Donkey Konga FAQ

by NMorgan   Updated to v1.04 on Dec 3, 2005

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                .SWMMMMB. .:8S2MS
              8MMMMMW@MM2 .:7rZS
            ZMMMB88Z8WMBS. :  ,    .:iSSXr;77727
          MMMBW000B0Z@@MBZM8iZ,iir:        .:.0MM
         MMW0W@WB00W0BBMMMWMMMSr  iZWMX ..    M        .
         MM0W00@BBW@WMMMMr  ,M   ,,              ,MX    ri:ii:iii;ii77:
         MMWW@8M0B08MW:      2M                .MMM @Ma..i ,    .:,,,:X80
         XM@0B@@MMMMM       7MMM       .2MMMMMMMM7   :  XMMi, ,:.i.  ZM.
          MMBB88Z8ZaM8      iMZMMMMMMMMMMMMMMMWM@M   . ..i., Mr :, ,,,  MB
    8MM@BZ2:   MMW0W0B0@M       ZSWZWMMMMMMMMB8MWWWM  .,i:..,   ,...   BB
   :M0X:,aW2  @MBMWWWWBMBr     WBZZ2aaW@WMMMZ@MM@MM       .      ,7X; @S
   iZ.,::i:i.MM@M@0MBWWWMMMMMMMMM@MM@W0aWB@@MaWMMWWMM;      .,,;XSS7;. SMM0
    BX:  ;::iWMMBWW@MMW0MMMM@@MMMM0BMMMB8MW@WM0W@MMSBMMM@Si       ,rBMMMM;
   S@M8:i:ia7;X28WB2. ;;.iBMMBr;MM0a80ZW@W@@M@8@@M80Z8MMMMMMMMMMMMMMMMBX0M@.
     i. rar7;i:S2i0MM .:MMB  0MW@BBM@WWM@@M@MMBMMZ88@MSMMMMM@MMZXXZMMM
       SB27;77ZXr78MMMS XMM ,M: MMMZ7MMM@@@BM@MM78M8B0WWrM@M@MM@@MBZaaMM8
   ,MMMMMMMMMMMMM8aB 7MM2i0MM70MMi  rZZ7WMMM@@@W@WMX8B8B@@8rM0@BW@W@MW8a8M
   SMMW@MMMMMMW. SZa  a   B@2 MMM7  MMBBM@@WWWM@MMBWB@M8ZM@MW@M@MMWZ8MM
   ZMMZZ2aa8; .BMBMar; 2X S      :, MM  MM8WM@@@WMM@MB0WMM8MMMWBWWBMM8SWM
 .MW0BB0MMMMW;: :MM;rXMr:MM.  .  XX ZMM  MBMMW@@BWMWMM0WBMr0MM@@M@@@B0ZM,
  MWW08WMr  iMZ;,7MWM0Mi.XMMM      :i:MMM  MBMMMMMMMMMMMa8XBMMM@B@MM@MBMZ
  MMB0W@M    @MMMMMr8M8;,r MMMW      ;MMMX :ii;MMMMMMMMMMWMMMMMMMM@MMB0
 :iMMMMMWMMMM@WMW0X@MMMMBS7  aMMMMr .WBMB:8Za Z8            .@r   MM: i:.;
 7:  SSSi;Xr  MMMB8@M2rWMZr.  SZ@MMMM8B8 rZM.W 7@M@ iWMMMM8: ;BMr7W ZMMMrX
 S,r;Xi . MZ  B  @MMMi . iWa2MM80iZ@BBBB0@@8S0  ;WW: XMa8 ,   .. 2Z@: iaSW,X.
   aMM  ;i8Zr8W     ,MMMM Z0M ;77iMMBW0WWBWWM0 .WW. M aZM MMMMMa XWMXW@W,2.
 X8..M;:MMi7Z8W7.XX   r   0SM WW0S;B@WB00008WM820..MM 28@    0MMM:,WZZBrS:
     MX W888ZZ8S i8r0@MM@08BW B800S7M@B0000B@MMWr ;MM aa@,WMMMi W2  Z0BrX.
     MM aZZa8B@; ,SMM0aZZ0WS 7@  rZZ@MM@BWMMMMMMMM;iM 20W ;SX2rr  2@M8i2i
     MM rZXr, .SMM.  ;SZ;:  :MM:M8   SMM@WWr  iiaBMBr,0BM@0Sar,a7MMBX:a
     MMXi:X8MMM::MMMMi.i;aM0   BMMMM  .@MMZir7::    .2r.i:r7 ;  a:XX
      MMMMMZ    i0MMMX2MMMMMB  MMMM8MM   : . ,;;7;;X WMMMMMMWrX:
     M.    :W0S:,        W:       X Z07Sa80XaB8B822 :2ZaX.ZMM
     Mr7MMM:Ma MMMa BWMMMB.iM.:., MM.Srr. BM :MMMMM7iB2: .;7SSWr
     M; B8Z.r a0a  8M08X,MM0 ,8Ma @M:ZMMW 0M   .2    M07@WS2@M ;
     Ma 0ZB  0WZ ;MB2Z XW.iWM X@MM,  7a0; WM @MMXZ8M. .M XMr  XMW :
     M0 B0a ZM0 :7ar8Z ,MM 2W2 ZS2@Mr7Z@X MX  00MMBZ. 0@ aMMXrX2M i
     MW 8Z0Z88 82 Ma2M8  ;28@ BZaSZ80SMi.MW MMi  r0 ;M S82WMMBSM@:i
     MM 0a08BM 2Z a@2a0MM@88M: MBBaaaZSM.;0M  MMM iM 0M 0Wr  .8SMii
     MM W80.:WMW;.iSW88ZZ80B; Wi  ;SWBaM XM8MX   X0M.Z.70M,7MM.2SMWi.
     MW 28B.. 7ZMZ  .;XS7  8MX0Ma   XM . 20@MMM2ZM7. BWM:  MX:W@MZ7
     MM;7;72BMrrX0MMMMarX2MM0. :,aMMMM, MW    .;S  iS8Xi  @M S:r27
     aZZa2aX 2SSr,  7Xa; raZMM0    SMM07WMMMWa::@8Z0Z287   M2rX.


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                            Donkey Konga
                     For the Nintendo Gamecube
                            Version 1.04
                          FAQ/Walkthrough
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   TABLE OF CONTENTS
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Section One: Background
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The welcoming stuff to my awesome Donkey Konga FAQ!

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A) Introduction
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Donkey Konga is the very first game that uses Nintendo's Bongo controller.
The Bongo controller comes with the game when you buy it, or can be
purchased in stores for a retail of $30. The game is much more enjoyable
to play with a Bongo controller, though, at least it is in my opinion.

Donkey Konga is probably the first rythm/musical game released by Nintendo.
Featuring the ape named Donkey Kong, the beast that started the Nintendo
franchise, and his faithful monkey pal Diddy, it contains dozens and dozens
of songs for you to drum to! The game is filled with great gameplay, loaded
with tons to accomplish before finishing the game.

The reason why I wrote this FAQ is because I enjoy the game very much.
I would have to say that I have a considerable amount of knowledge when it
comes to this game, and I just wanted to share some of it with you. If you
know of anything I missed, which is very possible, please contact me to
let me know.

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B) FAQ History
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Saturday, December 3, 2005 - Version 1.04

Fifth release. Very minor changes.

Tuesday, August 23, 2005 - Version 1.03

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Fourth release.  I realised I made on of those "Doh!  How could I
have made such a dumb mistake" mistakes.  So I fixed it.

Monday, August 8, 2005 - Version 1.02
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Third release.  Very minor changes.

Thursday, December 2, 2004 - Version 1.01
-----------------------------------------
Second release.  A few people pointed out mistakes in this
guide and/or missing information. I made those changes, credited the
individuals that helped me help this guide, and made this update.

Sunday, November 21, 2004 - Version 1.00
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First release.  Started November 10, 2004, took me a short 11 days to
complete.  Enjoy!




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C) Story
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The story is very childish. You'd probably rather hear the story from the
game, which can be found by waiting 10 seconds at the title screen, rather
than from reading it from my guide, but I have it here anyway!

  One day, as Donkey Kong and Diddy Kong were strolling along a
  remote beach, they came across a pair of barrels unlike any
  they had ever seen.

  DK: What weird little barrels. I wonder where they come from.

  DK picked up a barrel and began to squeeze it.

  Diddy: H-hold it! Don't break it!

  DK: But there might be something inside!

  Diddy: What if it's one of King K. Rool's traps?

  DK: Hey! Are you trying to scare me?

  Diddy: We should talk to Cranky about this.


  The two took the barrels to Cranky. When he saw them he began
  to chuckle.

  Cranky: That there's what they call a bongo.

  DK & Diddy: A bongo?

  Cranky: A kind of drum, that one's somewhat of a legend
          hereabouts.
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DK: Ooh! I'll call it the DK bongo!

DK began pounding on the bongo.

Diddy: Ha ha ha ha! You're awful Donkey Kong!

DK: Hmphf, think you can do better, Diddy?

Next, it was Diddy's turn, but...

DK: Hah! You're no funky monkey yourself!

DK laughed and clapped his hands. Suddenly the bongo began
to glow.

Diddy: Woah! DK! It lit up when you clapped!

Cranky: Yep, that's one of the odd things about this instrument.
        It glows and makes sounds when you clap.

DK: Wow, that's cool!

DK and Diddy started to drum and clap. With the two of them,
the racket was worse than ever.

DK: Oh... We really stink.

Cranky: No one's a pro at first boys, but if you practice,
        you'll get better.

DK: Practice?

Diddy: I hate to practice...

DK: Hey Cranky! if we get good at this, can we become famous?

Cranky: Hmm... I guess that's possible.

Diddy: So we'll be like musicians with mountains of money!

DK: We'll be able to buy anything we want...

DK & Diddy: All the bananas we can eat!

Cranky watched DK and Diddy dream of banana heaven and sighed.

Cranky: You've got to practice first, fellas.

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D) Game Objectives

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There is a hell of a lot of objectives to complete in this game. I have
compiled a list of things for you to accomplish before you can brag to your
friends that you've "beat" the game.

 - Get the "Gold DK" marker in every single song. To get a gold DK marker,
   you must finish a song in Street Performance excellently. You don't
   have to finish the song perfectly, but if you miss too many beats, you
   can kiss the Gold DK marker goodbye. You can also get "Silver DK" marker
   if you did good, but not good enough for gold. To see weather or not
   you have the Gold or Silver DK marker, check the upper left margin of
   the box when you pick which song you want to do.

 - Complete the challenge mode in Monkey, Chimp, and Gorilla difficulty
   modes.

 - Use the coins accumulated from Street Performance to buy every single
   Jungle Jam in DK Town. The more Jungle Jams you buy, the more songs you
   have, which increases the gameplay value!

 - Use the coins accumulated from Street Performance to buy every single
   Drum Sound Set from the Bongos A-Go-Go section of DK Town.

 - Buy all three mini games from the "Monkey Shines" section of DK town.
   After you have bought a mini game, you can play it as often as you want,
   which give you something else in the game to do!

And here is a list of things for you to do even after you can claim that
you've "beaten" the game.

 - Earn more and more coins. You don't really need coins after you've bought
   everything, but it's still fun to get more and more coins.

 - Master the Jam! modes for Monkey, Chimp, and Gorilla in Street
   Performance. This will take a lot of memorization skills, but is sure
   to impress people.

 - In the Ape Arcade, be sure to get as high a score you can in "100M Vine
   Climb", "Bash K. Rule", and "Banana Juggle". Keep at it. Get a world
   record!

 - Continue practicing so you can beat anybody!

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Section Two: Playing The Game
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This is the basics of Donkey Konga. You should probably read this if you
are new to the game.

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A) The Donkey Konga Controller
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Ah, Nintendo's new Bongo Controller. It comes with every new Donkey Konga
game. There are four different buttons (including the clap) on the Bongo.
Here is a list of what each button does.

Start: The start button is located in the middle of the bongo controller,
       below the bongos. The start button is used to navigate your way
       through the game mode selection screens. Hey, you need some way to
       confirm what to play!

Left Bongo: On the screen, it is the yellow bongo. Each time a yellow
            bongo marker flashes by, you must hit the left bongo! It is
            also used to shuffle left when you are not playing a song.

Right Bongo: On the screen, it is the red bongo. Each time a red bongo
             marker flashes by, you must hit the right bongo! The right
             bongo is also used to shuffle right when you are not playing
             a song.

Left & Right: When you hit the left and right bongos at the same exact
              time, it signals a pink bongo marker. Each time a pink
              bongo marker flashes across the screen, you must hit both
              the left and right bongos at the same exact time.

Clap: Each time a blue marker appears with points on it (kind of looks like
      an explosion), you must clap. There is a clap sensor built inside the
      bongos, but there are several ways to fool the clap sensor. One way,
      the way that I use, is to just hit the side of the bongos. I find
      this method quicker, and we all know, that speed is an essence in
      this game. If you want to perform a roll clap, you can just blow into
      the sensor (which is located between the bongos), but that can wear
      out the sensor inside, causing it to break. A safer way to roll clap
      is to scratch your fingernails against the side of the bongos. The
      ridges in the wood plastic will cause quick snapping sounds that the
      sensor will confuse for a clap.

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B) Getting Started
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1) How To Play

    If you've ever played Dance Dance Revolution before in your life, this
    concept should come easy to you. It frustrates me to see how many people
    play Donkey Konga (and DDR for that matter) for the first time and don't
    understand how the game is played. Listen carefully.

    Barrels will roll from the right side of the screen to the left side of
    the screen. You can hardly see the barrels, though, due to markers on
    them. Four different markers are possible; a red, a yellow, a pink, and
    a blue. As the barrel rolls to the left side of the screen, it will roll
    past a barrel outline. As the actual barrel rolls across the outline,
    you will need to hit the bongos! You will hit the bongos differently

depending on which marker is on the barrel. If there is a red marker on the barrel, you must hit the right bongo. If there is a yellow marker on the barrel, you must hit the left bongo. If there is a pink marker on the barrel, you must hit both the right and the left bongo at the same time. If there is a blue marker, you must clap. If you are still confused, reread this paragraph slowly with the game playing. Continue to do this and you will eventually understand.


2) Scoring

   If you have noticed, there is a little box at the bottom of the screen when you are playing in Street Performance and Challenge mode that tells you how many points you have. My original intent was to figure out exactly how the score is tallied, how many points each hit gives you. I studied this for a while, and honestly, I have no idea. It seems to change for every song, it varies for every hit. If you know, any more info on this, please tell me. Now, I'll tell you what I know.

   Each time you hit a beat, you will get a certain amount of points. The points you get usually range anywhere from 50 - 250 points. It seems as is you get more points for pink double bongo hits, but this is not always the case. You can rack up serious points by performing successful roll beats/claps. Also, when you miss a beat, your points will decrease. Your points will decrease anywhere from 2-8 points. I'm not sure what determines exactly how many points you lose, but I think it has something to do with the tiempo or the difficulty of the song. It's a lot easier to gain points than it is to lose them.




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C) Random Secrets
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If you know of any random secrets not talked about in this section, contact me ASAP. If your information is used, I will make an immediate update to the guide, and give you deserved credit.


"PRESS START" Clap Effects
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If you clap into the Bongos at the Title screen, the text string "PRESS START" will quickly jerk into the air. Though it will only rise just a little bit, clapping in rapid recession will cause it to rise higher and higher into the air. This has no interaction with anything else in the game; making the "PRESS START" text rise will not do anything else except make the text rise.

Clap Alternative
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When a clap comes along, you are normally supposed to clap, but tapping the side of the Bongo Controller is enough of a force to trigger the clap censor. I use this for ever single clap I encounter, as I find it much quicker than actually clapping.

Roll Clap Alternative

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When a roll clap comes along, you are normally supposed to clap, but a
good alternative to this is to just scratch your fingernails against the
wood ridges on the side of the Bongo Controller. If done correctly, it
will trigger a fake roll clap. You can also blow into the clap censor to
perform a roll clap, but I don't recommend doing this, because I read
somewhere that it could ruin the clap censor. I use the fingernail method
of this for every single roll clap I encounter.

The Blue Coin Secret
--------------------
Every once in a blue moon, you will encounter a thing called a Blue Coin.
Blue Coins are extremely rare, and are only found in Street Performance
mode. Normally, when you hit a beat, you will recieve one or two coins,
depending on weather or not you hit the note with 'OK' or 'Great' accuracy.
Occasionally, a special note will come around that carries Blue Coins.
Notes that carry Blue Coins are very distinctive, as they glow vigerously
as they move, so you can always tell when a special Blue Coin carrying
note arrives. When you hit a Blue Coin carrying note, you will either
receive one or two blue coins, similar to ordinary notes. However, blue
coins are worth 100 Gold each. That's right, one hundred. It is beneficial
to be extra careful to get a 'Great' on a Blue Coin carrying note to get
the extra 100 Gold. Do your best not to scoff it up, as they are extremely
rare occurances in the game.


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Section Three: Street Performance
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Street Performance is the main portion of the game. You play this to clear
songs, and you earn coins when doing so.


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A) How to Clear
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To clear a song in Street Performance, you must fill up the clear meter past
a certain point. The clear meter is located at the top right portion of the
screen while you are playing a song. If you look closely, you will be able
to see that the clear meter is divided into two different sections -- a red
section on the left side of the meter, and a yellow section on the right
side of the meter. To clear a song, you must fill up this clear meter into
the yellow section of the meter.

Every time you hit a beat successfully, the clear meter will rise a little
bit. If there are not many beats in the song, you usually can't afford to
miss too many beats. For example, it's better to miss 10 beats in a song
that has 632 total beats rather than a song that only has 112 total beats.
In other words, the less beats that are in a song, the more each beat will
effect the clear meter.

If you start missing beats, the clear meter will actally start to lower!
Don't just assume that you've completed the song because the clear meter is
in the yellow and then take it easy. I did this once before I realized that
the meter could go in reverse and then I didn't complete the song.

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B) Earning Coins
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The only way to earn coins is to play the game in Street Performance mode.
Coins can be redeemed in DK Town for new songs, mini games, or sound sets.

You will get coins by completing each song in Street Performance. If you
get a bunch of coins, but not complete the song, you will not recieve any
coins for that song. Here is a list of how many coins you will recieve for
each beat.

 - You will recieve two coins if you get a 'Great' on the beat.
 - You will recieve one coin if you get an 'OK' on the beat.
 - You will recieve one coin for each time you hit a beat during a rolling
   beat.
 - You will not recieve any coins if you get a 'Bad' or a 'Miss' on the
   beat.

You need coins to buy items from DK Town, which will ultimately increase
the gameplay value, so get thumping!




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C) Monkey/Chimp/Gorilla
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As with most games, there are different difficulty levels to accomodate
those that aren't very good at the game, as well as those that excel at
the game. Monkey is the easiest difficulty, Gorilla is the hardest
difficulty, and Chimp is the difficulty in between the two. It's best for
beginners at the game to start at the Monkey difficulty. Eventually, the
game is designed to slowly work your way up to Chimp, and then up to
Gorilla. You can choose which difficulty to play in immediately after you
choose Street Performance at the main menu.

Monkey  - Start monkeying around here!
Chimp   - Step up to the Chimp challenge!
Gorilla - Go Ape -- experts only!




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D) Jam! Modes
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The first thing I'd like to say about Jam! modes is that they are nearly
impossible. If you master any Jam! song, even if it's in the Monkey
difficulty, you must have a great deal of patients and great memorization
skills.
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In normal game modes, there will be a yellow, red, pink, or blue mark that
indicates which bongo to hit, or to clap. However, in the Jam! difficulty,
there is none of these marks! Instead, they are replaced with rolling
barrels! It is your job to _memorize_ which notes go where, and to play
them at the time indicated. In other words, a Jam! song is the exact same
as an ordinary song, except you have to MEMORIZE which note goes where or
you will lose. It's almost like playing the song with your eyes closed.

To get to Jam! mode, choose Street Performance from the main menu, then
choose either Monkey Jam, Chimp Jam, or Gorilla Jam, depending on which
difficulty you choose to play in.

If you can master any Jam! song, play it infront of large crowds and you
are sure to drop a few jaws. Either that, or the people will say something
derogatory about how you have no life.

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E) Song List (USA)
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Here is a list of songs and some brief information about each song. I am
only including information for songs included in the American version of
Donkey Konga. There will not be any information about songs that appear in
Japan, Europe, or other versions only. If you would like lyrics to each
song, you wont find it here. I have a special FAQ on GameFAQs that has all
the lyrics on it, check that guide if you really want the lyrics.

1. "Diddy's Ditties"
     Difficulty:
      Monkey - 2 Barrels
      Chimp   - 2 Barrels
      Gorilla - 4 Barrels

2. "Bingo"
     Diffuculty:
      Monkey - 5 Barrels
      Chimp   - 2 Barrels
      Gorilla - 2 Barrels

3. "Campfire Medley"
     Difficulty:
      Monkey - 1 Barrel
      Chimp   - 3 Barrels
      Gorilla - 3 Barrels

4. "Pokemon Theme"
     Difficulty:
      Monkey - 3 Barrels
      Chimp   - 4 Barrels
      Gorilla - 5 Barrels

5. "Kirby: Right Back At Ya"
     Difficulty:
      Monkey - 3 Barrels
      Chimp   - 4 Barrels

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          Gorilla - 4 Barrels


6. "We Will Rock You" - Written by Queen
      Difficulty:
        Monkey  - 1 Barrel
        Chimp   - 1 Barrel
        Gorilla - 4 Barrels


7. "Like Wow" - Written by Leslie Carter
      Difficulty:
        Monkey  - 5 Barrels
        Chimp   - 5 Barrels
        Gorilla - 6 Barrels


8. "Wild Thang" - Written by The Troggs
      Difficulty:
        Monkey  - 2 Barrels
        Chimp   - 3 Barrels
        Gorilla - 7 Barrels


9. "I Think I Love You" - Written by David Cassidy
      Difficulty:
        Monkey  - 7 Barrels
        Chimp   - 3 Barrels
        Gorilla - 3 Barrels


10. "Louie Louie" - Written by The Kingsmen
      Difficulty:
        Monkey  - 2 Barrels
        Chimp   - 6 Barrels
        Gorilla - 7 Barrels


11. "The Loco-Motion" - Written by Little Eva
      Difficulty:
        Monkey  - 3 Barrels
        Chimp   - 5 Barrels
        Gorilla - 4 Barrels


12. "Shining Star" - Written by Earth, Wind And Fire
      Difficulty:
        Monkey  - 2 Barrels
        Chimp   - 3 Barrels
        Gorilla - 4 Barrels


13. "All The Small Things" - Written by Blink 182
      Difficulty:
        Monkey  - 6 Barrels
        Chimp   - 6 Barrels
        Gorilla - 3 Barrels


14. "Rock This Town" - Written by The Stray Cats
      Difficulty:
        Monkey  - 2 Barrels
        Chimp   - 3 Barrels
        Gorilla - 6 Barrels


15. "You Can't Hurry Love" - Written by The Supremes
      Difficulty:
        Monkey  - 3 Barrels
        Chimp   - 5 Barrels
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         Gorilla - 6 Barrels


16.  "Right Here, Right Now" - Written by Jesus Jones
         Difficulty:
          Monkey  - 2 Barrels
          Chimp   - 3 Barrels
          Gorilla - 4 Barrels


17.  "Dancing In The Street" - Written by Martha and the Vandellas
         Difficulty:
          Monkey  - 5 Barrels
          Chimp   - 7 Barrels
          Gorilla - 8 Barrels


18.  "Rock Lobster" - Written by The B-52's
         Difficulty:
          Monkey  - 1 Barrel
          Chimp   - 5 Barrels
          Gorilla - 3 Barrels


19.  "Stupid Cupid" - Written by Patsy Cline
         Difficulty:
          Monkey  - 5 Barrels
          Chimp   - 3 Barrels
          Gorilla - 2 Barrels


20.  "The Impression That I Get" - Written by The Mighty, Mighty Bosstones
         Difficulty:
          Monkey  - 8 Barrels
          Chimp   - 7 Barrels
          Gorilla - 3 Barrels


21.  "What I Like About You" - Written by The Romantics
         Difficulty:
          Monkey  - 7 Barrels
          Chimp   - 6 Barrels
          Gorilla - 3 Barrels


22.  "Whip It" - Written by Devo
         Difficulty:
          Monkey  - 4 Barrels
          Chimp   - 5 Barrels
          Gorilla - 1 Barrel


23.  "Busy Child" - Written by The Crystal Method
         Difficulty:
          Monkey  - 3 Barrels
          chimp   - 8 Barrels
          Gorilla - 8 Barrels


24.  "Para Los Rumberos" - Written by Carlos Santana
         Difficulty:
          Monkey  - 8 Barrels
          Chimp   - 8 Barrels
          Gorilla - 7 Barrels


25.  "Sing, Sing, Sing (With A Swing)" - composed by Louis Prima
         Difficulty:
          Monkey  - 4 Barrels
          Chimp   - 6 Barrels
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          Gorilla - 6 Barrels


26. "Oye Como Va!" - Written by Carlos Santana
       Difficulty:
        Monkey  - 3 Barrels
        Chimp   - 3 Barrels
        Gorilla - 8 Barrels


27. "On The Road Again" - Written by Willie Nelson
       Difficulty:
        Monkey  - 2 Barrels
        Chimp   - 7 Barrels
        Gorilla - 6 Barrels


28. "Hungarian Dance No.5" (In Gm) - Composed by Johannes Brahms
       Difficulty:
        Monkey  - 4 Barrels
        Chimp   - 5 Barrels
        Gorilla - 4 Barrels


29. "Turkish March" - Composed by Wolfgang Amadeus Mozart
       Difficulty:
        Monkey  - 2 Barrels
        Chimp   - 4 Barrels
        Gorilla - 2 Barrels


30. "DK Rap"
       Difficulty:
        Monkey  - 3 Barrels
        Chimp   - 2 Barrels
        Gorilla - 1 Barrel


31. "Legend Of Zelda Theme"
       Difficulty:
        Monkey  - 6 Barrels
        Chimp   - 5 Barrels
        Gorilla - 5 Barrels


32. "Mario Brothers Theme"
       Difficulty:
        Monkey  - 4 Barrels
        Chimp   - 8 Barrels
        Gorilla - 5 Barrels


33. "Donkey Konga Theme"
       Difficulty:
        Monkey  - 4 Barrels
        Chimp   - 5 Barrels
        Gorilla - 5 Barrels




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Section Four: Challenge

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Bored? Have hours to kill? This is the place for you!
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A) Brief Explanation
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The challege mode is for those of you that have a strong desire to play
Donkey Konga, a lot of extra time, and a will to be challenged. This will
surely satisfy all of these needs.

If you are not familiar with the Challenge mode, the objective of the
mode is to get through all 33 songs of an entire difficulty level without
letting your phonograph gauge empty. In other words, once you clear a song,
you will continue to the next song. You will repeat this process until
either you clear all 33 songs, or until your phonograph gauge runs out,
meaning that you lose.

You can play this by yourself (as a solo), or you can have a friend help
you out as a duet. There are no tricet or quartet options.

After choosing Solo or Duet modes, you will have an option to play in
Monkey, Chimp, or Gorilla difficulty levels. You might not have the option
to play in Gorilla, though, as you must purchase all 33 Gorilla mode songs
from DK Town.

It's fun and challenging. Try it.

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B) Rules
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The rules are simple and easy to understand. Just start playing a song
the way you normally would. When you finish a song, instead of ending
your session, you will continue onto another song! It's like a marthon
jam session.

If you start missing beats, your phonograph gauge located at the top
right of the screen will lose some of its energy. If the phonograph gauge
loses all of its energy, you lose. So, don't start missing beats! Each
time you finish a song, the phonograph gauge will recover a little bit.

The number of songs you have completed will be listed at the bottom left
portion of the screen. It will say "Song Number" and then a number will
be listed. If you did not already figure this out, this is the number
of songs you have completed so far in the challenge.

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C) The Phonograph Gauge
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The Phonograph Gauge is that little meter located at the top right portion
of the screen Remember, you want to keep this gauge as full as possible.
Every time you miss a beat or hit a wrong beat, the phonograph gauge will
decrease slightly. If the gauge runs out, you fail the challenge. Easy
enough, huh?

You should also know that every time you finish a song, the phonograph
gauge will fill back up maybe 1/5th - 1/6th of it's full capacity. This
gives you a little bit of room for leeway to mess up, but still end up
with a full gauge at the end of the song.

A full gauge is a happy gauge!

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Section Five: Battle

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Get your best friend, grab your brother, challenge your foes. This is the
place where you can prove that you are better than everyone in Donkey
Konga...or get proven that you aren't.

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A) Brief Explanation
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Grab a friend, an extra Donkey Konga controller, and you're ready to play
in the battle mode. This mode is two players only, and will determine who
is the Donkey Konga champ! You cannot play this mode against a computer
generated opponent.

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B) Rules
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YOu should have a pretty good idea of the rules by now, but there are some
new things that are introduced in the battle mode. To defeat your opponent,
you must score a higher amount of points. However, unlike the Street
Performance, there are POW Blocks, Slot Machines, and a Final Roll Zone.
All of these new things effect the amount of points you have. These new
things make the game always up for grabs, even if one player is seemingly
dominating.

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C) The POW Block
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A POW Block will only appear once for every song. It is extremely important
to take advantage of these when you see them! They make a huge difference
to the outcome of the match.

When you see a POW block, it doesn't matter which drum you bang on. All
that matters is weather if you hit it "Good", "Ok", "Bad", or "Miss". It
will have different effects depending on which of these you hit it on:

Good: Reduce opponents score to Zero!
   Ok: Reduce opponents score by 90%
   Bad: No effect
   Miss: No effect

It is extremely important to reduce your opponents score, so take advantage
of these when you can!

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D) The Slot Machines
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The Slot Machines are an oppurtunity for you to collect major points! When
playing, a slot machine will randomly appear where your points are. When
this happens, you should keep your eyes peeled, because three seemingly
ordinary notes will soon pass with the word "Stop" on them. When you hit
these "Stop" notes, they will stop one of the three wheels on the slot
machine. They will stop differently depending on weather or not you get
"Great", "Ok", "Bad", or "Miss":

   Great: The wheel will stop on Mario
   Ok: The wheel will stop on Yoshi
   Bad: The wheel will stop on Peach
   Miss: The wheel will stop on Wario

The only way to recieve points from the slot machine is to match the slot
machine up with three of the same character. So if you mess up and get a
Peach the first time, it would be beneficial to try to get a Peach the next
two times. You will get a different amount of points depending on how you
finish the slot machine:

   3 Mario's:.... You will recieve 10,000 Points
   3 Yoshi's:.... You will recieve 8,000 Points
   3 Peach's:.... You will recieve 4,000 Points
   3 Wario's:.... You will not recieve any Points
   Anything Else: You will not recieve any Points

If you get 3 Mario's, Yoshi's, or "Peach's on the Slot Machines, it makes
it considerably harder for your opponent to defeat you, so take advantage
of these when they come around.

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E) Final Roll Zone
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At the end of every song in the Challenge mode, there will be a little
thing called a "Final Roll Zone". When they appear, you should start
frantically tapping the beat as fast as you can. The player that taps
the beat faster will recieve a bonus. The amount of bonus points you will
recieve is equal to the your roll score and your opponents combined. No
bonus will be awarded for a tie. Thanks to The_S for this information.

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Section Six: Jam Session

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Jamming out for the sake of Jamming!

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A) Brief Explanation
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The purpose of the Jam Session is just to have fun. You will not recieve
anything special from playing in it with the exception of experience and
entertainment. You can choose to play "Solo", "Duet", or "Quartet". You
cannot play as a Tricet. If you have three people and don't want to take
turns exchanging bongos, then play in the Quartet mode and a computer
will be assigned to the fourth spot.

The Jam session is much like playing in an actual band -- everybody is
responsible to play their part. You can play a total of five different
chords, yet have dreams of reaching stardom. Then before you get anywhere
whatsoever, you get kicked out becuase your bandmates realize how much you
suck. Okay, so I guess it isn't really like real life, but you get the
idea.

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B) Solo Performance
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The Solo Performance is stupid. It's the exact same thing as the Street
Performance, except you don't recieve any coins for it. If you want to
play Donkey Konga by yourself, I advise you to do it somewhere else.

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C) Duet and Quartet Performances
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These can actually be quite cool, especially if you are playing Quartet.
Even though you can play with computer generated bandmates, this is much
cooler if you are playing with actual people. The purpose of Duet and
Quartet is just to have fun. You will not hit the same beats! You and the
people you are playing with are given a different amount of beats to hit.
It's similar to being in an actual band -- everybody is responsible for a
different part of the song.

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Section Seven: Ape Arcade

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Ape Arcade is the place where you can play minigames that you purchase from
DK Town. There are only three minigames in Donkey Konga, but they can give

you hours of fun!


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A) Brief Explanation
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This is the place where you can play fun Donkey Konga mini games. There is
only a total of three mini games in the entire game, so I guess this part
of the game can get pretty old pretty fast. To play these mini-games, you
must first buy all three of them in DK Town, or else they will be locked.
Two of the games can be played with 1 or 2 players, while the third game
is a 1 player game only.


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B) The Games
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1) Bash K. Rule

   This is a 1 Player Only game! The object of the game is to do exactly
   what the title says to do -- to Bash K. Rule. If you didn't already
   know, K. Rule is the name of the evil lizard King from the Donkey Kong
   series. Anyway, there will be three different holes, one on the left,
   one on the right, and one positioned in the center. K. Rule will randomly
   stick his head out of the holes. YOu must bash him when he does this, and
   before he goes back into the hole. To bash K. Rule, you must drop the
   Barrel Hammer on his head. To drop the Barrel Hammer on the left hole,
   hit the left drum, to drop the Barrel Hammer on the right hole, hit the
   right drum, to drop the Barrel Hammer in the center hole, you must clap.

   Everytime you bash K. Rule with the Barrel Hammer, you will recieve one
   point. The object of this game is to score as many points as you can in
   the 60 second time limit. Remember, the Barrel Hammer is very heavy and
   takes a while to lift up; if you drop it into the wrong hole, you will
   lose valuable time.

   There is one other thing you must look out for! Your good pal and long
   time squire Diddy Kong also pops out of the holes. It should be obvious
   to you that you do not want to hit Diddy, but if you accidentily hit him,
   you will lose one point and it will take a few extra seconds to raise
   the Barrel Hammer, causing you to lose some time.

   Get as many points as you can before time ends!

2) Banana Juggle

   You can play Banana Juggle either by yourself, or you can play against
   a friend. You cannot play against a computer. The object of this game is
   to do exactly what the title of the game suggests -- to juggle bananas!
   You control the hands of Donkey Kong. When the game starts, Diddy Kong
   will be right next to you holding a Banana. If you clap, Diddy will
   toss the Banana up and you will catch it in Donkey Kong's right hand.
   The object of the game is to toss as many bananas as you can without

dropping any. For example, if you are juggling 6 bananas, and you toss
each banana up into the air 5 times, your score will be 30. If you drop
a banana, you will be penalized when the game ends.

If you hit the left bongo, Donkey Kong will toss a Banana in his right
hand to his left hand. If you hit the right bongo, Donkey Kong will
throw a banana up in the air with his left hand. This game tends to defy
the laws of gravity; the bananas stay up in the air for a time period
much longer than natural. To add another banana to the mix, clap once,
and Diddy will promptly toss you another banana. Be sure to add a
banana when you are not currently holding one, or the added banana will
just drop to the ground. Diddy Kong will also sometimes randomly add
bananas without any claps or warnings.

The object of this game is to see how many bananas you tossed into the
air within the 77 second time period. You must perfect your timing so
that you can get bunches of bananas into the air at the same time to
score maximum points!

If you are playing in the two player game, the player that has tossed
the greater amount of bananas when the 77 seconds is up wins.

3) 100M Vine Climb

This is a 1 or 2 player game. There will be seven different columns of
vines, a few random platforms, and random fruit. The screen will be
moving slowly upwards, which forces you to climb to the top. If you go
under the bottom of the screen, just wait a few seconds and you will
reappear. The object of the 100M Vine Climb is to collect as much points
as you can. To earn a point, you must grab a piece of fruit. If you grab
the bunch of bananas, however, you will earn five points. After the
screen reaches 100M into the air, the game will stop, and your points
will be scored.

There are some bad guys called Zingers and Claptraps. If you touch a
Zinger or a Claptrap, you will lose your grip and slide a few meters
down the vine. Obviously, it's a bad thing to touch these enemies.

If you were wondering what the controls are for this mini game, see this:

   Alternate Left and Right Bongos: Climb upwards
   Consecuitive Left Drum:......... Move one vine to the left
   Consecuitive Right Drum:........ Move one vine to the right
   Both Drums Together:........... Slide down / Grab vines when falling

If you are playing a 2 player game, Diddy will join the vine climb to
be controlled by the second player. Donkey Kong and Diddy Kong cannot
cross over each other. The player with the most amount of fruit at
the 100M mark will win the game.

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Section Eight: DK Town

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DK Town is a place where you can do various things, such as buy things with

the coins you've earned from Street Performance, change options, view
records, et cetera.

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A) Jungle Jams
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1) Explanation

    The Jungle Jams section of DK Town is where you go to buy songs of the
    Gorilla difficulty so that you can play them whenever you want. When
    you first start out playing Donkey Konga, you cannot play any songs of
    the Gorilla Difficulty because they are all locked. There is only one
    way to unlock them, and this is it -- to buy them right here!

    You can buy 33 songs, all of which are Gorilla difficulty. To get money,
    or "gold", you must compete in Street Performance. Can you unlock them
    all?

2) Items & Prices

    (Listed from Cheapest to Most Expensive)

    1. Sing, Sing, Sing (With A Swing)........: 12 G
    2. Bingo...................................: 25 G
    3. We Will Rock You.......................: 69 G
    4. I Think I Love YOu....................: 99 G
    5. Donkey Konga Theme...................: 100 G
    6. Pokemon Theme.........................: 250 G
    7. Turkish March.........................: 331 G
    8. Diddy's Ditties.......................: 365 G
    9. Para Los Rumberos....................: 380 G
    10. Campfire Medley......................: 580 G
    11. Wild Thing...........................: 580 G
    12. What I Like About You................: 590 G
    13. Rock This Town.......................: 644 G
    14. Whip It..............................: 707 G
    15. Busy Child...........................: 800 G
    16. Kerby: Right Back At Ya!.............: 848 G
    17. Rock Lobster.........................: 980 G
    18. Shining Star.......................: 1,005 G
    19. Right Here, Right Now..............: 1,200 G
    20. All The Small Things...............: 1,313 G
    21. The Impression That I Get..........: 1,399 G
    22. Stupid Cupid.......................: 1,599 G
    23. On The Road Again..................: 1,600 G
    24. Dancing In The Street..............: 1,745 G
    25. Hungarian Dance No. 5 (In Gm)......: 1,848 G
    26. Like Wow...........................: 1,898 G
    27. Louie Louie........................: 1,990 G
    28. The Loco-Motion....................: 2,060 G
    29. Oye Como Va........................: 2,250 G
    30. You Can't Hurry Love...............: 3,399 G
    31. Mario Bros. Theme..................: 4,900 G
    32. The Legend of Zelda Theme..........: 4,900 G

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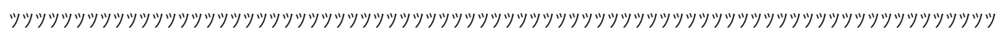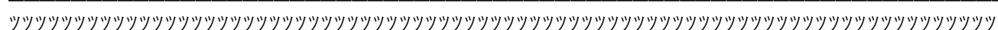    33. DK Rap...........................: 6,800 G




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    B) Bongos A-Go-Go
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    1) Explanation

       The Bongos A-Go-Go section of DK Town is where you go to buy new drum
       sound sets. You know the sound effects that are made when you hit each
       drum? With a different sound set, it will make different sound effects.
       New drum beats don't do anything except change sound effects, so they
       aren't really necessary to have. However, one could argue that you've
       never fully completed Donkey Konga if you haven't unlocked all the drum
       beats, so it's always a good thing to have, just in case.

       When you buy a drum beat, to play with it, right before you get ready to
       play a song, where it says "Press START/PAUSE to begin.", you can toggle
       all the different drum beats that you have with the left and right
       bongos. This is how you change the drum beat.

       You automatically start out with the "Bongo" sound set, which makes
       ordinary bongo sound effects, and the "NES" sound set, which makes sound
       effects from the original NES Donkey Kong game.

       It is a challenge to unlock all the drum beats especially "Toy Set" sound
       set and the "Electric Drum Set" sound set, which are priced at 14,900 G
       and 25,000 G respectfully. Can you unlock them all?



    2) Items & Prices


       (Listed from Cheapest to Most Expensive)

       1. Dogs Set..........................: 11 G
       2. Country Set.......................: 49 G
       3. Konga Crew Set....................: 64 G
       4. Car Set...........................: 66 G
       5. Laser Space Set...................: 77 G
       6. Big Band Set......................: 88 G
       7. Jungle Set........................: 333 G
       8. Cold Set..........................: 460 G
       9. Whip It Set.......................: 707 G
       10. Quiz Set.........................: 912 G
       11. Barnyard Set.....................: 1,050 G
       12. Latin Percussion Set.........: 1,900 G
       13. Classical Orchestra Set......: 2,220 G
       14. Kirby Set....................: 2,599 G
       15. Mario Set....................: 4,599 G
       16. Zelda Set....................: 4,599 G
       17. Toy Set......................: 14,900 G
       18. Electric Drum Set............: 25,000 G
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C) Monkey Shines
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1) Explanation

   The Monkey Shines section of DK town is where you go to buy (unlock) the
   three mini games that you can play in the Ape Arcade section of this
   game. When you first play Donkey Konga, you will not be able to play any
   mini games whatsoever, due to the fact that you must buy them first.
   Unfortunately, there are only three mini games.

   Personally, I think Nintendo should have added at least 10 mini games to
   increase the replay value of the game.

   After you buy one of these, to play it, go to the Donkey Konga main menu
   and choose "Ape Arcade", then pick the mini game that you want to play.
   It's as simple as that.

   Can you buy them all!?

2) Items & Prices

      1. Bash K. Rool..............: 5,800 G
      2. Banana Juggle.............: 5,800 G
      3. 100m Vine Climb...........: 4,800 G

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D) Hall Of Records
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1) Explanation

   The Hall Of Records section of DK Town is where you can go to view the
   top three scores you have in all three difficulties of Street
   Performance and Challenge modes, as well as your top scores for the
   three mini games.

   When you view the high scores for Street Performance in any difficulty,
   it will give you the top three scores for each of the 33 songs in the
   game. It will also tell you the date in which you accomplished this
   high score, and the military time of when that day you scored it.

   When you are viewing the high scores for Challenge mode in any level of
   difficulty, it will tell you how many songs you completed, how many
   points you scored, the date in which you accomplished this, and the
   military time of when you did this. There is not enough room for all
   of this in one line, so the amount of songs completed and the points
   alternate.

The high scores for the three mini games tells you same amount of
information that it gives you for Street Performance. It tells you the
amount of points you scored, the date in which you scored it, and the
military time of when you scored it.


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E) Electric Hut
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1) Explanation

   The Electric Hut portion of DK Town is reserved for changing technical
   options about the game.

   The DK Bongo and Controller option lets you change the sensativity of
   the clap sensor. By default, the clap sensor is set very low. I think the
   default settings are fine, but if you want to change this, it's up to
   you. If you have a standard Gamecube controller plugged in instead of a
   DK Bongo controller, this option enables you to toggle the rumble feature
   on/off as well as change the control settings. If you want to change the
   control settings, there are three different settings, called Type A,
   Type B, and Type C respectfully. Personally, I think Type B controls are
   the most confortable of the three, but different strokes are for
   different folks.

   The Volume Balance option lets you change the ratio of volume for
   Music to Sound Effects. To the left is "Music" and the right is "SE",
   which stands for Sound Effects. If you move the meter all the way to
   the left or the right, you can completely get rid of sound effects/
   music.

   The Default option is just a way for you to restore the default
   settings for the DK Bongo and Controller and Volume Balance options.
   You could do this yourself, but this is in case you forget what the
   default settings actually are.

   The Stereo/Mono option does exactly what it suggests, toggle between
   Stereo and Mono sound options. I recommend keeping this on Stereo, but
   the choice is up to you.


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Section Nine: Closing
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Ending of this wonderful FAQ!


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A) Thanks/Credits
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Thanks to Donkey Kong. I love that ape.

Thanks to David Perez from Newington, CT. Some of the information I had
about the artists were incorrect, but he straightened me out.

Thanks to Jonathan "Spanky" Williams for alerting me about the secret of
the Blue Chips, which I talked about in section 2C of this guide. I'd
also like to thank ChaucersSquire, who gave me a bunch of information
about the Blue Chips. Thanks, dudes.

Thanks to Sam "The_S" Turner for helping me out in section 5E. You rock,
big time.

Thanks to Seizure_Dog for informing me of a small mistake in section 8B.

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B) Contact
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E-mail - NicholasSMorgan <at> comcast <dot> net

If you piss me off by mailing me moronic material, I block your address
and probably hate you forever. You are allowed to mail me questions about
Donkey Konga, additional information to make this guide better, or reports
of mistakes I have made within this guide. Any correction or addition you
give me, if used, will be credited in section 9A of this guide.

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C) Legal Stuff
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