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- B. Top Five Best Songs of Monkey Mode..[IVMonfgp]
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  - E. Two Drum Songs.....[VChmpxty]
    - 1. Dk Rap.....[VChmpu6g]
    - 2. Bingo.....[VChmpop6]
    - 3. Diddy's Ditties.....[VChmp6y2]
  - F. Three Drum Songs.....[VChmpv7f]
    - 1. Oye Como Va.....[VChmpm5y]
    - 2. Stupid Cupid.....[VChmp7t3]
    - 3. Right Here, Right Now.....[VChmp305]
    - 4. Rock this Town.....[VChmp2si]

- 5. Shining Star.....[VChmp3m7]
- 6. I Think I Love You.....[VChmp603]
- 7. Wild Thing.....[VChmp7e4]
- 8. Campfire Medley.....[VChmp61b]
- G. Four Drum Songs.....[VChmp6tp]
  - 1. Turkish March.....[VChmpe8]
  - 2. Kirby: Right Back At Ya!.....[VChmpsn3]
  - 3. Pokemon Theme.....[VChmpg60]
- H. Five Drum Songs.....[VChmp4q1]
  - 1. Donkey Konga Theme.....[VChmp7gw]
  - 2. The Legend of Zelda.....[VChmpxm9]
  - 3. Hungarian Dance NO.5 in G Minor....[VChmpfs6]
  - 4. Whip It.....[VChmpvo5]
  - 5. Rock Lobster.....[VChmp26u]
  - 6. You Can't Hurry Love.....[VChmpi76]
  - 7. The Loco-Motion.....[VChmpdg3]
  - 8. Like Wow.....[VChmp815]
- I. Six Drum Songs.....[VChmp52b]
  - 1. Sing, Sing, Sing (With a Swing)....[VChmpz7t]
  - 2. What I Like About You.....[VChmpu56]
  - 3. The Impression That I get.....[VChmp26t]
  - 4. All the Small Things.....[VChmpn91]
  - 5. Louie Louie.....[VChmp8fw]
- J. Seven Drum Songs.....[VChmpwx5]
  - 1. On the Road Again.....[VChmp3eo]
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    - 1. Turkish March.....[VIGorb6x]
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    - 3. Bingo.....[VIGort72]
  - F. Three Drum Songs.....[VIGor3ab]
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    - 2. What I Like About You.....[VIGorqyu]
    - 3. The Impression That I Get.....[VIGore9o]
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    - 5. All the Small Things.....[VIGorxjf]
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    - 7. Campfire Medley.....[VIGoro95]
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    - 2. Right Here, Right Now.....[VIGorq05]
    - 3. Shining Star.....[VIGor6dt]
    - 4. The Loco-Motion.....[VIGorm13]
    - 5. We Will Rock You.....[VIGor956]
    - 6. Kirby Right Back at Ya.....[VIGorv47]
    - 7. Diddy's Ditties.....[VIGoru49]
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2. Pokemon Theme.....[VIGorw14]

I. Six Drum Songs.....[VIGormxj]

1. Mario Bros. Theme.....[VIGormyz]

2. On The Road Again.....[VIGorb21]

3. Sing, Sing, Sing (With A Swing)....[VIGorjb4]

4. Para Los Rumberos.....[VIGor0k8]

5. You Can't Hurry Love.....[VIGort9e]

6. Rock This Town.....[VIGornw9]

7. Like Wow.....[VIGor1nc]

J. Seven Drum Songs.....[VIGork26]

1. Louie Louie.....[VIGor7ar]

2. Wild Thing.....[VIGoro3s]

K. Eight Drum Songs.....[VIGor8u5]

1. Oye Como Va.....[VIGorzq8]

2. Busy Child.....[VIGor65u]

3. Dancing in the Street.....[VIGorg4b]

VII. Closing.....[VIIIICgm6]

A. Credits/Thanks.....[VIIIICywf]

B. Contact.....[VIIIIC6i7]

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I. Legal Information [IILeg7zh]

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 XxHappy.Time.HarryX@gmail.com.

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II. Background [IIBac4mu]

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|A. FAQ Summary|

| [IIBacjlt] |

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This is an In-Depth Coin Guide for Donkey Konga. In it you will  
 find:

- \* Coin estimates for all 33 Songs in all 3 Modes EXCLUDING Jam Modes.
- \* Brief Summary for all 33 songs in all 3 modes.
- \* Sample Result screens from one playthrough by me for a more general idea.

\*\*\*\*\*

Important Note: This FAQ only covers the North American version of Donkey  
 Konga and DOES NOT cover the Jam modes of Street Performance.

All the information in this FAQ comes from my own observations and  
 calculations, based on experiments I performed. This data is by no means  
 final.

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|B. The Method to my Madness|
|      [IIBacy07]      |
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The math for calculating the Maximum and Minimum amount of coins WITHOUT the drum roll is simple enough. My formula:

N=Amount of Notes

N=Minimum Amount of Coins

N x 2= Maximum Amount of Coins

See, simple enough, until I realized there was no way to calculate Drumrolls unless I had a general estimate. So then the painful process of going through every song doing one set of drum rolls at a time began. This means that all drumroll information in this FAQ is an average of 3 rounds of drumrolling and is in no way final.

Also every single song has the chance of having a Blue coin note SO, again this FAQ is not to be used as a final answer but as a general idea of how many coins a song has to offer.

The maximum amount of coins estimated will be displayed next to the song name and is estimated by adding the total amount of drumroll earning to the total amount on note earnings. Also a sample result screen has been added as a true example of one playthrough. It shouldnt be to hard to understand.

Example:

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Rock Lobster- 251 Coins <----
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          ._____.
          |Results|
          '-----'

          ._____.
          |Cleared: Gold|<---Song Status
          '-----'

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|.._____|.
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| |      GREAT      OK      BAD      MISS      COMBO      |_|
| |
|. |      53      22      0      0      75      |_|
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          ^Notes Hit^

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||P2
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||      3 2 6 7 1 Pts.
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|'-----'|
|_____|

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||           (O)           ||
||                                     ||<---Amount of Coins earned
||                                     ||
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Rock Lobster

Amount of Notes: 75

Maximum amount of coins (Excluding Drumrolls): 150 <----

Minimum amount of coins (Excluding Drumrolls): 75

Drumroll Coin Earnings:

1 Clap: 5 Coins

6 Yellow: 34 Coins

6 Red: 34 Coins

3 Purple: 28 Coins

Total Drum Roll Earnings: 101 Coins <====

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|C. FAQ History|
| [IIBac9w4] |
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Version .75 -Initial Release, Lots more to come.  
File Size= 68kb

Version 1.25 -Completed Gorilla Mode Completed.  
Quick Search implemented.  
New strategies submitted.  
Small corrections here and There.  
Removed Fun Facts because it was dumb.  
Added Drumroll Techniques to the Table of Contents  
File Size= 103kb

VerSion 2.0 -Added A sample Result Screen with personal playthroughs.  
Added Top 5 Best and Worst Songs for every mode.  
Added New Drumroll Strategy.  
Removed To Do List because this FAQ is pretty much done.  
Removed Shop Info as the project became big enough to become  
a FAQ on it's own look for it soon.  
Fixed various Spelling and Grammar mistakes.  
File Size= 292kb

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III. Introduction [IIIIIntw2]
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|A. About Donkey Konga|
| [IIIIInt7a] |
+==+==+==+==+==+==+

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game similar to games like Dance Dance Revolution, and all those other crazy Japanese beat games. Supplied with some nifty Bongos your mission is rise to the top of the charts as the most famous musician there ever was and with your new found fame and fortune buy all the bananas you can eat ...or so the game says. The game's actual premise is to strike the bongos in accord with notes zooming across the screen. Donkey Konga has a total of 33 songs, and 3 difficulties which should amuse you for quite a while.

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|B. Street Performance|
|      [IIIInts5]      |
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Street Performance is the main focus of this guide seeing that it is the only mode in the game in which you can earn coins. Street Performance is a single player only mode where your goal is to clear a total of 33 songs on 3 different difficulty settings (Monkey, Chimp, and Gorilla) in order to earn coins. The amount of coins you receive upon completion is dependent on how much you filled the Phonograph Gauge at the top right-hand corner of the screen. In addition to earning coins, you are also awarded medals in the form of silver or gold DK logos depending on how well the song was cleared. A Silver medal is granted for just completing the song, while a Gold medal is granted for filling the Phonograph Gauge all the way to the end.

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|C. Earning Coins|
|  [IIIInti4]  |
+---+---+---+---+---+---+
```

In order to earn coins in Street Performance you must first choose the appropriate difficulty setting and song of your choice. Now we are ready to earn those tips. In order to keep the coins you make, you must first fill the Phonograph Gauge past the Clear Bar. How you ask? Easy my friend all you have to do hit each note as they pass the Target Ring and receive a Good or Great rating. For every note you hit with good timing the Phonograph Gauge will fill up. BUT for every few notes you miss or receive a bad rating on the Phonograph Gauge will go down, so don't think you can slack off once you have passed the Clear Bar. A word of warning to you, you do not, I repeat DO NOT keep the coins you make unless you clear the song.

Coins are awarded as followed:

(Red, on Results Screen) Miss- 0 Coins obviously  
(Purple) Bad- 0 Coins as well  
(Green) Good- 1 Coin  
(Blue) Great- 2 Coins

Now it doesn't seem like you can earn many coins with those numbers and this is why most songs include Drumrolls. Drumrolls are solid lines of a particular note (Clap, Red, Yellow, or Purple) that you must continue drumming to for as long as the roll is in the target ring. These drumrolls are the key to earning coins in any song that includes them, especially the purple drumrolls. So basically the faster you can drum roll, the more coins you will earn. Drumrolls are as followed:

\* Single Note Drumrolls (Yellow, Red): I hate these drumrolls because the coin output is inconsistent. Once I got 4 coins, then on the next go I





Thumb It (By me): Since I suck at single roll drumrolls I just use my thumb to quickly press the button as the roll comes.

The Good Hand (Submitted by: Mark P): "I'm right handed, generally it works better if you just use your right hand for the drumrolls regardless if its red or yellow, you just have to be fast enough to get it back in position after. "

Punch It (Submitted by: Michael Wong) "I find it easier if you make a fist (so you're "pounding" the bongos, not rapping on them with your knuckles). Just position your fist just SLIGHTLY above the buttons under the bongos. Now tense your arm and just sorta let it shake >\_> Once you practice enough, you should get near max coins. As Mark P said, it's easier if you do both rolls with your good hand..."

Spider Roll Variation (Submitted by: Samuel Aran) "A simple variation of the Purple drum roll that will work nicely if timed right, is an up-down tap made by one or both hands. The one-handed method is a variation of your spider roll: place your hand sideways on the drum and tap the top half of the drum surface and then the bottom half of the drum surface. The two-handed method entitles at least one finger from each hand on each half of the drum mentioned in the Side Spider Technique, tapping alternately and speedily. The drums do have two buttons under neath them: a top and a bottom half. Each half can act separately and, at the same time, together as one.."

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+--+--+--+--+--+
|3. Clap Rolls|
| [IIIInfsg] |
+--+--+--+--+--+
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Scream! (By Me): Since it's hard to clap at a constant pace I just scream into the mic since blowing into it can damage it. If you have a method that is quieter, and makes you look less like an idiot please submit.

Sidewinder (Submitted by: Max Zandal): "One thing that I do is hit the side of the drum, you can do it just like when you would do a single drumroll. Plus, you don't look like an idiot"

The Tapper (Submitted by: Danial Mara): "It's easy...use the 2 bongos and just tap them. Like ummm you are tapping on a table. Just tap the bongos softly it will compute to the microphone if you do it right."

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IV. Monkey Mode General Coin Earnings [IVMonm15]
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|A. About Monkey Mode|
| [IVMon0n1] |
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Monkey Mode is the Easy Mode of Donkey Konga. The main function of Monkey Mode is to serve as an introduction to the game mechanics, and give you a















































Mario Bros. Theme  
by Nintendo

Amount of Notes: 111  
Maximum amount of coins(Excluding Drumrolls): 222  
Minimum amount of coins(Excluding Drumrolls): 111

Drumroll Coin Earnings:  
1 Clap Roll: 16 Coins  
1 Purple Roll: 38 Coins

Total Drum Roll Earnings: 54 Coins

3. Hungarian Dance NO.5 in G Minor- 331 Coins [IVMon69u]

Results

Cleared: Gold

	GREAT	OK	BAD	MISS	COMBO
	73	29	0	0	102

Statistics

0 2 9 0

(0)

P2  
4 2 4 9 9 Pts.

Despite being fun it's another song who's payoff is dependant on single note rolls.

Hungarian Dance NO.5 in G Minor Statistics:

Hungarian Dance NO.5 in G Minor





by Louis Prima

Amount of Notes: 126

Maximum amount of coins(Excluding Drumrolls): 252

Minimum amount of coins(Excluding Drumrolls): 126

Drumroll Coin Earnings:

2 Clap Rolls: 22 Coins

3 Yellow Rolls: 29 Coins

4 Red Rolls: 32 Coins

7 Purple Rolls: 86 Coins

Total Drum Roll Earnings: 169 Coins

5. Whip It- 314 Coins [IVMon921]

Results
Cleared: Gold

Table with 6 columns: GREAT, OK, BAD, MISS, COMBO. Row 1: 110, 47, 0, 0, 151

Scoreboard grid with numbers 0, 2, 6, 7 and a (0) result.

P2
6 4 2 1 8 Pts.

Since the pay off is in the form of notes only.

Whip It Statistics:

Whip It
by Mark Mothersbaugh and GERAL CASALE





Results

Cleared: Gold

	GREAT	OK	BAD	MISS	COMBO
	67	37	0	0	104

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|.-----|.
||P2      ||
||        ||
||           1 1 4 3 2 5 Pts.
||        ||
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I have come to notice that most of the songs I do know like give the best pay-offs, a conspiracy maybe? Who Knows? Anyway this song is highly recommended for quick cash in lower modes.

Like Wow Statistics:

Like Wow  
by Jimmy Harry and Sandra St. Victor

Amount of Notes: 104  
Maximum amount of coins(Excluding Drumrolls): 208  
Minimum amount of coins(Excluding Drumrolls): 104

Drumroll Coin Earnings:  
1 Clap Rolls: 5 Coins  
3 Yellow Rolls: 35 Coins  
3 Red Rolls: 31 Coins  
10 Purple Rolls: 302 Coins

Total Drum Roll Earnings: 373 Coins

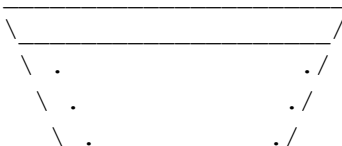
4. Bingo- 450 coins

[IVMon4eq]

Results

Cleared: Gold

	GREAT	OK	BAD	MISS	COMBO
	152	64	0	0	216



P2  
8 5 2 7 8 Pts.

0	3	8	0
---	---	---	---

(O)

Kids, there was a farmer, who had a dog and Bingo was his name-o, we all know this fun childhood clappy song and it fits perfectly with the games premise. Also the remixed cover is actually pretty good, I enjoy it. A Good amount of coins only if your good at hitting notes, because there is only one drumroll in the entire song.

Bingo Statistics:

Bingo  
by N/A

Amount of Notes: 216  
Maximum amount of coins(Excluding Drumrolls): 432  
Minimum amount of coins(Excluding Drumrolls): 216

Drumroll Coin Earnings:  
1 Purple Drum Rolls: 18 Coins

Total Drum Roll Earnings: 18 Coins

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|I. Six Drum Songs |
| [IVMon3x9] |
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1. The Legend of Zelda- 670 Coins [IVMon8wz]
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      .----- .
      |Results|
      '-----'

      .----- .
      |Cleared: Gold|
      '-----'

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|..----- . |
|_|
| | GREAT OK BAD MISS COMBO | |
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||P2 ||
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|| 1 3 2 5 7 2 Pts. ||
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The Legend of Zelda.....hmmm, to be perfectly honest I have never played a Zelda game in my life, that's right not a single one. There is such a person out there and here he is, anyway getting to the point The Legend of Zelda is THE biggest pay-off in Monkey mode and is HIGHLY Recommended.

The Legend of Zelda Statistics:

The Legend of Zelda  
by Nintendo

Amount of Notes: 128  
Maximum amount of coins(Excluding Drumrolls): 256  
Minimum amount of coins(Excluding Drumrolls): 128







Maximum amount of coins(Excluding Drumrolls): 346

Minimum amount of coins(Excluding Drumrolls): 173

Drumroll Coin Earnings:

2 Purple Rolls: 30 Coins

Total Drum Roll Earnings: 30 Coins

2. I Think I Love You- 380 Coins [IVMonhju]

Results
Cleared: Gold

Table with 6 columns: GREAT, OK, BAD, MISS, COMBO. Values: GREAT 108, OK 43, BAD 0, MISS 0, COMBO 151.

Scoreboard area with a grid of numbers and a score of (0).

Scoreboard area showing P2 and a score of 4 4 1 3 2 Pts.

Another average payoff in the form of mostly hitting notes with few drumrolls sprinkled here and there.

I Think I Love You Statistics:

I Think I Love You by Tony Romeo

Amount of Notes: 151
Maximum amount of coins(Excluding Drumrolls): 302
Minimum amount of coins(Excluding Drumrolls): 151





Minimum amount of coins(Excluding Drumrolls): 215

Drumroll Coin Earnings:

2 Yellow Rolls: 20 Coins

2 Red Rolls: 20 Coins

4 Purple Rolls: 64 Coins

Total Drum Roll Earnings: 104 Coins

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V. Chimp Mode General Coin Earnings [VChmpf70]  
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|A. About Chimp Mode |

| [VChmpko2] |

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Chimp Mode is the Medium Difficulty Setting of Donkey Konga. Chimp Mode is where you will be spending alot of time in Donkey Konga, which is not bad because Chimp Mode offers quite a challenge and most songs also offer very good pay-offs. Also I highly suggest you don't move on to Gorilla Mode until you can ace all of the 8 Barreled Songs in Chimp Mode.

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|B. Top Five Best Songs of Chimp Mode|

| [VChmpf97] |

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Here are the Top Five Best songs of Monkey Mode. If you are looking for quick cash these are for you. They are ranked according to potential and my personal playthrough. Take a look and get those coins.

1. All the Small Things:

Perfect Playthrough: 920 Coins

Personal Playthrough: 906 Coins

2. The Legend of Zelda:

Perfect Playthrough: 725 Coins

Personal Playthrough: 670 Coins

3. The Loco-Motion:

Perfect Playthrough: 718 Coins

Personal Playthrough: 620 Coins

4. Like Wow:

Perfect Playthrough: 683 Coins

Personal Playthrough: 622 Coins

5. Pokemon Theme:



	GREAT	OK	BAD	MISS	COMBO
	135	71	0	0	206

.	.
.	.
.	.
0	4
4	5
(O)	

P2
9 1 1 9 9 Pts.

The only One drum song and with some pretty good payoff. The pay-off though is dependant on skill level, as it mostly relies on note accuracy and not drum rolls.

We Will Rock You Statistics:

We Will Rock You  
by Brian May

Amount of Notes: 206  
Maximum amount of coins(Excluding Drumrolls): 412  
Minimum amount of coins(Excluding Drumrolls): 206

Drumroll Coin Earnings:  
1 Clap Rolls: 12 Coins  
2 Yellow Rolls: 36 Coins  
2 Red Rolls: 36 Coins  
1 Purple Roll: 17 Coins

Total Drum Roll Earnings: 101 Coins

=====

E. Two Drum Songs	[VChmpxty]
1. Dk Rap- 300 Coins	[VChmputg]

=====













	GREAT	OK	BAD	MISS	COMBO
107	32	0	0	139	

.	.		
.	.		
.	.		
0	4	4	2
(0)			

P2
8 8 1 0 6 Pts.

Decent payoff, with good drumrolls. Pay-off is a good split between notes and drumrolls, and that's always a good thing, so go for it.

Right Here, Right Now Statistics:

Right Here, Right Now  
by Jesus Jones

Amount of Notes: 139  
Maximum amount of coins(Excluding Drumrolls): 278  
Minimum amount of coins(Excluding Drumrolls): 139

Drumroll Coin Earnings:  
6 Yellow Rolls: 40 Coins  
7 Red Rolls: 45 Coins  
5 Purple Rolls: 110 Coins

Total Drum Roll Earnings: 195 Coins

4. Rock this Town- 607 Coins [VChmp2si]

Results  
Cleared: Gold























	GREAT	OK	BAD	MISS	COMBO
	75	55	2	0	76


P2
4 8 1 1 2 Pts.

0	3	2	4
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(0)
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Okay pay off, but not enough for quick cash.

Hungarian Dance NO.5 in G Minor Statistics:

Hungarian Dance NO.5 in G Minor

Amount of Notes: 132

Maximum amount of coins(Excluding Drumrolls): 264

Minimum amount of coins(Excluding Drumrolls): 132

Drumroll Coin Earnings:

11 Yellow Rolls: 60 Coins

10 Red Rolls: 55 Coins

1 Purple Roll: 5 Coins

Total Drum Roll Earnings: 120 Coins

4. Whip It- 406 Coins [VChmpvo5]

Results  
Cleared: Gold

	GREAT	OK	BAD	MISS	COMBO
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|| P2 ||
||    ||
|| 9 1 5 2 5 Pts. ||
||    ||
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```

Pretty good payoff, good drum rolls, go for it.

On the Road Again Statistics:

On the Road Again  
by Willie Nelson

Amount of Notes: 195  
Maximum amount of coins (Excluding Drumrolls): 390  
Minimum amount of coins (Excluding Drumrolls): 195

Drumroll Coin Earnings:  
1 Clap Roll: 31 Coins  
4 Yellow Rolls: 40 Coins  
3 Red Rolls: 30 Coins  
4 Purple Rolls: 90 Coins

Total Drum Roll Earnings: 191 Coins

```

--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--
2. Dancing In the Street- 684 Coins [VChmp379]
--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--

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|Results|
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|Cleared: Gold|
'-----'

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| | GREAT OK BAD MISS COMBO | |
| |
|. | 180 87 2 5 108 |
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|-----|
|| P2 ||
||
|| 9 7 8 4 5 Pts. ||
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|-----|

```

There 8 drums for a reason, I would say this one might be harder than the Gorilla mode version. The chorus is hard, and is just a pain in the ass, no quick cash here.

Busy Child Statistics:

Busy Child

by Ken Jordon and Scott Kirkland

Amount of Notes: 258

Maximum amount of coins(Excluding Drumrolls): 516

Minimum amount of coins(Excluding Drumrolls): 258

Drumroll Coin Earnings:

2 Clap Rolls: 10 Coins

6 Yellow Rolls: 35 Coins

6 Red Rolls: 40 Coins

4 Purple Rolls: 50 Coins

Total Drum Roll Earnings: 135 Coins

=====

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V. Gorilla Mode General Coin Earnings

[VIGorw3k]

```

+--+--+--+--+--+--+--+--+
|A. About Gorilla Mode|
| [VIGor024] |
+--+--+--+--+--+--+--+--+

```

Gorilla Mode is the HARD ASS Difficulty setting of Donkey Konga but this is where all the big money is at. A word of warning, if Chimp Mode is giving you a hard time don't even think about doing Gorilla Mode and expect to fill the bar even half way. Once you aced Chimp Mode, Gorilla Mode won't seem as hard and the rewards you receive are great.

=====













Minimum amount of coins(Excluding Drumrolls): 259

3. Bingo - 597 Coins [VIGort72]

Results

Cleared: Gold

	GREAT	OK	BAD	MISS	COMBO
	209	82	0	0	291

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||P2||
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|| 1 0 4 1 7 9 Pts. ||
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Hmmm, if you haven't caught the pattern yet 1 and 2 drum songs in gorilla mode are a no no for coins.

Bingo Statistics:

Bingo  
By N/A

Amount of Notes: 291  
Maximum amount of coins(Excluding Drumrolls): 582  
Minimum amount of coins(Excluding Drumrolls): 291

Drumroll Coin Earnings:  
1 Purple Roll: 15 Coins

Total Drum Roll Earnings: 15 Coins

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      |Results|
      '-----'

      .----- .
      |Cleared: Gold|
      '-----'

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| |      GREAT      OK      BAD      MISS      COMBO      |
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|.|      128      88      4      9      81      |
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|.----- .|
||P2      ||
||
||      8 2 0 5 3 Pts.      ||
||
'|-----'|
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|. | 0 | 5 | 8 | 0 | |
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Good payoff balanced nicely between drumrolls and notes. The single drumrolls are pasted together so its really easy to bank a good amount of coins as if they were purple drumrolls. Recommended.

We Will Rock You Statistics:

We Will Rock You  
By Brian May

Amount of Notes: 220  
Maximum amount of coins(Excluding Drumrolls): 440  
Minimum amount of coins(Excluding Drumrolls): 220

Drumroll Coin Earnings:  
16 Yellow Rolls: 92 Coins  
16 Red Rolls: 92 Coins  
5 Purple Rolls: 72 Coins

Total Drum Roll Earnings: 256 Coins



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      |Results|
      '-----'

      .----- .
      |Cleared: Silver|
      '-----'

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| |          GREAT          OK          BAD          MISS          COMBO          |
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|. |          74          36          5          0          25          |
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|. | 0 | 3 | 1 | 9 | |
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||          (O)          ||
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..----- ..
|.----- .|
||P2
||
||          4 3 8 3 1 Pts.
||
||
|'-----'|
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```

I hate this song and the payoff is homeless status.

Kirby Right Back at Ya Statistics:

Kirby Right Back at Ya  
By Nintendo

Amount of Notes: 115  
Maximum amount of coins(Excluding Drumrolls): 230  
Minimum amount of coins(Excluding Drumrolls): 115

Drumroll Coin Earnings:  
1 Yellow Roll: 5 Coins  
1 Red Rolls: 5 Coins  
8 Purple Rolls: 140 Coins

Total Drum Roll Earnings: 150 Coins





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      .----- .
      |Results|
      '-----'

      .----- .
      |Cleared: Gold|
      '-----'

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| |      GREAT      OK      BAD      MISS      COMBO      |_|
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|. |      186      52      0      0      238      |_|
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.----- .
|..----- .|
||P2
||
||      1 5 9 2 7 6 Pts.
||
|'-----'|
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|. | | | | | |
|. | 0 | 8 | 6 | 3 | |
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The Second highest payoff in gorilla mode, just about the coin earning song in the game. The balance between drumroll and note earning is just about equal so you get away with a good pot no matter what. HIGH HIGHLY RECOMMENDED!

Pokemon Theme Statistics:

Pokemon Theme  
By Nintendo

Amount of Notes: 238  
Maximum amount of coins(Excluding Drumrolls): 476  
Minimum amount of coins(Excluding Drumrolls): 238

Drumroll Coin Earnings:  
1 Clap Rolls: 24 Coins  
5 Yellow Rolls: 35 Coins  
5 Red Rolls: 42 Coins  
7 Purple Rolls: 342 Coins



```

--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--
2. On The Road Again - 764 Coins [VIGorb21]
--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=--+=

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      .----- .
      |Results|
      '-----'

      .----- .
      |Cleared: Silver|
      '-----'

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| |      GREAT      OK      BAD      MISS      COMBO      |
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|. |      152      98      14      0      125      |
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||      (O)      ||
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||
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|.-----|.
||P2||
||
||      7 4 8 2 9 Pts.      ||
||
||
|'-----'|
|-----|

```

This song is pretty annoying to drum to in gorilla mode, but the drumroll earning is decent enough, so you walk away with a pretty good payoff anyway.

Amount of Notes: 264  
Maximum amount of coins(Excluding Drumrolls): 528  
Minimum amount of coins(Excluding Drumrolls): 264

Drumroll Coin Earnings:  
1 Clap Rolls: 31 Coins  
3 Yellow Rolls: 25 Coins  
3 Red Rolls: 25 Coins  
6 Purple Rolls: 155 Coins

Total Drum Roll Earnings: 236 Coins

```

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3. Sing, Sing, Sing (With A Swing) - 787 Coins [VIGorb4]

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||           (O) ||
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|.-----|.
||P2      ||
||           ||
||           1 1 4 0 6 2 Pts. ||
||           ||
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```

Again drumrolls are heavily outweighed by notes, but it is a good payoff, if hitting notes are your thing by all means rake in the cash, but if not get back to play The Pokemon Theme.

Dancing in the Street

Dancing in the Street

By Marvin Gaye, Ivy Joe Hunter, and William Stevenson

Amount of Notes: 360

Maximum amount of coins(Excluding Drumrolls): 720

Minimum amount of coins(Excluding Drumrolls): 360

Drumroll Coin Earnings:

2 Yellow Rolls: 8 Coins

3 Red Rolls: 28 Coins

3 Purple Rolls: 120 Coins

Total Drum Roll Earnings: 156 Coins

=====  
-----  
VII. Closing

[VIIICgm6]

```

+--+--+--+--+--+--+
|A. Credits/Thanks|
| [VIIICywf] |
+--+--+--+--+--+--+

```

Nintendo and Namco for making this Excellent Game.  
Gamefaqs for existing.  
Donkey Konga Instruction Booklet for Song Authors.  
My Buddy GrayFox16 for giving me the idea for this FAQ.  
Myself for writing this excellent FAQ ^\_~.  
Bass0r for the great help on the FAQ Contributors Help and Critiques Board  
<http://www.network-science.de/ascii/> for the ASCII Title  
Terrafire for his critique, and small corrections.  
Danial Mara, Max Zandal, Mark P, Samuel Aran, and Michael Wong for there



