the last two squares to the goal.



There's a second goal that's worth more points below you. When you get onto the first square on the left or right from the start, roll into the pit between squares and gently push into a hole in front of you. The goal is next to you.

Master Stage 5: Notch

You must cross a huge oval pipe with two large notches cut out of it to reach the goal. Take your time here, speed doesn't work. You must be in complete control of your ball at all times.



Wait for the pipe to flip. As the left side is slightly higher than the right, roll onto the pipe and angle slowly left.



Ride around the pipe as it turns, so stay on top at all times. Watch the platform in the distance to determine where you should be. Always stay on the highest point as the pipe turns.



Wait behind the second notch until you're on the flip side of the pipe, then go around the notch and climb back to the this side as the pipe turns. When it reaches its tallest point, drop off the end onto the goal's platform.



Master Stage 6: Intermittent



There are six platforms spread out in front of you. The platforms are a short distance away from each other, so jump from platform to platform. Use the small bump at the end of each platform to get enough air to make the jump.



As you get farther down the path, the platforms get smaller, so the jumps become more difficult. The trick here isn't in jumping so much as it is in controlling your speed. Have enough speed to make each jump, or you'll travel too far and won't be able to speed up enough for the next jump.



Stay toward the center and ignore the bananas. By staying near the center, you can angle to the side each time you bounce and land on the next platform without losing much speed. This also makes it easier to line up with the goal at the end.

Master Stage 7: Long Torus



This stage takes the nastiest parts of Cylinders and Notch and combines them. After a short ride on a skinny tube you're on top of a long oval pipe that's spinning in circles.



The start is important. Don't run out too quickly. You want the oval shaped portion of the pipe to be flat when you reach it so you can get onto it. Hit the pipe at about 20 mph, or you'll end up rolling over it and through the center.



Once you're on the oval section, head left onto the lower section so that gravity assists you, rather than trying to climb onto the top. The hardest part about riding the pipe is that it's very difficult to tell where the top of the pipe is as it spins. Unfortunately, there's nothing to look at, so feel it out.



When you reach the opposite end, stay on top and get carried to the goal. Get through fast, or the pipe turns too far and you fall off.

Master Stage 8: Spasmodic

At first, this may look easy—but it isn't. There are three small squares in the path right before the goal that spin rapidly and pause briefly. The pause is so short that stopping before each tile and trying to cross between spins won't work. It takes too long to get your ball rolling again.



There are two ways to do this. One is to stutter between spinning tiles and cross them one at a time. By stutter we mean slow down and wait for the tile to stop, but don't stop rolling. Creep forward to get enough speed to cross, but stopping on the other side may prove tricky.



The other way is a suicide run at the goal. Stay to the left of the platform and run like mad. As you near, the blocks slow down enough for you to cross the first platform as it stops. Your speed should be enough to get you past the blocks, but you'll probably take a nasty bounce. If the bounce isn't too drastic you can guide yourself into the goal. This is a risky move.



Master Stage 9: Double Twin

Going on looks, this is one of the most intimidating stages you encounter. There are two cylinders with ledges on the inside and a triangular pole in the center. The outer ring spins in the opposite direction of the pole in the center. To reach the end, transfer back and forth between the outside and the inside, and back to the outside through both tubes.



Get a running start right from the beginning and angle left. Drop off of the edge onto the ledge on the outer ring and run at full speed staying left.



You get dumped into the center as the tube spins. Fight it until the center pole spins to the next ledge, so it isn't automatically dumping you off when you switch.



Roll onto the center, and as it turns left, roll back to the left side and drop onto the outside ledge again. This takes you to the center platform.



The second half is the same as the first half, but in the opposite direction. Start on the right, go to the center, and then back to the right, and finally to the goal. Watch your speed as you go from the center to the outside.

Master Stage 10: Clock Face

The name says it all. This is a giant clock, hands and all. The only difference is the clock face is comprised of many small platforms, all spinning in different directions around the center.



Don't go around the outside of the clock. Cross through to the center and then on to the goal. The first half is easy. Go out to the end of the gray platform and wait for the red platform with bumpers on it to approach. As it goes past, drop over the bumpers onto the platform.



Fight the centrifugal force by adjusting so that you're moving in the same direction as the platform. Work your way from platform to platform until you reach the center. Don't dawdle as the minute hand is spinning around the clock—it'll knock you off if you don't keep moving forward.



When you get to the center, roll around to the opposite side and wait for the minute hand to pass overhead. Roll out onto one of the gold platforms and then begin working your way toward the goal.

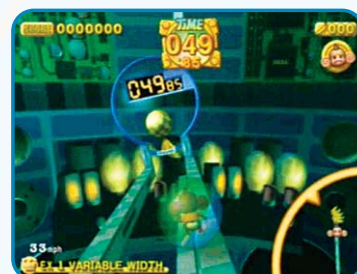


Stay in line with the goal! If you get to the right or left you'll end up next to the goal, but you won't be able to reach it, since the goal is set on a higher platform on what would be twelve o'clock. This is tricky. Switch quickly and fight the urge to go left or right.

Master Extra Stage 1: Variable Width



The long straight floor is made up of several tiny rails, which are constantly adjusting height. From the start, go straight and stay steady. Easy peasy.



The middle rails don't reach the goal, so transfer to the outer rails. This is one part luck and one part skill. Switch as all of the rails are even, but not until you get to the end, or you get knocked off by one of the inner rails. It takes practice, but if you made it this far, you can do this.

Master Extra Stage 2: Striker

Ever want to know what a piece of toast feels like? Now's your chance. The large hill in front of the start drops into a slot and then shoots upward. If you're on the hill when it pops, this upward motion knocks your ball into the air.



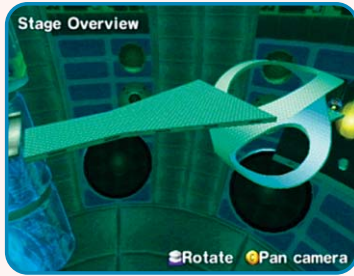
Roll to the opposite side of the hill and find its center. When the hill drops, roll toward it so you're wedged between the hill and the platform.



When the platform pops up, you're thrown into the air toward the goals. The goal at the top is worth the most points. Angle toward it and pull back so that when you hit you don't bounce over the top. This is simple as long as you find the center of the hill.



Master Extra Stage 3: Ooparts



There's a spinning structure with large holes in the center between the start and the goal. You must pass through it at the right moment; going over it or around the sides doesn't work.



Watch the object spin and pay attention to the center section. You drop through one of the large oval holes as the center passes. Wait for the hole to open and count to two, then drop off of the side.



Time it so you drop into the center of the object and get scooped down and up toward the other side. You get tossed out the other side and onto the goal's platform. It's easy, but requires perfect timing.

Master Extra Stage 4: Planets



There are six orbs below your starting point, each with a flat spot on the top. These spots get smaller the lower you go. The goals are located on the fifth and sixth orbs.



Use a controlled bounce to reach the bottom. From the start, roll onto the first orb and bounce off the side.



Guide yourself to the orb below by pulling backward or pushing forward to adjust your speed. Continue bouncing toward the bottom.



The easiest way to get through the gate is to bounce right in front of it and push forward so you bounce through. Trying to stop on one of the lower orbs is chancy at best.

Master Extra Stage 5: Sliced Cheese

Pass through holes of varying size in the two spinning blades to reach the goal. This obstacle is all about timing.



The first blade is simple. Head left from the start and watch the large hole on the outside. As the hole comes down, shoot through it to the middle.



The second blade is harder. Go to the right and watch the blade. There are three large holes. One is followed by two small holes. The next one is followed by a small hole and then another large hole. The second hole in this pair is the best one to use. Watch the pattern, and when you see the first hole in the pair pass by, roll forward.

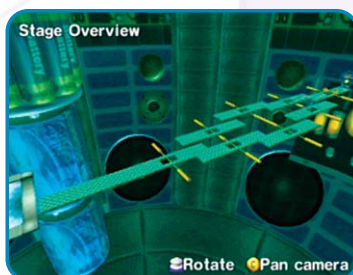


Time it so you go through the second hole to the goal. Remember that you can't get through the hole from a stop. Get a rolling start, or the hole passes before you get through it.



Master Extra Stage 6: 8 Seesaws

There are eight seesaws just like the ones in other levels. When you roll onto the front it tilts, so cross quickly or get dumped.



Go right or left twice and then back the opposite direction twice. Go around the front of each pit in the center of the seesaws. If you wait to pass the pit before crossing, you'll have a much harder time transferring between seesaws.



Master Extra Stage 7: Synchronized



There are two goals moving together around a large circular field. The goals always stay together and dip in and out of the floor, sometimes disappearing from view entirely. The banana bunch between them remains visible, making it easier to track the goals.



Hit the goal on the first pass. Go forward immediately and angle to the right; the goals pass by you. Let up on your speed briefly and slip through the second goal.



If you miss, keep going forward because you'll get a second chance—just don't miss your second chance. Anticipate where the goals are going and be there when they pass. Do yourself a favor and get this one of the first try.

Master Extra Stage 8: Helix



The tube is sloped toward the inside and there's no bank, so ride the right edge all the way to the bottom at a controlled speed.



Thirty to 40 mph is just right. Stay on top and near the right edge, and play it safe all the way to the bottom.



The goals are tacked to the right wall on the side of the pipe. Drop down into them as you pass. Slow down and drop in, or roll off the right side early to fall through them at speed.

Master Extra Stage 9: Dizzy System



This resembles a scrambler ride at the state fair. There are two large gold spinning disks with three smaller disks inside of the large disks. Bounce onto the gold disks, then carefully slide through the goal.



The disks are slightly raised, so when you hit them you get knocked into the air. Keep your speed slow to not get too big of a bounce, but be prepared to fight the momentum of the hit. It helps to go to the center.



You get knocked around once you're on the gold disks because of the small slits between them. Aim for the goal and slide around the disks while fighting the centrifugal force and bumps. You'll slip through with a bit of effort.

Master Extra Stage 10: Nintendo

It's time for a monkey-sized view of your GameCube. You'll know every nook and cranny on your system by the time you've mastered this level. You start on the bottom of the GameCube and have to traverse to the top as it spins. Ignore the bars surrounding the system, these are purely for looks.



Head forward as the level starts and get a couple of steps from the edge. The cube turns and you transfer to the side of the system.



Turn right and get a few steps from the edge again. As the cube turns you go to the back of the system. This is the toughest area because you have to deal with the handle and the cord inputs. Roll onto the handle and then around it to the opposite side for the next turn.



Now you're on the right side of the GameCube looking at it from the front. Go forward to the opposite side and wait for it to turn again. Now you're on the front with the controller ports.



Turn left so you're sitting above the controller ports. The cube turns so you're placed on the top of it.



The goal is under the lid. Stand at the front edge near the light and wait. The lid pops open after thirty seconds; dart through it. Congratulations, you're a true master!

Party Games

Super Monkey Ball 2 includes 12 cool party games. At first, you have access to six of them: *Monkey Race 2*, *Monkey Fight 2*, *Monkey Target 2*, *Monkey Billiards 2*, *Monkey Bowling 2*, and *Monkey Golf 2*. Six more party games are locked: *Monkey Boat*, *Monkey Shot*, *Monkey Dogfight*, *Monkey Soccer*, *Monkey Baseball*, and

Monkey Tennis. To unlock them you must earn Play Points by playing Story Mode and Challenge Mode (one player only). Each game costs 2,000 points to unlock. The best way to earn points is to finish Story Mode and beat Challenge Mode on all three difficulty settings.



Monkey Race 2



If you like kart games, you're going to enjoy *Monkey Race 2*. Challenges pack the six courses, which you can race by yourself or with up to four players in Single Race or Grand Prix Mode. You can also test your skills in the Time Attack Mode, where it's you against the clock.

The rules are simple. Each race is set for a particular number of laps (this can be adjusted to up to 50 in Single Race Mode). Whoever comes in first wins the race. In Grand Prix Mode you earn points based on your final position. After six races the player with the most points wins.



Items lie scattered around the course in red and blue boxes. When you run over a box, an item enters your inventory in the bottom right corner of the screen. You can have only three items at a time. If you pick up a fourth, the first item you picked up is exchanged for the fourth. Press to cycle through your available items.

Items provide different effects, like speeding you up, protecting your ball, or attacking other players. These effects are discussed later and in your game manual. Learn what each item does so you can make the most of it.

Players knocked off the course by their own mistake or by another player's attack lose a little time while falling, but are placed back on the track near where they fell off. Knocking your opponents off the track is one of the best ways to ensure victory.

There's a timer. It won't normally come into play—you're given plenty of time—but if you're having an especially difficult time getting around the track it may cost you. When time runs out you're retired from the race. You gain bonus time every time you complete a lap.

Controls



- Roll the ball
- Use item
- Select the item you will use next

Items

Speed Star—Increases your speed for a limited time. This is best used in long straightaways. It's difficult to turn while moving fast. Use this in a turn and you'll be sorry.

Big Ball—Your ball becomes big for a limited time. All opponents' attacks are redirected back at them.

Banana Peel—Drop a banana peel on the ground behind you. The player who rolls over it slips. This is the only attack item that works while you're in first place.

Bowling Bomber—Roll a bomb that explodes on contact with your opponent. You need a straight line of fire to use this item. The explosion affects only one player.

Polygon Ball—Your opponent's ball becomes a polygon for a limited time. This inhibits control by making the ball bounce and prevents players from using turbo strips.

Ice Cube—Turn your opponent into an ice cube for a limited time, making him or her slip. This item almost always causes players to fall off the track. While covered in ice a player cannot control his or her ball.

Gravity Bomber—Your opponents become heavier, slowing them down for a time. A player affected by this item can barely move. Be careful at close range; don't collide with your opponent.

Hunter Missile—Fire missiles at all opponents in front of you. This is the best item you can have when you're way behind your opponents. The explosion knocks players off the track. Try to save these for when you really need them.

The Courses

Charming Banana Road

Difficulty: Beginner Length: 815 m Laps: 5



This course is simple except for a couple of harsh turns at what would be the top of the banana. The turns are sharp enough that you can't bank off them without risking falling over the edge. It's best to slow down a bit and cut them short.



The rest of the track is built for speed. Hit the turbo strips in the straightaways and bank off the bottom turn, which would be the bottom of the banana.



Most power-ups that attack other racers are difficult to use on this track. There's a constant bend to the course, so any time you have to manually line up a shot you must be close to or lead your target.

Lovely Heart Ring

Difficulty: Beginner Length: 672 m Laps: 5



The heart shape of this track makes it an extremely easy track to speed through. The walls are huge and banked so that you can run up the side and through the turns without losing any speed. Make good use of them.



Bumpers line various portions of the track. Squeeze between them quickly. Most of the time this won't be difficult, but there are trouble spots—the first is after the second turn at the top of the heart. Several turbo strips sit in front of a bunch of bumpers. The strips speed you up, making it difficult to dodge the bumpers, but if you line up properly before hitting the turbo strips you'll slide through.



The second trouble spot is right before the goal. The bumpers are lined up so that the only clear spots in the track bend to the right, and you're coming at them from an odd angle. Try to sweep left for more room to turn, or slow down.

Clock Tower Hill

Difficulty: Advanced Length: 938 m Laps: 4



This track is quarter-pipe-shaped the entire way around with a pit in its center. The high sides allow you to quickly burn through all of the right turns, but the pit on the inside forces you to slow down or cut left turns short.



Overall this is an easy track. Make good use of the long straightaways to bombard your opponents with power-ups and to dart ahead with speed boosts. Other than the pit in the center and a few bumpers, there isn't much to stand in your way.

Cannon Ball Circuit

Difficulty: Advanced Length: 1,317 m Laps: 3



There are tight turns in this course, and the low walls don't help. Learn to bank off the turns and slow down a touch as you go into them.



One major problem spot is near the end of the track. A hill climbs up and the walls along the side vanish. Right at the start there's a turbo strip. Go around it. The speed from the turbo strip makes it impossible to get through the next turn. Let your opponents make this mistake.



Three turbo strips sit before the last turn. Hit one, but keep your eyes on the track. Ahead, three bumpers lie at the entrance to the turn.

Submarine Street

Difficulty: Expert Length: 1,383 m Laps: 2



The designers play a nasty trick on you in this level. Most of the turns are 90 degrees, and there either aren't any rails, or the rails that exist are too small. Slow down when you go into these turns and weave through. Don't hit them at full speed.



Power-ups are devastating in this level. If you can shoot your opponents with anything they'll almost always drop off the track. Make good use of what you get and you'll come in first most of the time.



Watch out for the turbo strips. Though they're a great help, they all appear prior to a sharp turn. There's plenty of time between the strips and the turns, but be ready to slow down just in case.

Starlight Highway

Difficulty: Expert Length: 2,168 m Laps: 2



The last track focuses on high speed. The turns have steep banks, so you can fly right through them, and tiny turbo strips show up everywhere. If you're careful you can maintain a speed of about 140 mph around the entire course.



The turbo strips are small, so they don't speed you up for long. They give you enough of a boost to reach the next strip. If you hit them all it's like riding out one long turbo.



Be careful on the backstretch. There are still turbo strips on the ground, but bumpers often occur between them. Swing around them.



Monkey Fight 2

It's time to rumble, monkey-style. It's you versus as many as three other monkeys fighting it out to the finish. There are two modes: Normal and Survival. In Normal Mode you fight for points in a one-minute match. In Survival Mode the last monkey standing wins.



Normal Mode

In Normal Mode you earn points every time you hit an opponent or knock an opponent out of the ring. If you punch an opponent you earn one point. When you knock an opponent out of the ring you earn a larger number of points based on the handicap.



Fall out of the ring on your own and you'll give all of your opponents five points for doing nothing.

If at the end of a fight two or more players are tied, they enter a sudden-death round. The first player to knock the other player(s) out of the ring wins. If you get knocked out, you don't come back until the next fight.

Items

Normal Mode contains items that you can collect to give yourself an advantage over your opponents.

Long Punch—The reach of your punch becomes longer, enabling you to punch opponents from farther away. It allows you to stay out of harm's way while still punishing your opponents.

Iron Punch—You punch harder, increasing your striking power. This makes a normal punch more like a power punch, so it's easier to knock opponents out of the ring.

Spinning Punch—Hold down **A** to do spinning punches to opponents around you for a limited time. This is a powerful tool because it's like having a shield and you don't have to aim.

Items appear in crates that show up occasionally and whenever walls are destroyed. Picking them up is as easy as rolling through them. If a player has an item and falls out of the ring, he or she loses those items upon reappearing.

Survival Mode



In this mode the only thing that counts is a knockout. Punching your opponent gets you nothing unless it knocks him or her out of the ring. There are no items or walls, and the ring decays over time, giving you less and less space in which to fight.

Power punches are the way to go. A regular punch works when an opponent is near the side of the ring, but generally you want to hit your opponents hard.

Pay close attention to which player is in the lead. Whoever has the most wins should be eliminated first.

Avoid this major error: Don't group up with your opponents against a single target or that target might be able to eliminate everyone with a single hit.

Stay near the center of the ring. The outside of the ring crumbles first, and there's nothing worse than being eliminated by a piece of floor. Staying in the center doesn't mean sitting there, either. Keep moving or you'll be an easy target.

Controls

- C** Roll the ball
- A** Punch in the direction you're facing
- B** & **R** Press and hold to generate and retain power. Release to punch.
- C** Punch in the direction you press

The Rings



Square Jungle Ring

The top and bottom of this ring are open from the start, but the sides have low ropes, preventing most regular punches from knocking someone off the side. As the match progresses, item crates fall from the sky.

Exciting Puzzle Ring

Three walls surround this ring. The bottom side of the ring is the only open part at the start. The walls along the sides bend when hit, but they keep your opponents from flying out at first. Eventually they break from constant abuse. When they do they leave items behind. Collect them carefully. The items sit on top of the walls, and the walls slant toward the outside.



Amazing Flower Ring

Huge petals completely surround the ring. The petals break and bend when struck, and they grow back several times before being completely destroyed. When knocked over a petal you'll often be shot high into the air. Don't give up. Guide your ball back into the ring.



Monkey Target 2

It's time for target practice. Take control of one monkey, or a group of five, and soar through the air collecting items until you make a spectacular landing on a target. The number of points earned is based on where you land, but you earn bonus points for collecting bananas along the way.

The beginning of each of the three stages is the same, but the targets and power-ups after the initial rows of bananas vary. If you play a six-round game you play each stage twice.



Getting into the air is the easiest part. You begin at the top of a ramp. Roll down the ramp, and when you leap off the end, press **A** to open your ball. The two halves of the ball act like wings. You guide your monkey with the control stick.

The monkeys are gliders, so your main concern is your air speed and altitude. You can't stay in the air indefinitely. It's important to get a good start off the ramp and build lots of speed and altitude at the beginning or you might not make it to the target.



The sky is full of items to collect. Bananas are great in that they add to your score whether or not you make it to the target. The most important items are the lucky stars. These items multiply your landing score. If you collect several you'll earn four or five times as many points from your landing, which can make a bad landing worth more than a really good one.



Landing is the tricky part. First, reach the goal. Check it out and look for the highest score zones. Adjust your angle so you can land properly. Turning sharply slows you down considerably, so try to avoid situations where you're forced to perform a 180-degree turn.



Once you're lined up with the goal, adjust your altitude and speed. You don't want to be too high above the goal or moving too quickly when you attempt to land. Try swooping in low and periodic short climbs to slow down while staying near the ground. When you're ready to land press **A** again; your monkey closes its wings and drops to the ground in ball form.



You can also play with multiple monkeys. In single-player mode you can have five monkeys at a time, or two monkeys at a time in two-player mode. Change your formation by pressing **Ⓞ**. The various formations come in handy at different times. Adjust your formation before you land to maximize your score. If you're heading for a long skinny target, line your monkeys up in a straight line.



Controls

- Roll the ball before the flight; glide while airborne
- Ⓐ Expand/retract wings (while in the air)
- Ⓑ Change formation when flying with multiple monkeys
- Ⓨ Show view from above (bomber view)

Items

Brake Ball—Slows you down more quickly upon landing, with less roll. Only the monkey who collects this item will be affected by it when using multiple monkeys.

Magnet Ball—You will stick to the exact spot you landed on. This power-up affects only the monkey who collects it when using multiple monkeys.

Lucky Star—Multiplies the landing points. You increase the multiplier with every star you collect. When using multiple monkeys, the star multiplies only the points earned by the monkey collecting the star.

Banana Bunch—Adds 10 points to your score.

Banana—Adds one point to your score.

Stages

Stage 1

This stage contains three targets set in a straight line from the ramp where you begin. The first target is worth the least points and the last is worth the most.

Each of the targets is circular, but the second and third targets both have gaps in them. The gaps come into play if you're using more than one monkey. Getting all of them onto the center of these targets is difficult.



The last target, which is worth the most points, is far away from the start. Reaching it is a challenge. To get that far back, spread your wings early and soar high into the sky. Try to get as high as possible. Drift back down with a good air speed of around 70 mph. Getting to the last target is extremely difficult if the wind is blowing toward you or hard to the left or right, since it slows you down a lot. The last target is worth a lot of points, but you'll have to decide if the risk of getting zero points is worth the prospect of getting 1,000. In the end you may decide it's better to grab lucky stars near the start and go for an easier landing.



Stage 2

The target in this stage is long, slender, and straight ahead from the start. You'll get the highest score by landing on the far end, but that portion is skinny. There are two levels to the target. The main strip down the center is worth the most points, but another strip surrounds that area and sits below it. The lower strip is worth 10 points.

If you're using multiple monkeys, put them in the straight-line formation and line up with the center of the target. Any other formation will cause some of your monkeys to fall into the water.



Stage 3

In the third stage, the target is a giant X. The tip of each arm is worth the most points. A spot in the very center of the X counts for 300 points, but the zones around it are worth as little as 10 points. Each of the arms is at an angle from where you start, so you have to adjust to make a proper landing. Sweep out to either side and curl back toward the target. You'll probably want to land on one of the back sections of the target, but if you spin around to collect lucky stars hanging over the target, you can use one of the two prongs in the front.

If you're using multiple monkeys on this stage, land using the straight-line formation again. This ensures that all of your monkeys make a safe landing.



Monkey Billiards 2

The two modes comprise four great billiards games, two of which you probably already know and two you might not. In VS. Mode you pick one of the four rule types and play against a single opponent for a set number of rounds. In Tournament Mode you play against a series of computer opponents in all rule types until you're either eliminated or crowned pool hall champion.

The four rule sets include US 9, JPN 9, Rotation, and 8 Ball. Be very sure about which rule set you're using at the start of each game because they're all different.



Controls

View Mode

- Change direction
- A Change to Shot Mode after an angle is chosen
- B Return to previous camera view
- C Camera movement
- X Ball number
- Y Change between 2D top view and 3D view
- R Show the path of your ball with Guide On.

Shot Mode

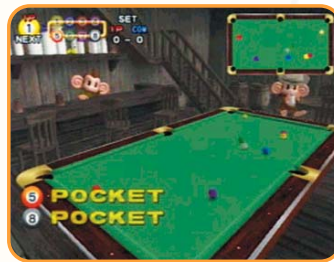
- Change the shot point of the ball
- A Shoot
- B Return to View Mode
- C Camera movement
- X Ball number
- Y Change the strength of your shot
- R Show the path of your ball with Guide On

Games

US 9

This two-player game uses nine of the 15 balls. Whichever player knocks in the 9-ball first, wins. Players must hit the lowest-numbered ball on the table first. Missing the lowest ball on your shot or making contact with a different ball first results in a foul. You can legally hit the lowest-numbered ball first and knock it into other balls.

Your turn continues if you hit the lowest-numbered ball first and manage to get any ball other than the cue ball into a pocket. If you scratch (sink the cue ball), your turn ends and your opponent is allowed to set the ball anywhere on the table for his or her first shot.



The 9-ball is your primary concern under these rules. You can't strike it directly until it's the last ball on the table, but you can perform combination shots to sink it early and win the game. Always be on the lookout for an opportunity to put the 9-ball away early.



JPN 9

In this rule variation you still play with only nine balls, but you're playing for points rather than racing to sink the 9-ball. This is a four-player game where each player plays individually rather than having two teams of two players each.

Each player begins the game with 20 points. You must always hit the lowest number ball on the table first, working your way up to the 9-ball. The 3-ball, 5-ball, and 7-ball are each worth one point when sunk. The 9-ball is worth two points when sunk. If you sink one of these four balls in a side pocket you earn twice as many points.



You can hit any of these balls in at any time with a combination shot, if you're hitting the lowest-numbered ball first. In these cases you'll earn the points for sinking the 3-, 5-, 7-, or 9-ball, but it is returned to the table. If you hit in any of the other balls out of order they remain in the pockets. The only time the 3-, 5-, 7-, or 9-ball remains in the pocket is when it's the lowest-numbered ball on the table at the time of the shot.

Your turn continues if you hit the lowest-numbered ball on the table first and you manage to sink any ball. If you fail to hit the lowest-numbered ball first, or miss it completely, it's a foul the same as if you sink the cue ball. This allows your opponent to place the cue ball anywhere on the table before his or her next shot.

To win, you need to sink the 3-ball, 5-ball, 7-ball, and 9-ball as much as possible. Always look for a combination shot rather than just trying to sink the next ball in line. It doesn't do you any good to sink the 1-, 2-, 4-, 6-, or 8-ball except to keep your turn going.



Rotation



All 15 balls are used in this rule variation. It's a game for two players in which you're trying to be the first player to earn more than 60 points by sinking balls. The number of points awarded for sinking a ball is the same as the ball's number. So if you sink the 1-ball you earn one point. If you sink the 15-ball you earn 15 points. Should both players tie at 60 points, whoever pockets the last ball wins.

Always hit the lowest-numbered ball on the table first. You can perform combination shots and sink other balls if you hit the lowest ball before striking any others.

If you fail to hit the lowest-numbered ball first, or miss it completely, it's considered a foul the same as if you sink the cue ball. Your opponent is allowed to place the cue ball anywhere on the table prior to his or her next shot. Any balls pocketed on a foul are returned to the table.



Rotation (cont.)

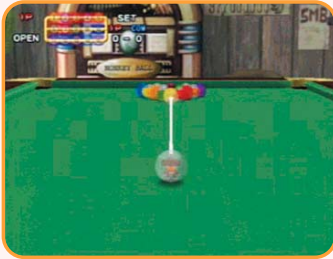
The key to winning this game is to sink the higher-numbered balls early. Look for combination shots, and don't be afraid to put some extra power behind your first few shots. It doesn't do you any good to knock in the first 10 balls if you leave the last five for your opponent.



8 Ball

This two-player game uses all 15 balls.

Each player must sink seven balls and the 8-ball to win. The balls are divided into two groups, with 1-7 being the low group, or solids, and 9-15 being the high group, or stripes. Which player takes what group is decided when the first ball is sunk. If you break and sink a solid, you're assigned solids and your opponent gets stripes. If you break and sink two balls, one from each group, then the table remains open and groups are decided when the next ball is sunk.



Players may sink the balls in their group in any order. Once a player has sunk all seven of his or her balls he or she must sink the 8-ball to win the game. A player attempting to pocket the 8-ball must call which pocket the ball will go into. If the player sinks the 8-ball in any pocket other than the one called or commits any other foul, the player's opponent wins the game. Should the player miss but not sink the ball in another pocket, play continues. If the 8-ball is sunk before a player is legally ready to do so that player loses the game. If the 8-ball is sunk on the break, it is placed back on the table and play continues.



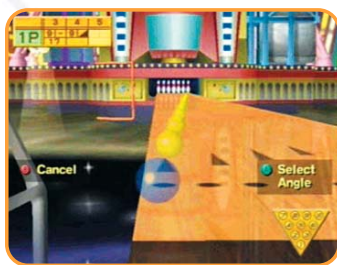
A foul is called if the shooter sinks the cue ball or fails to strike one of his or her own balls first when taking a shot. The opponent places the cue ball anywhere on the table prior to his or her first shot. Your turn continues if you sink one of the balls in your group.

The main thing to avoid in 8 Ball is sinking your opponent's balls. Avoid the 8-ball. If you don't have a shot of your own, try to place the cue ball in a spot that prevents your opponent from having a clear shot.

Monkey Bowling 2

The monkeys hit the lanes with style. The three modes involve varying sets of rules. Try everything from straight bowling to special challenge shots to bowling on wacky lanes.

The controls are simple. Start at the line. Use the control stick to adjust where you stand and press **A**. This is important. If you have a pin or pins left standing off to one side, they're easier to hit if you stand in front of them. To curve the ball into the pins, step over to the side to allow the ball room to curve.



Once you pick a spot to stand, a position arrow appears in front of your bowler. The arrow wags back and forth. Press **A** to stop the arrow so that it's pointing in the direction you want to throw the ball. The arrow moves faster for some monkeys than others, which makes it harder to toss the ball in a specific spot.



After the direction is picked, the strength meter appears at the bottom of the screen. The gauge moves left and right. The farther to the right the gauge is the stronger the throw will be. Power varies from bowler to bowler though the gauge remains the same size. When the gauge is where you want it, press **A** to stop it.



Your monkey starts walking forward to toss the ball. While approaching the lane press **R** or **L** to put spin on the ball. Pressing **R** makes the ball spin right and pressing **L** makes it spin to the left. You can put a varying degree of spin on the ball. Watch the spin meter in the bottom left corner to see how much spin you're applying.



Controls

- Press left or right to change your throwing position
- Ⓐ Select throwing position, throwing direction, and throwing strength

- Ⓑ Cancel the throwing position
- Change view before selecting throwing position
- ⓧ Toggle scorecard
- Ⓛ & Ⓡ Put spin on the ball

Bowler Ratings

Aiai

He's an all-around good bowler with more power than his buddies.

Direction.....	3
Strength.....	3
Spin.....	3

Meemee

Decent in all aspects, with more spin than the other monkeys, she's great with curves.

Direction.....	2
Strength.....	2
Spin.....	5

Baby

This little guy has incredible control at the line but is lacking power and spin.

Direction.....	5
Strength.....	1
Spin.....	1

Gongon

He's the brute. His powerful throws cause great pin action, but lack control.

Direction.....	1
Strength.....	5
Spin.....	2

Normal Mode

There are three rule variations in Normal Mode: 10 Pin, 9 Pin, and Strike. The rules for 10 Pin are just like those for normal bowling. You get two balls to knock over all 10 pins. If you knock all the pins down on your first ball, you get a strike, and the scores from your next two balls are added to that frame's score. Should you knock all of the pins down with two balls, you score a spare, and the first ball of the next frame is added to the score in the spare frame. With any other outcome the score is tallied at the end of the frame.

Under the 9 Pin rules, one pin is automatically removed from the set of 10 at the start of every frame. This pin is automatically added to your score with the first ball thrown. The removal of a pin makes it more difficult to get strikes.

The Strike rules allow you one ball each frame. You get one chance to knock down as many pins as you can. Rather than the normal 10 frames, you play 20 frames. Scoring is different; there's no bonus for strikes or spares.



Special Mode

In this mode, which has three levels, the rules are the same as for 10 Pin bowling under Normal Mode, but the lanes are strange shapes that interfere with your throws. In higher levels, the lanes are more challenging.

At first you can play only the Level 1 challenge. You unlock Level 2 by scoring at least 120 points on Level 1. Level 3 is unlocked by scoring at least 120 points on Level 2.



Challenge Mode

This mode tests your skill. Choose from 10 tricky pin patterns and 15 balls. Your goal is to knock down the pins in each pattern with a single ball. If you only knock down some of the pins, you fail and have to try again with the pins reset. There are no spares.



Monkey Golf 2

Eighteen holes put your golf skills to the test in Stroke Play or Match Play. Play this game with one to four players in Stroke Play or take on one other player in Match Play.

Stroke Play is a traditional game of golf. You can play all 18 holes or just the front (holes 1-9) or back nine (holes 10-18). Scoring is based on the number of strokes taken to get from the tee into the hole. At the end, the player with the lowest score wins.

In Match Play, you also play all 18 holes or the front or back nine, but with a second player. Scoring is different, with the player with the lowest score on each hole winning that hole. At the end, the player having won the most holes wins the game. If you take nine shots on eight holes, you can still win if you beat your opponent on the remaining 10. If one player has won so many holes that the other player cannot win, the game ends.





Always take into consideration the layout of the hole and wind direction when lining up a tee or fairway shot. You want to land on the fairway or the green. The wind may push your ball to the side, blow against it head-on, or provide a tailwind for extra distance. Compensate for its effects both in where you target and how much power you use.



Tee and fairway shots are three-button shots. Press **A** to begin your swing, press it a second time to set your power, and press it once more to determine your accuracy. Each club has a maximum distance. Pay attention to how far you need to hit the ball to reach your intended target. The power bar is divided into equal segments, which makes it easy to determine how much distance you'll get from a drive.



When putting, you'll see a flat view of the green. Green tiles flow over the top of the green to show you how the green curves—if it curves. When the green tilts to the right, it forces your ball to the right. If it tilts left, your ball goes left. Counter this by hitting farther to the right or left. The putt swing is only a two-button swing. Press **A** to start your swing and press it again to set your power.

You cannot have a score higher than 10 on any hole. Should you miss your ninth shot, the hole ends and you're given a score of 10. You cannot go out of bounds (OB). If you hit the ball out of bounds you receive a penalty stroke and your ball is placed back where you last hit it.

Controls

- ⬅** Press left or right to change your hitting direction; press up or down to select your club
- A** Hit the ball
- B** Back camera and cancel
- C** Camera movement
- X** Landing site camera
- Y** Top view camera
- Z** View score

Monkey Boat

Monkeys can't swim, so naturally they boat. You need to shut off your mind for this one and get a smooth rhythm going if you want to win. Pressing **L** and **R** alternately propels forward; tap the button opposite the direction you want to go to turn. Tap **R** a couple of times to turn left.



Rhythm is very important. Take long even strokes with your paddles. Watch the meter at the top of your screen. When you press **L** or **R**, the meter begins to fill on the left or right side. As it reaches the top, release the button you're holding and press the other. If you hold the stroke too long the meter flashes.

Cornering is the most challenging part of the game. The river's current pushes you forward at varying rates of speed, so if you don't turn at the right time it will push you into the banks. Begin your turn early so that you're already pointing into the turn as you reach it, then paddle forward to change your momentum. Remembering that you need to tap in the direction opposite the way you want to go is a challenge. Practice this before you take on the Grand Prix Mode.



Most turns require only two taps on a button. If you tap more than that you'll overshoot and hit the wall. Stay in the middle of the river, not along the edges. When the turns get sharper, pump harder; they should still take no more than three or four taps of a single button.

Controls

- L** & **R** Press right and left alternately to move forward
- L** Press repeatedly to turn right
- R** Press repeatedly to turn left
- A** Use item
- Y** Select the next item to use

Items

Crates floating on the water contain items. Run over a crate to collect the item inside. Use your items by pressing **A** and switch between them by pressing **Y**. You can only carry three items at a time. If you pick up a fourth, you'll lose your active item.



Items (cont.)

Piranha Torpedo—Fires a torpedo at your opponent and sinks him or her. This stuns the player for a moment.

Whale Bomb—Releases an explosion of water that blows up your opponents. Your opponent is stuck on top of a waterspout for several seconds.

Whirling Swirl—Creates a tidal swell that sucks in your opponent. This is sort of like the "smart bomb" of Monkey Boat. It traps anyone near it for several seconds and allows you to get a good lead.

Monkey Submarine—Dives and moves forward underwater. The sub controls just like your boat, but it's faster. Other players' items can't hit you and you can't collect crates while underwater.

Courses

Flowing Garden Side

Difficulty: Beginner Length: 361 m Laps: 4

This is a simple introduction to Monkey Boat. The course is a small oval with a few sharp turns here and there. Nice wide-open areas let you easily pass your opponents. Practice on this level until you get at least second place. If you can't come close to winning on Flowing Garden Side, you won't stand much of a chance on the two harder courses.



Woody Arch River

Difficulty: Advanced Length: 732 m Laps: 2

This river runs a bit faster than the first level, and the riverbed isn't as wide, so there's less room to maneuver and pass. In two spots the course gets very twisty; pump hard to make the turns. Focus on turning a little early throughout the course and you should slip through the turns without banging the shore.



Water Dragon Route

Difficulty: Expert Length: 1,422 m Laps: 1

This long, snaky river is narrow and fast. Almost all turns require you to turn early and turn hard. Halfway through the track you hit a waterfall, and the water moves blazingly fast. This section is straighter than the rest, so you should make good time.



Monkey Shot



This is a shooter in the classic style. The camera flies around the level slowly, and enemies zoom onto the screen from different directions. They fly a preset pattern across the screen, shoot at you if they live long enough, then fly away.

Protect yourself. Shoot down enemy missiles. Most shots are slower than the enemies that

shoot them, so you can eliminate an enemy and take down its shots before you're hit.

Look for power-ups. Balls containing power-up items fly onto the screen and bounce around from time to time. Blast the balls a couple of times to free the items, then move your crosshairs over them to pick them up. Other items reveal themselves when you destroy enemies. These are typically bananas or bullets.



Every time you shoot multiple targets without missing you earn a bonus. The bonus grows as you hit more and more targets. A target refers to anything that can be shot. High scores aren't earned by destroying the most enemies. They're earned with high hit ratios. Whenever you miss, this bonus is eliminated and you start back at the initial value.

Watch your ammunition. Anytime there's a moment's rest, reload your weapon. If you run out, the gun automatically reloads, assuming you have that option turned on. If not, reload it manually. Two symbols tell how many bullets you have left: a gauge in the upper left corner of the screen and the bullets lining your crosshairs. Keep track of either one. Keep in mind that it takes less time to reload three bullets than it does six, so if you reload often you won't have as much downtime.





Controls

- Move the crosshairs
- A Shoot a bullet; tap rapidly to get 50 more bullets when out of ammunition
- B & L Reload
- R Sight the crosshairs on the nearest opponents and shoot

Items



These items can be collected throughout the levels. They appear ready to be picked up or encased in a ball. Any items in a ball must be broken out to be collected. Pick up items by moving your crosshairs over them.

Big Gun—Your bullets enlarge, making it easier to hit the target.

X2 Bonus—You earn double points for a limited time.

Automatic—You can shoot 18 bullets without reloading. This is not autofire.

Stopwatch—You can stop not only the enemy movements but also other players for five seconds.

Bullet Plus—You gain 30 bullets.

Banana—One replenishes the life gauge by one bar.

Levels

Jungle Wars (Beginner)

Boss: Robot Bug

Weak Spots: Six bumps on head and two eyes

The weak spots on this boss are the six red knobs on top of its head and its eyes. It shoots missiles from its mouth and the number of shots increases as it takes damage. Work on the bumps before the eyes. When shooting at the eyes you'll be close to the bug's mouth. Shoot missiles out of the air to find bananas to restore your health.



Ocean Attack (Advanced)

Boss: Robot Octopus

Weak Spots: Eight tentacles

The boss has eight tentacles, which hang below its head. You must destroy all of the tentacles to defeat the boss. Before attacking, the octopus spins its tentacles and spreads them wide. When this occurs, switch to looking for missiles and shoot them out of the air. The more tentacles you destroy, the faster and more numerous the boss's attacks become. Try to spread out the damage. Pick at each of the tentacles rather than eliminating them one at a time. It's easier to get through the part of the fight where the boss is firing faster. Find bananas to refill your life by destroying missiles.



Planet Monkeys (Expert)

Boss: Robot Lion

Weak Spots: Three sets of eight mane parts

This lion's mane comprises eight triangular parts. You must destroy all eight while destroying the lion's missiles. Four pods zoom in and circle the lion's head. These are where the missiles come from. If you destroy them while they're still spinning around, the lion's head can't shoot back at you. Once you destroy the first eight mane pieces they're replaced by eight more. The lion's attacks speed up. Destroy those eight pieces and another eight pop up, but this is the last set. Focus on destroying the pods quickly and firing on the mane when the pods are eliminated. This tactic depletes your ammo supply quickly, but it's safe.



Monkey Dogfight

The monkeys return to the air, but this time they're armed with pineapple missiles and machine guns. Put your flying skills to the test and see if you're an ace pilot. There are two modes for you to try: Normal Mode and Survival Mode.

In Normal Mode, you play for points in a timed dogfight. For three minutes it's shoot or be shot. Every time you shoot down an opponent you earn bonus points, and you gain points by staying in the air. The enemy is relentless in this mode, so you need to be as well. Don't hold back. Unload all of your missiles and try to reload if you need to. Most of the time you'll be shot down before you need to reload. Make sure you aren't the only one knocked out of the sky. If you get shot down you'll be inactive for a few seconds. You'll revive in the air with a full set of missiles.



In Survival Mode, the goal is to be the last monkey in the air. The computer opponents are more conservative in this mode, so you don't have to worry about an endless stream. This really puts your flying skills to the test, and you need to make good use of your guns, since missile reloads aren't always easy to come by. No points

are awarded in Survival Mode and there's no time limit. Once you're shot down, you're out of the match.

Using missiles is key to victory. When you have someone within the rectangle in the middle of your screen, you've locked onto your enemy. You know your enemy is locked on when the four corners of your targeting indicator turn red. When you fire a missile, you break

your lock temporarily. It takes a second or two to lock back on, so don't waste your shots. You can fire faster when you have multiple targets in your scope. The computer switches targets almost immediately when you release a missile.

Guns are tricky. Aim in front of your opponents to hit them. The farther away from you they are, the farther forward you have to aim. You're shooting where you think they're going. That way they're flying into your bullets rather than away from them.

Dodging missiles is the hardest part of a dogfight. When you see that someone has a missile lock, turn hard left or right and speed up to shake the aggressor. If a missile has been launched, quickly look at your radar. The missile shows up on the radar screen. Turn so the missile is headed toward your side and speed up by pressing **[R]**. With any luck it will pass behind your monkey. When your enemy fires a salvo at you, swerve and dive to evade them all. Each new missile is targeted to your flight path, so after the first, the chances of getting slammed increase dramatically. Another good way to dodge is to get closer to the person trying to shoot you down. More room gives missiles more time to compensate. At close range, they're much less effective.

Make good use of **[L]** and **[R]** to adjust your speed. Accelerating is a good way to evade an enemy or a missile. Decelerating allows you to make sharper turns, so you can quickly target a passing enemy. Computer-controlled opponents are not quick to turn, giving you a distinct advantage.



Controls

- ⊙ Press up to dive, down to climb, and left/right to turn
- Ⓐ Fire bullet
- Ⓑ Fire missile
- Ⓛ Decrease speed
- Ⓡ Increase speed

Items



irresistible target, and the farther away you get, the easier you are to hit with missiles. Collect the items by flying through them.

Two items aid you in battle: pineapples and bananas. These lie on the outskirts of the arena and may be above or below you. They don't show up on your radar, so locate them visually. Be careful when trying to reach these items. If you're away from the center of the battle you'll make yourself an

Pineapples—Collecting a pineapple gives you five more pineapple missiles toward a maximum of 20.

Bananas—These increase your life bar slightly. Try to collect them in groups to repair large amounts of damage.

Levels

Turtle Island

The pineapple power-ups are located around the trees in the center of the level. Bananas can be found way out in the distance near the mountains. Making a run for the bananas is almost guaranteed suicide. Stay away from the water. If you hit the water, it's the same as being shot down.



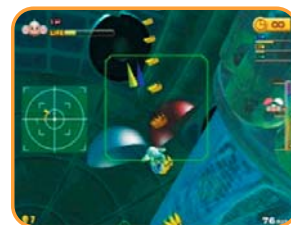
Mid-Air Battle Field

The giant floating plants in this arena provide excellent cover. Use them to stop incoming missiles or to sneak up on your opponents. Bananas lie along the arena's outer edge. They're easy to reach for a quick life refill. The center plant holds pineapples.



Space Monkey Wars

There's nowhere to run and nowhere to hide. The pineapples and bananas sit in plain view, pineapples in the center and bananas along the sides. Rely on your ability to dodge missiles and to turn quickly.





Monkey Soccer

Take on your friends in a rousing game of soccer. There are three modes to choose from: Exhibition Mode, Tournament Mode, and PK Mode. Each game lasts for two, two-minute periods unless otherwise specified, and the winner is the player with the most goals at the end of regulation time. In case of a tie, players enter PK Mode for a shootout.



In Exhibition and Tournament Modes, you play a standard game of soccer. Passing is the key to moving the ball up and down the field and lining up a decent shot. Don't kick the ball downfield and hope you can reach it before your opponent. Try to take your shots from in front of the goal. Shots from too far to the side are easily deflected.

There are four teams to choose from: normal, offensive, defensive, and handicap. Each team focuses on something different. Normal provides an all-around solid team, offensive focuses on attacking, defensive protects your goal, and handicap gives your opponent an edge by giving you an unusual lineup. Pick the team that suits your style. No team ensures victory. That has more to do with your skill.



On defense, help your goalie out. Create a wall to block shots, but be careful not to get in the way. Standing in your goalie's path may allow your opponent to pass the ball around you to the clear side. If your goalie gets the ball, pass it out. Don't run the ball with the goalie, or you'll leave yourself wide open. Know who you're controlling at all times.



In PK Mode it's a one-on-one shootout. Both players get five shots. The player with the most goals at the end wins. Fake your opponent out when kicking. Don't go straight at the ball. Slow down and speed up. Change your direction at the last second. The more you move around, the more likely your opponent is to jump the gun. Don't forget that sometimes a straight shot is the best shot.



When defending, be sure to wait for the ball to be kicked. Things happen so fast that you need really good reflexes or you need to predict where the ball is going.

Controls

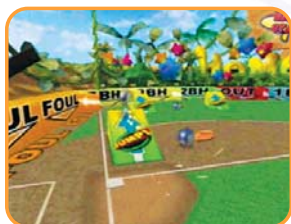
- Move arrowed character; in PK Mode: up and down sets the power while right and left sets direction; as the goalie in PK Mode: left and right move the character
- (A) Shoot as attacker; dash/tackle as defender
- (B) Pass as attacker; dash/tackle as defender
- [L] & [R] Change strategy

Monkey Baseball

Even monkeys enjoy America's favorite pastime, but with an unusual twist. While this may be baseball, it isn't baseball like you've seen it before. You can play in either Exhibition or Tournament Mode, against friends or the computer, in one of two stadiums. The stadiums aren't any different except for looks, so the decision is an aesthetic one.



Games are set for nine innings. The winner is whoever has the most runs at the end of the game. One option you can turn on or off is the 10-run slaughter rule, which prevents blowouts from dragging on.



The game is simple. Your primary duty on offense is to hit the ball. You don't have to run, there's no base-stealing, and you won't be charging the mound. When you hit the ball it may be caught by your opponent, go foul, fall into a pocket, hit a home run ramp, or bounce out of the stadium. Hit and see what happens. Timing your swings is important. Where you place the ball has a huge impact.

On defense, you take more control of the game. Pick your defensive position before pitching. The field determines this. Put your outfielders where they can stop home runs and let the pockets do the rest of the work.

Pitching is an art. You have complete control of the ball, so you can throw a fast pitch and slam on the brakes. Toss the ball to the outside and bring it back in. The wilder you are the more difficult it will be for the batter to make contact. Shift the speed on your pitches often. Then when you throw a regular pitch, your opponents will swing too early or too late. Make them think and you get them into trouble.



Once the ball is hit you can shift your outfielders to try and catch the ball. There isn't much time to react, so it's best to place your outfielders where they can be effective without moving much. If your opponent always hits in one direction, fill that area with outfielders and force him or her to change strategies.



The field itself is a work of art. Pockets line the walls. Each pocket is marked Foul, Out, 1BH, 2BH, or 3BH. If the ball lands in one of these pockets, the action marked on the pocket occurs. So if you hit the ball into a 1BH pocket, the hitter moves to first base. Balls cannot be pulled out of pockets, but they can miss. It's possible to strike the dividers between pockets, leaving the ball on the field. In these cases, the ball is automatically caught by an outfielder.



The field also includes home run ramps. If you hit the ball directly over one of these ramps it will sail out of the stadium for an easy home run. Find the right timing on your swings and hurt your opponent with these ramps. If you clip them, your ball rolls off the side and continues toward the pockets.



You may knock the ball into the air. If the ball bounces out of the stadium, it's a home run. Should the ball bounce and smack the back of a pocket and fall back onto the field, it's a home run.

Controls

Offense

- Adjust position in batter's box
- Ⓐ Hit the ball

Defense

- Change mound position before throwing; pitch the ball (up for slow, down for fast, left/right change directions); change defense position to catch the ball after it is hit
- Ⓐ Throw the ball
- Ⓛ & Ⓡ Change defensive position before the pitch

The Wheel

Before each inning, a spinning wheel appears. The player on offense spins the wheel and the outcome determines the setup for the next inning. Here are the possibilities:



Normal—The field goes back to the default, an even mixture of pockets and home run ramps without any distinct advantages or disadvantages.

Home Run Shift—All of the pockets in the outfield become out pockets and all of the home run ramps appear. You either hit a home run or get an out.

Right Shift—Extra base hit pockets shift toward the right side of the field, and all home run ramps are on the right.

Left Shift—Extra base hit pockets shift toward the left side of the field, and all home run ramps are on the left.

Center Shift

Extra base hit pockets shift toward the middle of the field, and all home run ramps are in the center.

Hit Shift—All pockets become 1BH, and there are no home run ramps. You can still get home runs if you knock the ball into the air.

Half Out—Half of the pockets become out pockets, and two home run ramps are available.

Lucky Seven—This setup appears only in the seventh inning. All non-symbol outcomes become lucky zones. All pockets become hit pockets and you have three home run ramps.

Monkey Tennis

Take on the top monkey pros in a tennis match. Choose from Singles, Doubles, or Tournament Mode. It plays like regular tennis. The scoring is 15, 30, and 40 (the first, second, and third points); the first person to score four points wins. If the score is tied at 40, it's deuce. Play continues until one player takes a two-point lead and wins the game.



Score by hitting the ball to a spot on the court where your opponent can't hit it back. If the ball bounces twice, it's dead and the last person to strike it earns a point. Hit the ball within the sidelines (the inner lines for singles and the outer lines for doubles) and the back line on your opponent's side of the court. If the ball goes outside the line before bouncing, it's

called out and your opponent earns a point. Earn points by nailing your opponent with the ball.

Make good use of your three types of shots: topspin, slice, and lob. Mix it up to throw your opponent off. Trounce the computer opponents with the smash.

Whenever the ball is hit high into the air, a star appears on the ground. If you stand directly over this spot, you can smash the ball back at your opponent. A smash is a powerful shot that moves quickly and is difficult to hit. Smashing the ball to the side drives it past your opponent or sends him or her far out of position. If the ball comes back, tap it over for a point. Learn the timing well and you'll have no problems beating the computer opponents. Without the smash, winning is tough.



Controls

- Character movement; hit the ball in the direction you press
- Ⓐ Topspin (fast and high)
- Ⓑ Slice (slow and low)
- Ⓜ Lob
- Ⓨ View score

Courts

Different court surfaces affect the way the ball bounces. Choose clay, grass, or hard court, whichever suits your style. These are the courts:

Monkey Jungle Court—Clay surface, medium bounce, slow speed

Kingdom Stadium Court—Grass surface, low bounce, fast speed

Paradise Street Court—Hard surface, high bounce, normal speed





Secrets

Secrets of Super Monkey Ball 2

The game contains several secrets. They're unlocked by spending Play Points earned when you play Story Mode or Challenge Mode with one player. The number of bananas collected and your overall score determine the number of Play Points earned.

Additional Party Games

When you begin you have access to six of the 12 party games. The other six are locked. Unlock them by earning Play Points. It costs 2,000 Play Points to unlock one game, so it will cost 12,000 to unlock them all. Once you have the necessary points, you may unlock a party game by selecting it in the Party Game menu.



Gifts

There's a Gift menu hidden within the Options menu. It isn't available until you've unlocked all of the party games. Once this Gift menu becomes available you can unlock additional secrets for Play Points.



Monkeys

The first Gift you can purchase is labeled Monkeys. The monkeys are additional chances for Challenge Mode. Before you begin a Challenge Mode game you can set the number of monkeys. After purchasing additional monkeys, change this setting. You can have as many as 99, but each one costs 200 Play Points. These are not lost when you lose chances within the game.



Movies

The second set of Gifts is Movies. For 500–1,000 credits you can unlock any of the 12 movies you've seen in Story Mode and watch them anytime. This option isn't available until you've played Story Mode.



Staff Credit Game

The last gift you can unlock is the Credit Roll Game, seen whenever you finish Story or Challenge Mode. Unlocking this Gift allows you to play it whenever you want by selecting it in the Gift menu. It costs 2,500 Play Points to unlock this Gift, but this option isn't available until you've completed either Story Mode or one of the Challenge Mode games.

