

Donkey Konga Bongos FAQ

by Crazyreyn

Updated to v1.2 on Mar 26, 2005

This walkthrough was originally written for Donkey Kong: Jungle Beat on the GC, but the walkthrough is still applicable to the GC version of the game.

DK Bongos FAQ

Nintendo GameCube

Version 1.2, Last Updated - 26/03/2005

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1. Legal Notice

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2. Introduction

Hello and welcome to the DK Bongos FAQ. This guide will give you a lowdown on what the bongos are, and when to use them, with some frequently asked questions.

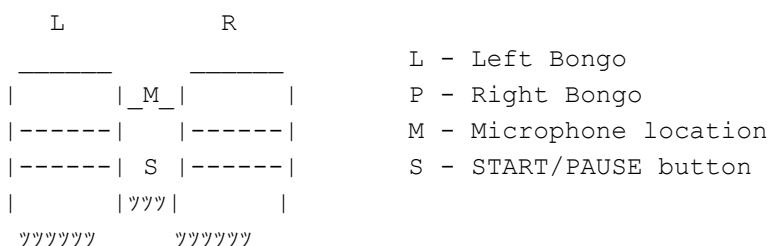
Thanks to Tom Carter for pointing out that this was missing in the last

version. >_>

3. What are the DK Bongos?

Basic Introduction

The DK Bongos is a controller for the Nintendo GameCube that replicates a pair of bongos. You can interact with games by tapping the bongos, and also by clapping (thanks to the built in microphone hidden between the two bongos). This game is primarily used for Donkey Konga, a music rhythm game where you must tap or clap according to the symbols on screen (like DDR). Here is a rather crude ASCII diagram of the bongos, from the side.



In depth look

The bongos are made of plastic and look like the barrels from the Donkey Kong games. The top of the two bongos are rubber (with a curved line going through the lower part), and have buttons underneath which can be tapped. There are actually two pads underneath each bongo; one at the top and one at the bottom. They are most probably for better recognition of tapping, as in Donkey Konga they both do the same thing. However they do act as the face GameCube controller buttons - there is more on this in the 'Use with other titles' section of the FAQ.

In between the two bongos is the microphone and the START/PAUSE button. The microphone is underneath a set of holes in the top of the connecting section. Not only does it pick up claps, but it can pick up any loud noise. So you can click your fingers, shout at the bongos (you may look a little strange though) or slap the side of the bongos instead of clapping. For clapping continuously, then you can blow into the microphone directly to get a very fast clap result. However I've heard this can bugger the Mic up, so do at your own risk.

The START/PAUSE is on the front of the bongos, and works as it would in any other title. Underneath this is the DK and Nintendo logos. On the back of the bongos is the ingrained stuff, like the GameCube logo, patent stuff and so in. Underneath the bongos is a place to put the controller port (quite handy) and four rubber stoppers so it doesn't slide on a desk or flat surface. The port connector is black in colour and the cord is about two metres in length (from a guess).

Here are some images of the DK Bongos. Thanks to the respective websites the images are from.

<http://www.cv-games.com/images/toolbox/10127/DKBongos.jpg>
<http://www.cv-games.com/images/toolbox/10127/DKBongos2.jpg>

Notes for using the bongos

You can plug the bongos into any of the four ports for it to work (for example in Donkey Konga, you can have a controller in port 1 and the bongos in port 2, and you can play the game fine) so there isn't any reason for you to take out your normal controller.

It's up to you where you place the bongos (lap, desk/table, someone's face) as you may find one placement more comfortable than another. For example I play on my bed, so I either sit the bongos on the bed, or I lie down and place it on my stomach and play that way. Or something.

When using the bongos, only slap them lightly. You don't need a lot of pressure for the pads to register, so don't smash them to bits, Hulk stylee. Only use your hands and not any objects, like a drumstick or whatever. The microphone sensitivity can be altered in the in game menu of Donkey Konga (I assume this is true for other Bongo heavy games too).

Ways of using the bongos

Through my playing of Donkey Konga I have come across three different ways of using the Bongos to play. I will outline what they are so you can try them yourself and see if you prefer one of them instead of the 'usual' way.

1) The 'usual' way

This is by hovering your hands over the bongos, using them to slap the bongos, and so you can clap. This is the standard way of playing, and is pretty simple. The problems are that clapping can get annoying (and loud) and can make your hands quite sore. I also find clapping quite slow, and can cause problems if you need to switch from slapping to clapping fast.

2) The 'tapping' way

My preferred method of using the bongos, this is resting your hands on the bongos and tapping the bongos instead of slapping them. For clapping, you move one of your hands to the side of the bongos and slap it (this vibration reaches the microphone). I find it makes your hands less tired and is quicker for clapping, although it can get quite messy for some songs on Gorilla in Donkey Konga.

3) The 'thumbs' way

Here, you rest your hands on the sides of the bongos with your thumbs on the bongo pads, where you press your thumbs to tap the bongo pads. You clap by tapping your fingers against the side of the bongos. This means you never have to move your hands out of place. The problem with this is that I sometimes don't hit the sides hard enough and it doesn't register as a clap. HOWEVER Rasmus Jensen told me that he used a thimble (as seen in this image - <http://reslife.missouri.edu/enewsletter/Fall%2004/thimble.jpg>) and it makes tapping the sides louder without the effort, which is pretty handy if you are using this method. However it may scratch the side of the bongos, so it's up to you.

----- 4. Compatible Titles -----

This is a list of compatible titles for the DK Bongos. Only a handful have been announced, with only one game out in US and PAL regions so far. You can tell if a game can use the Bongos by the logo on the back of the game case.

Donkey Konga

This is a music rhythm game where you slap the bongos according to the symbols that appear on the screen. You use both bongos and the microphone for this game. There are also three minigames to participate in. You can use a normal GameCube controller instead if you want, but that takes the fun out of it but I guess is quite handy for multiplayer. This is out worldwide, and its a cracking title worth grabbing.

Donkey Konga 2

A sequel to Donkey Konga, this features different tracks and a few new mini-games. See above for more details. So far this is only out in Japan, with USA and PAL releases set for 2005.

Donkey Kong Jungle Beat

This is an action game where you control Donkey Kong in a platform style game. You use all the features of the bongos to control DK - such as the left and right bongos to move left and right, both together for a jump and clap to make DK clap his hands to destroy on screen objects. Out in Japan now, out soon in the USA (March) and Europe (February). I haven't got the game (no cash) but the controls remain true. The game is apparently short lived but very awesome and old school (like Donkey Kong Country).

Odama

This is a real time war strategy set in feudal Japan mixed with a bit of pinball. And you can use the Bongos to control the flippers. Sounds different and the screenshots look great. Out in Japan sooon.

5. Use with other titles

Despite what it seems, the bongos can be used on other games, although in a very basic manner. There are actually two pads underneath each bongo; one at the top and one at the bottom. Together the four pads under the two bongos replicate the face of the GameCube controller, like on the ASCII diagram below (note that it's from a birds eye view) -

Left Bongo Top -	Y	/γγγγγγ\	/γγγγγγ\
Left Bongo Bottom -	B	/ Y \---/	X \
Right Bongo Top -	X		R
Right Bongo Bottom -	A	\ B /---\	A /
Clap -	R	_____/	_____/
START/PAUSE -	START/PAUSE		

If you look at the GameCube controller, the left and right bongos match the left and right sides of the controller buttons (if you tilt your head to the right). Also, clapping is like tapping the R button. Sadly there are no L, Z or movement directions, making it pretty useless on most other

games. Thanks to TwitchyCat13 off the message board for checking this out.

However despite no movement, there could be some games that it may be good for. I've gone through my games but to no real avail, so I'm asking you (yes YOU, the reader) to try out your titles to see if the bongos work well on any games. Give me an email on crazyreyn_faqs@hotmail.com if you find anything good.

So far Soul Calibur 2 (or fighting games in general) seem to be a good titles to use the bongos with; just remember that you cannot move! Thanks to Ravi Sankarlall for letting me know!

6. Frequently Asked Questions

Q. Are the bongos worth it?

A. Yes. They feel a little cheap (mainly plastic) but it works really well and is very fun to use. Pick this up with Donkey Konga, then invest in Jungle Beat when it's out. Great for parties too.

Q. Can I purchase another set of bongos? And how much do the bongos cost?

A. You can either get them with a game, or on their own. Of course only get one with a game at first (you need a game to play them with). Here's the *approximate* cost for all the different regions - if I'm a little off then correct me my email, if you will.

	Game + Bongos	Bongos
US Dollars	\$49.99	\$34.99
Japanese Yen	6000	4000
British Pounds	£29.99	£19.99
Euros	EUR 59.99	EUR 34.95
AuS Dollars	\$89.99	\$39.99

Q. Does tapping the side of the bongos make a legion of twelve-cocked bunnies spurt out and nibble on my inner child?

A. All I can say is that my gut tells me maybe.

Q. Does tapping the side of the bongos damage the microphone?

A. As far as I can tell, no. I know other people with the bongos and they use the same method, and nothing has occurred as yet. Also, in the Jungle Beat manual Nintendo does say that it's an OK way to clap if your hands are tired, so I'm guessing it's fine to tap the sides (thanks to nintendorulez for telling me this!)

Q. Does blowing into the microphone damage it?

A. I've heard that it does, so I would advise against it. Then again, their YOUR BONGOS!

I'll add more questions when I get them via email.

7. Version History

Version 1.0 - 03/01/05

First version of the FAQ; fully complete. I plan to update it in a month when I get Donkey Kong Jungle Beat.

Version 1.1 - 16/02/05

Updating certain bits like the format and prices.

8. Conclusion, Thanks and Contact Details

If you need to contact me (for questions, suggestions, strategies or comments) then send me an email at crazyreyn@gmail.com. Also if you can, rate this FAQ so

I could get some feedback on it's quality. Thank you for reading.

Thanks to TwitchyCat13 for trying out the bongos on other Cube games and discovering the buttons for the pads.

Thanks to Dr. Mayo for correcting me on the European bongo price!

Thanks to Fabian U for telling about the Australian prices (and again for correcting them!)

Tom Carter (Carter12) who pointed out that I missed out the Intro in version 1.0. Cheers mate.

Thanks to nintendorulez for letting me know that it's safe as houses to tap the sides of the bongos.

Thanks to Rasmus Jensen / badedyr for telling me about using a timble for the thumbs method of using the bongos. Thanks for that!

Ravi Sankarlall, for informing me that SCII and fighting games in general are good to use the bongos for.

Thanks to CJayC, IGN, Neoseeker, and the lot at the FCB.

If I have forgotten you, then please contact me and I'll fix your name up here!

My other work - <http://www.gamefaqs.com/features/recognition/27600.html>

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"End of FAQ"

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