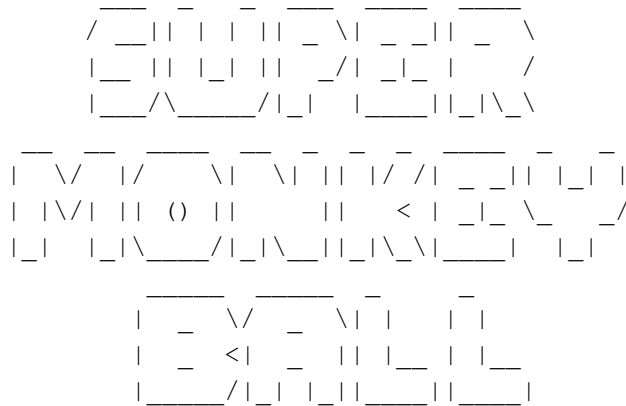


Super Monkey Ball FAQ/Walkthrough

by CWall

Updated to v2.2 on Nov 8, 2005



A Super Monkey Ball (PAL)
FAQ/Walkthrough
for Nintendo GameCube
by Christian Wall

Size: 170 KB

Version: 2.2

Last updated: Nov 8, 2005

E-mail: cwall_85[at]hotmail.com

Homepage: <http://home.swipnet.se/cpg>

Copyright (c) 2002-2005 Christian Wall

Table of Contents

1.0 Introduction

2.0 Basics, etc.

- 2.1 Brief game information
- 2.2 Brief overview
- 2.3 Controls for the Main Game
- 2.4 Game Modes
- 2.5 Monkeys
- 2.6 How the score is calculated,
including the 50 Hz glitch and warps
- 2.7 Before-you-begin-tips
- 2.8 Unlockable stuff and Play Points
- 2.9 Review

3.0 Main Game

- 3.1 Beginner Floors
- 3.2 Advanced Floors
- 3.3 Expert Floors

3.4 Master Floors

3.5 Statistics

4.0 Party- and Mini Games

4.1 Monkey Race

4.2 Monkey Fight

4.3 Monkey Target

4.4 Monkey Billiards

4.5 Monkey Bowling

4.6 Monkey Golf

5.0 Final Section

5.1 Version History

5.2 Credits

5.3 Contacting

5.4 Proof-reading

5.5 About the Author

5.6 Copyright Notice

5.7 Final Words

Search string

If you want to get to a section fast, bring up the search function of your browser/word editor. To activate the search function, press Ctrl F in most programs, including Internet Explorer. Then type the number of the part which you wish to reach. For example, if you need to get to Monkey Billiards, type 4.4. You could just type the name of the section in the search function and you will get there eventually.

1.0 Introduction

Super Monkey Ball was one of the release games for Nintendo GameCube. Earlier one of Sega's game development divisions Amusement Vision, converted the Arcade game Monkey Ball in six month to reach the GameCube as Super Monkey Ball. In this game you shall not move the character, you shall move the course or floor which the character is standing on. The character, which is a monkey in a ball, will roll as you tilt floor. The purpose of this game is to advance from floor to floor by breaking finish lines in goals, which often are hard to reach. Simple, but genius.

This FAQ is an extension of my in-depth FAQ for Expert Mode in Super Monkey Ball. This version covers the whole Main Game and briefly the Mini- and Party Games. There're also additional information on how to become a better player. Worth mentioning is that I asked CJayC to deduct my Expert in-depth FAQ from my total KB count at GameFAQs.com. The Expert FAQ will still be online but not the KB score I accumulated for it.

Enjoy!

You find healthy information in this part that should be positioned before the main Walkthrough. I do refer to the manual if you need the most basic information. The manual is very in-depth. If you're playing an illegal copy of the game and don't have a manual, I think you should give the copy to the police and feel very bad about yourself.

=====
2.1 Brief game information
=====

System:	Nintendo GameCube
Television System:	PAL
Publisher:	Sega
Developer:	Amusement Vision (AV)
Origin:	Japan
Players:	1-4
Genre:	Puzzle/Platform
Block	3
Released	
Japan:	September 14, 2001
USA:	November 18, 2001
Europe:	May 3, 2002

=====
2.2 Brief overview
=====

You control a board on which a monkey in a ball is rolling. Steer the monkey to the goal in 100+ courses, or floors as they are called here. There are also lots of Mini-Games for you to unlock and discover.

=====
2.3 Controls for the Main Game
=====

The controls for the Party- and Mini Games are explained in their sections. I concentrate on the controls in the Main Game here.

The control stick is used to control the floor the Monkey is rolling on. Push the control stick up to make the floor move with its top downwards and the back, upwards. Press down for the effect to be vice versa. Press right to make the floor lean towards the right and left to make it lean towards to the left.

The A button, the big green button in the middle of the right portion of the controller also has a function. Locate the map in the bottom right corner of the screen during gameplay. If you press "A", this map changes size. There are three different sizes to choose between and this can be changed at any place in the game.

Press the Start-button and a Start menu will show up with a number of options. When you press start while a replay is rolling you also get the chance to save the replay on a memory card. This replay can then be accessed in the Options menu. If you choose "Exit game", you will come back to the Game Select. Don't select this accidentally because you won't have to confirm it.

=====
2.4 Game Modes
=====

Title Screen

- Game Start -
Get to the Game Select Mode.

- Options -
The following menu will appear.

- Replay - Save replays and watch them here.
- Play Points - Unlock Party- and Mini Games
- Rankings - Check the rankings in Main-, Party- and Mini Games
- Sound - Change between "Mono" and "Stereo".
- Split Screen - If you are 3 players, you can change settings here.
- Controllers - If you can draw a square with control stick, it's alright. Restart if you can't. You also change vibration settings.
- Language - Choose language.
- Game Data - Save, Load, turn on/off autosave.

Game Select

- Main Game -
If you want to play the Main Game, you choose this game. This is the main thing in the game.

- Party Games -
Choose this to come to Monkey Race, Monkey Fight and Monkey Target. These are unlocked from the beginning.

- Mini Games -
Choose this to come to Monkey Billiards, Monkey Bowling and Monkey Golf. Accumulate Play Points in Main Game to unlock these games.

Mode Select in Main Game

- Normal Mode -
This is the only Game Mode where you can collect Play Points. Choose a difficulty and play until you finish it or lose all your "Continues". You can play 1-4 players. Because you play in turns, you only need one controller.

- Practise Mode -
Practise the floors you've played in Normal Mode. Practise until you can master them all. This is only for one player.

- Competition Mode -

This mode is for 2-4 players. Choose a number of floors you wish to play and then compete against each other to the finish lines. You can play simultaneously. You can only choose the floors which you've played in the Normal Mode.

Mode Select in Party- and Mini Games is described in their respective sections.

Player Select in Main Game

Choose how many human players that will participate. Not accessible in Practise Mode.

Character Select

Choose between the four monkeys. Read about the differences further below.

Level Select

Only in Normal Mode. Choose which level you want to play.

- Beginner -

Easiest. Play 10 floors plus 3 extra floors. Choose this first.

- Advanced -

Medium difficulty. Play 30 floors plus 5 extra floors.

- Expert -

Hardest. Play 50 floors plus 10 extra floors.

Floor Select

In Practise Mode and Competition Mode you get to choose which floor(s) you wish to play. In Competition mode, you also get to select how many floors you wish to play.

=====

2.5 Monkeys

=====

In Super Monkey Ball there're four different characters to play as: four monkeys. They are AIAI, MEME, BABY and GONGON. I've put them through some different tests in the game as speed, turning, traction, jumping and braking and as I see it, there are no differences between the monkeys in the Main Game. But I believe that BABY is the best character due to his size. It's easier to cross small passageways with a small character, because it's easier to keep track of where you are. The ball however, isn't smaller, it's just the monkey. So if you can stand BABY's squeaky voice and you don't grieve too bad about not seeing AIAI's headbanging after each cleared floor, BABY's the way to go. In case there really are differences between the characters it's best for you to

know that this FAQ is written with BABY in mind.

=====

2.6 How the score is calculated, including the 50 Hz glitch and warps

=====

In this game you get score while playing. You can get points by either taking bananas or finishing a floor. Taking a banana is worth 100 points and that is that. When finishing a blue goal that lets you jump to the next floor you'll simply get a CLEAR SCORE and this one's calculated so you'll simply get the same amount of points as there are hundreds of seconds left on the timer. So if the timer stops on 14:73 you'll get 1473 points. That's the CLEAR SCORE for the blue goals. If you finish the floor within half of the time limit (which is either 30 or 60 seconds) you'll get a TIME BONUS X2, which gives you a double CLEAR SCORE. The total score of the floor shows in the FLOOR SCORE, bananas not included.

It's a little more complicated for the green goals. The green goals will let you skip one or more floors. You'll get the same CLEAR SCORE as when passing the blue goal but there will be 10,000 points added to the score. This score will then increase depending on how many floors you're allowed to skip.

Floors skipped	WARP BONUS
1 Floor	WARP BONUS X2
2 Floors	WARP BONUS X3
3 Floors	WARP BONUS X4
6 Floors	WARP BONUS X7

The score will then be the CLEAR SCORE multiplied with WARP BONUS X. Getting a TIME BONUS when going through a green goal, doubles the whole score including the WARP BONUS. The total score of the floor shows in the FLOOR SCORE, bananas not included. These are the floors that have a green goal.

Difficulty	Floor	Where to	Floor(s) skipped
Beginner	Floor 2	Floor 5	2 Floors
Advanced	Floor 6	Floor 10	3 Floors
Advanced	Floor 11	Floor 14	2 Floors
Advanced	Floor 18	Floor 20	1 Floor
Advanced	Floor 25	Floor 28	2 Floors
Expert	Floor 3	Floor 5	1 Floor
Expert	Floor 42	Floor 44	1 Floor
Expert	Floor 46	Floor 48	1 Floor

The score is the same when going through a red goal as when going through a green goal except you'll get an addition of 20,000 points instead of only 10,000 points. These are the floors that have a red goal.

Difficulty	Floor	Where to	Floors skipped
Advanced	Floor 18	Floor 25	6 Floors
Expert	Floor 2	Floor 5	2 Floors
Expert	Floor 42	Floor 45	2 Floors

There's a special note about the 50 Hz mode in the PAL version. At least in my copy there seems to be a glitch that gives you less score. When finishing a floor you'll only get around 83% of the points you would normally get in 60 Hz. I've tried it many times in both Practice and Normal and it's always the same. If anyone have an explanation please e-mail me. There are two more differences that I've found. It really doesn't belong here but I'll write it anyway. The 50 Hz mode is a little bit slower. For example; it takes two more hundreds of seconds to finish the first floor in beginner. Another difference is a con for the 60 Hz mode. On Expert floor 17, there's a really deep drop in frame-rate. That's not the case in 50 Hz mode. That's annoying I'll tell you. But that's the only drop in frame-rate I've found.

Some pointers to get the really high scores. Always get a TIME BONUS if that's possible on that floor. As mentioned before, this doubles the score. And always use the warps. But you also have to think about the bananas. One banana is worth 100 points and ten bananas or a bunch is then of course worth 1,000 points. If you've read above, you know that one second less on the timer when finishing a floor gives you one extra 100 points, if you get a TIME BONUS it's worth 200 points a second. Let's say that you'll get a TIME BONUS. Then when taking a banana, the process of taking it shall not take more than 0.5 second for you to gain profit in the scores. As goes with a bunch, ten bananas, but it cannot take more than 5 seconds if you want profit. If bananas and bunches are in the way of the fastest way to the goal you'll of course not worry about it. Then you have nothing to lose. But on a floor where you usually get a TIME BONUS and you wish to take a side path that will result in a bunch and 5 seconds more on your timer, that's nothing you should do. But if it's less than 5 seconds of your total time, then go for it. Check the table below.

How many bananas? | It can't take more than... for you to gain profit
w/ TIME BONUS | w/o TIME BONUS

1 Banana		0.5 Seconds		1 Second
2 Bananas		1.0 Second		2 Seconds
3 Bananas		1.5 Seconds		3 Seconds
4 Bananas		2.0 Seconds		4 Seconds
5 Bananas		2.5 Seconds		5 Seconds
6 Bananas		3.0 Seconds		6 Seconds
7 Bananas		3.5 Seconds		7 Seconds
8 Bananas		4.0 Seconds		8 Seconds
9 Bananas		4.5 Seconds		9 Seconds
10 Bananas		5.0 Seconds		10 Seconds

And so on...

=====

2.7 Before-you-begin-tips

=====

12 tips to be a better Super Monkey Ball player and learning more about the game. These are pointers for the Main Game, mostly Expert. Pointers for the Party- and Mini Games are described in their sections.

- Even though speed, braking, turning, traction or jumping doesn't matter between the monkeys, does actually size matter. It's much easier to cross thin passages with a small monkey. So I've always used BABY and I believe you should as well. Even though AIAI's coolness is hard to beat.
- Before you begin taking on the Expert Floors I think you should have unlimited continues. After you've unlocked all of the Mini-Games for each 2,500 play points you collect your amount of continues will increase. When you've collected 2,500 points while having 9 continues you'll instead get unlimited. To collect lots of play points, clear Advanced many times and take the red warp on Floor 18 which gives you extremely much points.
- Then unlock the floors, all of them, except the Extra. And play Practice until you can master them all. Check my strategies and/or develop strategies that suit you. If you think that's boring, play through Expert Normal Mode until you can do it within one continue. A guy I know did it like that.
- To save yourself time and patience I think you should learn some of the warps. I recommend learning the red warps on Floor 2 and Floor 42 in Expert. I think the one on 46 is too hard and the one on 3 is unnecessary due to the one on the second floor. On 42 there is a green too that doesn't warp you as far as the red. I don't think it's much harder to reach the red one than the green one, honestly. In Advance you should learn the green warps on floor 6 and 25, and the red warp on floor 18. The green warp on 11 is in my opinion too hard to reach without falling down. In Beginner I think you should get the green warp on floor 2.
- Sometimes it might be worth learning faster ways than safer ways because it might be easier on your patience. That's probably just individual.
- Something I write "diagonal platform crossing", when you pass small platforms that's only connected in the corners. Practice a lot on this moment, you'll encounter it a lot. Floor 42's got lots of this. My tip is to go fast across. It's easier not to fall down when doing so.

- When being on small platforms, moving or stationary, never panic, because that results in a fall out. When about to fall, tilt the control stick slightly in the opposite direction.
- Use the squares on the ground to your advantage. When you're doing a jump that's successful, you can use the squares as a mark where to be next time.
- On floors that have nasty angels you're ought to know that pressing the control stick back has less effect than pressing it sideways. That's important to think about.
- If my strategies don't work for you, you should try to develop your own. Why not use one of mine as a foundation and then edit it to your liking. In Super Monkey Ball I believe that we are good on doing different things.
- I'm not a very good Super Monkey Ball player so if you think my strategies suck, you can spare me from knowing that and instead send in your own. Credit will of course be yours.
- If you finish Beginner and Advance without losing lives, you will be able to play the Extra Floors. If you finish Expert without losing a continue you will be able to play Expert Extra. If you finish Expert and its Extra Floors without losing a continue you will be able to play Master.
- Read the parts above this one and you should be even more ready.

=====
2.8 Unlockable stuff and Play Points
=====

There are some things to unlock in Super Monkey Ball.

Beginner Extra Floors

To be able to play these three floors, you must finish Beginner in Normal Mode without losing a life. The floors you've played will be available in Practise mode by pressing "right" while highlighting "Expert".

Advance Extra Floors

To be able to play these five floors, you must finish Advanced in Normal Mode without losing a life. The floors you've played will be available in Practise mode by pressing "right" while highlighting "Expert".

Expert Extra Floors

To be able to play these ten floors, you must finish Expert in Normal Mode without losing a continue. You may lose lives, but when you've lost all of them and must use a continue, this will not happen. The floors you've played will be available in Practise mode by pressing "right" while highlighting "Expert".

Master Floors

To be able to play these ten floors, you must finish Expert and the Expert Extra in Normal Mode without losing a continue. You may lose lives, but when you've lost all of them and must use a continue, this will not happen. The floors you've played will be available in Practise mode by pressing "right" while highlighting "Expert Extra". Master can only be played after finishing Expert including the Extra floors in one continue and in Practise mode. It's never possible to only play the Master floors in Normal mode.

Mini Games

When you play Normal mode in the Main game, you get Play Points. When you've collected 2,500 Play Points, you can go to the play points menu and choose to unlock any of the three Mini Games. When you've unlocked all of the Mini Games, what can you do next?

Increase of Continues

When you've unlocked the Mini Games you will get a new continue for each of the 2,500 Play Points you collect. When you have 9 continues and collect another 2,500 Play Points, you will get infinite continues. This means that you can go through Expert and lose all the time, but still be able to unlock all of the floors in Practise mode.

=====

2.9 Review

=====

Ironic times. A Sega owned company converts an old arcade title, Monkey Ball, in only six month and makes it the best release game for the GameCube according to me and many others. Anyway, Super Monkey Ball is about controlling a monkey trapped in a ball through various courses by using the control stick to tilt the courses. Besides this, AV made some exclusive mini-games for the GCN version which are really amusing.

Graphics 8/10

No story so we move on to the graphics. Nothing too special but I love it. It's clean, fast and lots of colours. The graphics reminds me of the Kirby games. The monkeys are

well designed but pretty simple. Their way of moving are great and the floors have lots of variation. A nice detail is the way the finish line always moves so realistic. Impressive, because this game isn't very advanced in the graphical department.

Sound 6/10

First out, the music. Typical arcade game music, typical Sega music. It sounds pretty much the same all the time and pretty soon gets on your nerves. But, it suits the game, I guess.

Then we have sound effects. The only thing you can notice is the monkeys' screaming. They do it in very shrill voices as soon as you get close to an edge. And believe me, this game is all about riding on edges. They get annoying, fast.

Controls/Gameplay 9/10

Brilliant! It's so simple but so amusing. In the main game you only use the control stick and the A-button. The control stick for moving the monkey and the A-button to zoom the floor map in and out.

There are three different difficulty settings, Beginner, Advanced and Expert. When choosing one of these you get to play a series of courses or 'floors' as it's called here. When arriving on a floor you shall tilt the floor with the control stick so that the monkey you have in the ball, rolls towards a finish line. When the finish line is broken you can move on to the next floor. It's much more fun than it sounds like and very addictive.

But besides the main game, described above, there are no less than six mini-games: Monkey Race, Monkey Fight, Monkey Target, Monkey Bowling, Monkey Golf and Monkey Billiards. All of them are pretty simple and all of them are both single and multi-player games. What they're about is pretty obvious when it comes to the first and three last, besides that the monkey is always in the ball of use. In Monkey Target you shall fly your monkey, using the ball as wings and land on different targets. This is hard and takes lots of patience and practise. Many people love this but I haven't really gotten stuck on it. In Monkey fight you shall together with three others, either human or CPU controlled, monkeys roam around a platform with a huge boxing glove attached to your ball knock down the others from the platform. Hysterical and fun but you soon get tired. A nice touch with mini-games.

But I do have to complain some. There's a really annoying glitch in the PAL version which makes the ones who play 50 Hz mode only get around 80% of the points the ones who play 60 Hz mode get. (Forgot to mention the points system). This glitch is annoying and the fact that in 60 Hz mode the game always slow down extremely on a certain expert floor which unable us to play properly.

Lasting appeal 9/10

Lots of floors with lots of variation and six mini-games. So there's something for everyone to have fun with. The floors, especially the expert ones take lots of time to master so if you like this game you'll be stuck for a long time. It's a pretty good balance between the difficulties. Beginner is for beginners, Advanced is for the advanced players and Expert is for the Experts. There's also a practise mode which enables you to play all of the floors you've once played to completely master them. It's nice to know that you can be four players in just about every game mode in this game.

Total 9/10

A simple but brilliant game which actually beats all of the other release games for the GameCube.

Spoilers

Beginner, Advanced and Expert contain 10, 30 and 50 floors and 3 extra floors for Beginner, 5 for Advanced and 10 for Expert. You will be able to play the extra floors when you've completed Beginner and Advanced without losing a life and Expert without losing all of your lives. If you beat Expert + its extra levels without losing all of your lives you open up the really tough master mode. Stuff worth to know so you know what you're up against.

3.0 Main Game

This is how all the Floors are presented in this FAQ.

- FLOOR - The number of the floor.
- TIME LIMIT: - All the floors have a time limit, it's either 30 or 60 seconds. When there are no time left, a monkey will be lost.
- BANANAS: - How many bananas there are on that floor. 5 + 10 means that there are 5 loose bananas and 10 bound up in a bunch.
- THE SAFE WAY: - According to my judgement the safest way.
- THE WARP WAY: - Only enable on four of the 60 floors.
How to reach the Warp goal.

THE TIME BONUS WAY: - How to get a TIME BONUS on this floor, if it's possible or to my knowledge possible.

MY WAY: - How I recommend you to deal with it, how I usually do. Also which warps I use.

DIFFICULTY: - There are no criteria for this. I compare the floors to each other. Please do not mail me about my ratings being bad. This is how I found the floor's difficulty compared to each other. The rating goes from 1 to 5. THE WARP WAYS will also be rated. The floors are being compared to each other in their categories. E.g. A beginner floor that's rated 2/5 is much easier than an Expert floor that has the same rating.

=====
3.1 Beginner Floors
=====

As easy as a walk in the park. Finish these ten floors without losing a life, and you will be rewarded to play the three extra floors.

BEGINNER FLOOR 1

TIME LIMIT: 60 Seconds
BANANAS: 4 + 0

THE SAFE WAY:
I don't think you can fall down here. Just roll into the goal. Push the control stick "up" to do so.

THE TIME BONUS WAY:
You have 60 seconds to finish the floor. Need I say more.

MY WAY:
There's no "my way" here. I ignore the bananas by the way.

DIFFICULTY: 1/5

BEGINNER FLOOR 2

TIME LIMIT: 60 Seconds
BANANAS: 3 + 0

THE SAFE WAY:
Avoid falling down the pit and get yourself to the goal on the other side of the floor.

THE GREEN WARP WAY:

This is a little trickier. Just behind from the starting point you have a little ramp. This ramp should be climbed. Roll towards the pit in the middle and turn around so you're just in front of the ramp. Now push the control stick slightly forward, don't go over 20 mph and climb the ramp. Pull the control stick back when you reach the top of the ramp. Roll off the top, down to the floor below. Pull back a little in the air so you don't get past your destination. Then roll into the goal.

THE TIME BONUS WAY:

Whichever of the ways work, but it's easier to complete THE SAFE WAY. Be a little fast and it's easy to get THE WARP WAY as well.

MY WAY:

That'd have to be THE WARP WAY and THE TIME BONUS WAY.

DIFFICULTY: 1/5,

THE GREEN WARP WAY: 3/5

BEGINNER FLOOR 3

TIME LIMIT: 60 Seconds

BANANAS: 4 + 0

THE SAFE WAY:

It actually works to hold "up" all the way, from the start, until you break the finish line. It's kind of hard to fall out.

THE TIME BONUS WAY:

THE SAFE WAY works, but there's a faster method. When you start, tilt your controller to the right until the monkey reaches its peak on the ramp, quickly tilt it to the left and then to the right again. You will probably get to the other side and finish the floor in just three seconds.

MY WAY:

I usually warp past this one. But it's the fastest way that does it for me.

DIFFICULTY: 1/5

BEGINNER FLOOR 4

TIME LIMIT: 60 Seconds

BANANAS: 7 + 0

THE SAFE WAY:

Get forwards in decent speed and get on the moving platform. Carefully get to the other side of it and wait for it to spin past the goal platform.

THE TIME BONUS WAY:

The above method works because you have so much time. It's more fun to do it in four seconds though. Press "up" immediately when you start and board the moving platform. While still holding "up", roll along the left part of the platform and quickly get over to the goal platform. Stay very close to the edge of the moving platform.

MY WAY:

Warp past this one, but it's the really fast way plus six of the seven bananas for me. To get the bananas, roll in the middle of the moving platform.

DIFFICULTY: 2/5

BEGINNER FLOOR 5

TIME LIMIT: 60 Seconds

BANANAS: 50 + 0

Your first BONUS FLOOR. Collect all the bananas to finish the floor. If you fall down, you won't lose a life, but you will continue directly to the next floor. Don't take the bananas at random. As you see, the bananas are divided into two frames. One outer and one inner. There are also two more bananas. One in the middle of the frame and one far away. In a decent speed, roll around the outer frame and take all the bananas. When that's finished, roll around the inner frame and take those bananas. Now you will probably have two bananas left and be near the starting point. Aim yourself towards the bananas and get them.

BEGINNER FLOOR 6

TIME LIMIT: 60 Seconds

BANANAS: 8 + 0

THE SAFE WAY:

Roll down the ramp and be sure to brake before you reach the end. Continue in the same way until you reach the goal. When you're on the goal ramp, try to roll in a straight line.

THE TIME BONUS WAY:

The above method works, but it's funnier to do it in another way. From the start, roll off the edge to the right, but don't hold the control stick in that direction or you will fall down. Just carefully get down to the floor below. Roll carefully down the next floor as well but keep a slightly higher speed when you leave the floor. Around 20 mph is enough. Then get down the ramp to the goal.

MY WAY:

THE TIME BONUS WAY. I ignore the bananas

DIFFICULTY: 3/5

BEGINNER FLOOR 7

TIME LIMIT: 60 Seconds

BANANAS: 12 + 10

THE SAFE WAY:

Get up to the top floor but watch the edges so you don't go too fast in the corners. From the start, roll along the right edge and then when you get near the ramp. Quickly press the monkey upwards it. Then get to the left edge and do the same to the next ramp and then the one after that. Carefully roll into the goal afterwards.

THE TIME BONUS WAY:

The above method works well.

MY WAY:

It's the above method. I ignore all of the bananas except the bunch near the top. To take that, you must roll up the last ramp near the edge of it.

DIFFICULTY: 3/5

BEGINNER FLOOR 8

TIME LIMIT: 60 Seconds

BANANAS: 20 + 20

THE SAFE WAY:

Wait for the first platform to arrive. Carefully board and let it take you to the middle of the floor where all platforms gather. When they gather, roll towards the goal on the other side and stop on the platform closest to the goal. Go in a decent speed towards this platform, about 15 mph should do it. Brake in time. Balance yourself on the platform and let it take you to the goal.

THE TIME BONUS WAY:

You can even go and get a bunch in the corner and you will still get THE TIME BONUS.

MY WAY:

I do THE SAFE WAY and I try to get as many bananas as possible during the way, not the bunches.

DIFFICULTY: 4/5

BEGINNER FLOOR 9

TIME LIMIT: 60 Seconds

BANANAS: 1 + 10

THE SAFE WAY:

Roll over the catwalk until you get to the top of the ramp. Roll to the edge of it and stand still. Line up with the middle of the ramp so you can roll over the bump near the foot of it. Press the control stick halfway up and steer yourself to the bump. Just in case, hold the control stick towards the wall after you've jumped on the bump. If you're too fast off the ramp you will bounce into the wall and get a fall out. If you go too slow you will not get to the goal platform.

THE TIME BONUS WAY:

The above method works perfectly.

MY WAY:

There's a banana behind the goal but I don't think it's necessary.

DIFFICULTY: 4/5

BEGINNER FLOOR 10

TIME LIMIT: 60 Seconds

BANANAS: 5 + 0

THE SAFE WAY:

Start by going straight until you reach the next platform. Carefully line up with the next trail and then roll over it. Now it's time for steps that lead downwards. Try to keep a pretty low speed while rolling down them. Next up is a hill going upwards. Climb it with high speed and you'll get to the curvy trail. Try to keep in the middle of this trail in a speed between 10-15 mph. Then get into the goal.

THE TIME BONUS WAY:

You can use the above method, but then you will be stressed and roll on the curvy trail in 18 mph. I recommend you to use another method. You will land in a hole when you start. To the right of the hole, there's a little socket. Place yourself there. Then quickly press and hold the control stick towards the platform to the right of the starting platform. You will jump over the pit between. Continue holding and aim towards the next platform that's separated from the one you're currently on with a pit. Then continue roll over the curvy trail in whatever speed you like.

MY WAY:

I use THE TIME BONUS WAY.

DIFFICULTY: 5/5

BEGINNER EXTRA FLOOR 1

TIME LIMIT: 30 Seconds

BANANAS: 7 + 0

THE SAFE WAY:

Roll to the edge of the first platform and wait for the band of moving platforms. The only thing you should do is to press forward and roll from platform to platform while keeping in the middle. Hold a very constant speed around 25 mph while rolling.

THE TIME BONUS WAY:

The above way give you a TIME BONUS.

MY WAY:

The above method.

DIFFICULTY: 5/5

BEGINNER EXTRA FLOOR 2

TIME LIMIT: 30 Seconds

BANANAS: 5 + 0

THE SAFE WAY:

There's a spinning wall with a goal in the middle. It's so slow you can, if you wish, roll out to it and goal. If you want to be precise, stand absolutely still until the counter is just between 23 and 22. When it's there, press and hold "up" until you break the finish line.

THE TIME BONUS WAY:

Like above.

MY WAY:

I usually hunt it. Don't know way. I ignore the bananas.

DIFFICULTY: 3/5

BEGINNER EXTRA FLOOR 3

TIME LIMIT: 30 Seconds

BANANAS: 5 + 10

THE SAFE WAY:

Think of the floor as if it was stable and it's easier.

Carefully roll out on the bouncing platform and all the time try to hold you balance. Go straight, around the pit and into the goal. Never be near the edges.

THE TIME BONUS WAY:

Ye hast to be a little faster, matey!

MY WAY:

I usually go pretty fast.

DIFFICULTY: 4/5

=====

3.2 Advanced Floors

=====

A bit harder than Beginner, here comes thirty Advanced floors plus five Extra floors. Just as the case was with beginner, you mustn't lose a single life to be able to Advanced Extra.

ADVANCED FLOOR 1

TIME LIMIT: 60 Seconds

BANANAS: 4 + 0

THE SAFE WAY:

There's a little bump, but you can get over it with almost no speed at all. Go into the goal.

THE TIME BONUS WAY:

Bah.

MY WAY:

I just go straight into the goal. No bananas.

DIFFICULTY: 1/5

ADVANCED FLOOR 2

TIME LIMIT: 60 Seconds

BANANAS: 5 + 20

THE SAFE WAY:

Push "up" until you've got past the hills. Zigzag through the next things. Avoid the bumpers and then push up until you reach the goal. You will roll over the pit before the goal. I promise.

THE TIME BONUS WAY:

Like above.

MY WAY:

I usually try to get the bunch just after the hills section. To get it, it's just to keep high speed over the hills. I ignore the rest of the bananas.

DIFFICULTY: 2/5

ADVANCED FLOOR 3

TIME LIMIT: 60 Seconds

BANANAS: 9 + 0

THE SAFE WAY:

Immediately roll diagonally to the right and forward. A moving platform will meet you just in time. Board it and go to its other edge. Wait for another platform which will come to you in a second. Board it and let it take you to the goal platform.

THE TIME BONUS WAY:

The above method is a fast method.

MY WAY:

Well... above.

DIFFICULTY: 2/5

ADVANCED FLOOR 4

TIME LIMIT: 60 Seconds

BANANAS: 7 + 0

THE SAFE WAY:

Get forwards in a decent speed and get on the moving platform. Carefully get to the other side of it and wait for it to spin past the goal platform. Try to keep in the middle and stay focused to pull it off.

THE TIME BONUS WAY:

The above method works because you have so much time. It's more fun to do it in four seconds though. Press "up" immediately when you start and roll in high speed towards the beyond right edge of the platform you're currently on and you'll board the moving platform. While still holding "up", roll along the moving platform, aim towards the right edge of the goal platform and quickly get over to it. Break when you've done it and then get into the goal. Note that you must be in fast motion all the time.

MY WAY:

I usually take it carefully here actually, but you get a TIME BONUS anyway, right?

DIFFICULTY: 2/5

ADVANCED FLOOR 5

TIME LIMIT: 30 Seconds

BANANAS: 50 + 0

A bonus stage. Grab all the bananas within the time limit. This isn't hard. Do it systematically. Start on the outer bananas and continue on the inner. Then grab the one in the middle and head for the last one on the south tip of the floor. This is the same bonus floor as in Beginner but the time limit is only 30 second instead of 60.

ADVANCED FLOOR 6

TIME LIMIT: 60 Seconds

BANANAS: 3 + 0

THE SAFE WAY:

The second half of this floor is folding itself upwards and downwards. Go to the point where the floor separates and be close to the middle. Just before it straightens out from being folded upwards, roll out on the second half and very fast towards the goal.

THE GREEN WARP WAY:

This is a little trickier. Just behind from the starting point you have a little ramp. This ramp should be climbed. Roll towards the pit in the middle and turn around so you're just in front of the ramp. Now push the control stick slightly forward, don't go over 20 mph and climb the ramp. Pull the control stick back when you reach the top of the ramp. Roll off the top down to the floor below. Pull back a little in the air so you don't get past your destination. Then roll into the goal. It takes you to floor 10.

THE TIME BONUS WAY:

Any way is fine. You can do this in a pretty insane way as well. Directly when you start, roll very quickly get around the pit and aim immediately towards the goal. You will probably bounce on the goal before breaking the line.

MY WAY:

I usually warp. I definitely ignore the bananas.

DIFFICULTY: 2/5,

THE GREEN WARP WAY: 3/5

ADVANCED FLOOR 7

TIME LIMIT: 60 Seconds

BANANAS: 4 + 0

THE SAFE WAY:

Follow the trail to the end without speeding too much. There's really nothing to add here.

THE TIME BONUS WAY:

You can get the TIME BONUS by taking THE SAFE WAY, but you must be pretty fast. It's possible to do it in a faster way though. First go straight and almost directly fall down to the trail to the right. Continue up the hill on the trail you got to so you're going back towards the starting point. You will notice another trail down to the right. It's pretty easy to hit. Then roll to the goal.

MY WAY:

I've hardly played this one because I warp past it. I suppose I don't jump between trails if I go through this floor.

DIFFICULTY: 1/5

ADVANCED FLOOR 8

TIME LIMIT: 30 Seconds

BANANAS: 10 + 0

THE SAFE WAY:

Go down the hill and zigzag yourself between the blocks in your path. It's not easy to fall down here... well if you bump into an edge of a block you may very well fall down.

THE TIME BONUS WAY:

Just be fast. Hold up all the time and don't bump into no blocks.

MY WAY:

I go for the BONUS and I try to take the very visible bananas on the way.

DIFFICULTY: 2/5

ADVANCED FLOOR 9

TIME LIMIT: 60 Seconds

BANANAS: 21 + 20

THE SAFE WAY:

Wait for a moving block to arrive to the starting platform. Board it and let it take you to the place in the middle where all moving platforms gather. Directly when they gather, move to the platform to the extreme right or the extreme left with a decent speed. Stop on any of those platforms and it will take you to a bunch. Grab the bunch if you want to, and then let the platform take you to the gathering point in the middle. After that, get to the moving platform closest

to the goal and score.

You can also do it in another way where you must be faster but there isn't much platform balancing. From the start, board the moving platform, and when you reach the gathering point, move to the platform on the opposite side which takes you to the goal. You must be fast when you get over the platforms in the gathering point but it's not very hard.

THE TIME BONUS WAY:

Any of the above methods give you a TIME BONUS.

MY WAY:

I use the second method. I don't have patience for that bunch of bananas.

DIFFICULTY: 3/5

ADVANCED FLOOR 10

TIME LIMIT: 30 Seconds

BANANAS: 50 + 0

Another Bonus Floor. A little harder than the one before. Collect 50 bananas within the time limit. My tip is to keep it cold and go fast first through the outer circle of bananas and then through the inner. Then collect the ones you missed.

ADVANCED FLOOR 11

TIME LIMIT: 30 Seconds

BANANAS: 31 + 130

THE SAFE WAY and THE GREEN WARP WAY:

As you can see, there are six trails to choose between. You can choose by yourself depending on your skill. The left trail is broad and easy to cross but has no bananas. The further to the right a trail lies, the thinner it is, but it has more bananas. The rightmost leads to THE GREEN WARP WAY. To get over that one and the one to the left of it, you line up with the trail exactly in the middle and then push up around half way. Don't push it all the way or you may very well fall out. Try not to touch the control stick to the right and left while rolling over the thinnest lines. You must get out on the trail before there're 20 seconds left. After that time, a wall will be raised before the trails to block your advancing. The green warp takes you to floor 14.

1.0 (leftmost)	=	0	+	0	Bananas
0.4	=	6	+	0	Bananas
0.3	=	14	+	0	Bananas
0.2	=	4	+	20	Bananas

0.1 = 4 + 50 Bananas
0.1 (rightmost, takes you to the green warp) = 3 + 60 Bananas

THE TIME BONUS WAY:

Choose the leftmost way and boost all the way, until you're just near the end of the trail when you brake. Get up the hill and go through the goal. You'll make it if you're fast, don't hesitate anywhere.

MY WAY:

I do THE TIME BONUS WAY. It's very easy to fall down while trying THE WARP WAY and you warp past two easy floors.

DIFFICULTY: 2/5,
THE GREEN WARP WAY: 5/5

ADVANCED FLOOR 12

TIME LIMIT: 30 Seconds
BANANAS: 8 + 0

THE SAFE WAY:

Roll down into the pit and then start rolling on the edges until you break the finish line.

THE TIME BONUS WAY:

The above method. If you want to get directly to the goal, you should, from the starting point, aim directly at the edge of the pit to the left of the finish line.

MY WAY:

I do the safe method. It gives you a TIME BONUS.

DIFFICULTY: 1/5

ADVANCED FLOOR 13

TIME LIMIT: 30 Seconds
BANANAS: 6 + 20

THE SAFE WAY:

Start by going towards the nearest wall and brake before bouncing into the wall. A thing will come and bounce you up to the above platform. Do the same thing here. The uppermost platform has a ramp near the edge. Stand on the bouncing thing before the ramp and when you're shot upwards, push up and you'll get to the goal platform. Brake here and break the finish line.

THE TIME BONUS WAY:

You can get THE TIME BONUS by using the above method, but be sure that you're effective when doing it.

MY WAY:

I try to do it within THE TIME BONUS limit. I don't care much about the bananas that one can get.

DIFFICULTY: 2/5

ADVANCED FLOOR 14

TIME LIMIT: 60 Seconds

BANANAS: 4 + 0

THE SAFE WAY:

This floor is annoying because some things in it are irregular. Go to the right from the start and slightly down. You shall pass between a thing that pushes you and the edge of the floor. This seem to be irregular so just wait until there's an opener. Just follow the edge around the floor when you've passed it. There are other pushers but these you can pass without too much effort. Just before you get to the goal area, you must pass another one of these though. Do it like before and then break the finish line.

THE TIME BONUS WAY:

The above method works. Sometimes it's possible to do this in only 8 seconds so you shouldn't have a problem.

MY WAY:

The above method without bananas.

DIFFICULTY: 3/5

ADVANCED FLOOR 15

TIME LIMIT: 60 Seconds

BANANAS: 5 + 0

THE SAFE WAY:

Go straight from the start so you jump down to the level below. This goes for the whole floor. You should move on the catwalks and when you must turn, you must always take the inner curve. As far to "inner" as possible. Remember now that the catwalks lean downwards when you're going towards a corner so you shan't press "up" while riding them. You must just roll towards the corner. If you're in the outer curve, you can still save yourself though. Press the control stick in the requested direction to see if you have the chance.

THE TIME BONUS WAY:

Do it fast, can't say anything else. Try to get those inner curves.

MY WAY:

THE TIME BONUS WAY.

DIFFICULTY: 4/5

ADVANCED FLOOR 16

TIME LIMIT: 30 Seconds

BANANAS: 4 + 0

THE SAFE WAY:

Zigzag until you reach the goal. It's very easy but beware the belt conveyors directions. If the conveyors move backwards, have some more speed; if they move forwards have less speed.

THE TIME BONUS WAY:

It's really easy.

MY WAY:

Above.

DIFFICULTY: 2/5

ADVANCED FLOOR 17

TIME LIMIT: 60 Seconds

BANANAS: 6 + 0

THE SAFE WAY:

Follow the path; there's really nothing special here. When you get to the steps heading downwards, you must go down it pretty slowly, because these kinds of falls make it go extra fast. Brake a good while before the end of the stairs. Then cross the curvy bridge in a speed of 10-12 mph.

THE TIME BONUS WAY:

The above method definitely won't get you a TIME BONUS. You will land in a hole when you start. To the left of the hole, there's a little socket. Place yourself there. Then quickly press and hold the control stick towards the platform to the right of the starting platform. You will jump over the pit between. Continue up the hill until you come to two catwalks with two bananas. Choose the left one and stop right on the banana. Make sure that the speedometer says 0 mph and that you're standing where the banana was standing. Press "up" and go off the platform towards the goal. Press "down" for a short moment just after you've left the platform and you'll bounce on the goal platform and then you can score with a certain TIME BONUS.

MY WAY:

I go for THE TIME BONUS WAY.

DIFFICULTY: 4/5

ADVANCED FLOOR 18

TIME LIMIT: 60 Seconds

BANANAS: 2 + 10

THE SAFE WAY:

For the blue goal, immediately follow the goal down the slope and go through it.

THE GREEN WARP WAY:

The same thing here, but hunt down the green goal. This goal takes you to floor 20.

THE RED WARP WAY:

You cannot take this goal by going down the slope in a conventional matter. To the right of the start you see arrows on the edge of the slope. Roll off this edge between the first and the second arrow on the edge and you will bounce on the level below. Start rolling upwards the slope and when you're coming to the curve, be sure that you're in the middle. The red goal will then come and drive over you so that your breaking the finish line. This warp takes you to floor 25 and gives you such a heavy score you haven't seen the likes of it. This strategy also works for the green goal, but then you must avoid the red goal.

THE TIME BONUS WAY:

Everything works, but you won't get one for taking THE GREEN WARP WAY in a conventional matter.

MY WAY:

I go for THE RED WARP WAY with a TIME BONUS. It's very easy actually.

DIFFICULTY: 2/5,

THE GREEN WARP WAY: 3/5

THE RED WARP WAY: 3/5

ADVANCED FLOOR 19

TIME LIMIT: 30 Seconds

BANANAS: 6 + 20

THE SAFE WAY:

Go down the hill in a decent speed and then get to the right. Wait for the moving platform and when you're off it, roll over the catwalk to the next hill. You cannot go down this in the middle. You must do it to the right or left of the middle. When you're starting to roll down the slide, avoid the bumpers and go over the bump. You need a decent speed for this so don't you go braking on me. Then get through the finish line.

THE TIME BONUS WAY:

This is slightly harder. From the starting platform, go to the upper left edge. Then turn around and aim at the opposite diagonal corner: the corner which aims at the goal. Roll towards this corner and let it bump you over the pit towards the hill before the goal. Let it bounce you on the platform in the hill and then on the goal platform. You can also aim to bounce on the slide but then you may get so much speed that you will bounce into a fall out.

MY WAY:

I always warp past this one. I just recently discovered this TIME BONUS WAY.

DIFFICULTY: 3/5

ADVANCED FLOOR 20

TIME LIMIT: 30 Seconds

BANANAS: 50

Go diagonally forward and back and collect all the bananas. Be focused and don't touch the bumpers.

ADVANCED FLOOR 21

TIME LIMIT: 60 Seconds

BANANAS: 3 + 10

THE SAFE WAY:

When you feel like it, follow a bumper around the first half of the floor. Keep on the outer row of squares to make the oncoming sharp and fast turn easier. Try to cut over the inner curve and be focused. Then continue to follow another bumper to the goal. Always lie just behind the bumper but never bump into it.

THE TIME BONUS WAY:

You must follow the first accessible bumper and then go fast when you've just got the finish line in front of you.

MY WAY:

THE TIME BONUS WAY. Or else, I'll just go vacillating when to go into the bumper circus, but I usually warp past this one.

DIFFICULTY: 3/5

ADVANCED FLOOR 22

TIME LIMIT: 30 Seconds

BANANAS: 1 + 20

THE SAFE WAY:

This is super easy. Just go around the pit in a decent speed and aim for the goal. Don't be too slow.

THE TIME BONUS WAY:

Bah.

MY WAY:

I warp past this one, but if I play I tend to ignore the bananas. I don't really know why.

DIFFICULTY: 1/5

ADVANCED FLOOR 23

TIME LIMIT: 60 Seconds

BANANAS: 6 + 20

THE SAFE WAY:

A pretty complicated floor. First you'll have a field of squares in front of you. Go diagonally through the field and then carefully work your way to the little pit. Be sure to line up with paths in the big pit before going down there. Take aim and boost up the pit from the other side. Follow the catwalks until you reach the goal.

THE TIME BONUS WAY:

The above method, but don't hesitate anywhere.

MY WAY:

I aim for THE TIME BONUS WAY and I take the bunch behind the goal if I have the time to do it, but I warp past here as well.

DIFFICULTY: 2/5

ADVANCED FLOOR 24

TIME LIMIT: 30 Seconds

BANANAS: 13 + 0

THE SAFE WAY:

This is a board that tilts by itself. Roll over it and try to always keep in middle. If you're about to fall down, quickly tilt the control stick in the other direction.

THE TIME BONUS WAY:

Just go fast.

MY WAY:

I try to take some bananas during the way, but I usually warp through it.

DIFFICULTY: 2/5

ADVANCED FLOOR 25

TIME LIMIT: 60 Seconds

BANANAS: 3 + 0

THE SAFE WAY:

Work your way through the path without touching any of the bumpers. Roll up the hill and go through the mean pushers. Wait until they get out of your way before you pass them or you will be pushed down. Continue up the next hill and when you're about to go down another hill, just press the control stick halfway "up". You will bounce on the goal platform and can get in.

THE GREEN WARP WAY:

There're really two way to get to the green goal. One way is to get to the blue goal and then to get passed it and continue to the green one, but that's so unnecessary. Instead use this one which only takes three seconds. Practise this one so you can nail it whenever you want. Go in full speed straight towards the goal from the start. Roll on the right side of the bumpers and then roll on the square shaped pit. The thing is to bounce on the edge of the pit that's closest to the goal. That must be done in full speed and will take you over to the goal. It may seem hard at first but practise and you will nail it all the time.

THE TIME BONUS WAY:

Use THE GREEN WARP WAY.

MY WAY:

THE GREEN WARP WAY.

DIFFICULTY: 3/5,

THE GREEN WARP WAY: 3/5

ADVANCED FLOOR 26

TIME LIMIT: 60 Seconds

BANANAS: 5 + 10

THE SAFE WAY:

Follow the catwalk to the end of it. Then go to the left to take aim. At the edge of that ledge, turn around and roll into the slide. Follow it around and keep in the middle in good speed. When you close in on the end, stay a little on the upper part of the slide and then you will most likely roll into the goal. It takes some practise to master it though.

THE TIME BONUS WAY:

Press up immediately. When the timer switches from 57:00 and 56:99, drop down from the platform on the left side and aim at the goal. You might make it, if you practise.

MY WAY:

I warp past this one, but I go THE SAFE WAY if I have to play.

DIFFICULTY: 4/5

ADVANCED FLOOR 27

TIME LIMIT: 30 Seconds

BANANAS: 7 + 20

THE SAFE WAY:

From the start you shall press "up". Hold it until there's an intersection and the road splits. Use whichever while still holding "up" and then get to the goal. The key is to always hold "up". If you fail, get back to the starting area and try again.

THE TIME BONUS WAY:

It's likely that you must finish it on your first try if you want the TIME BONUS.

MY WAY:

I just try to nail it on my first try. There are some bananas behind the goal. I'd ignore them.

DIFFICULTY: 3/5

ADVANCED FLOOR 28

TIME LIMIT: 30 Seconds

BANANAS: 10 + 0

THE SAFE WAY:

Some spikes coming from left and right. When you see that the spikes are gone from the first space, move there and just a moment later, the space in front of you opens. Move forward as the spikes move away. You can continuously keep a low speed through the whole thing actually.

THE TIME BONUS WAY:

If you take action immediately you will get the TIME BONUS.

MY WAY:

There are not many ways to choose between here, are there?

DIFFICULTY: 2/5

ADVANCED FLOOR 29

TIME LIMIT: 30 Seconds

BANANAS: 4 + 0

THE SAFE WAY:

There are some things I wish you to know. If you stand between two platforms when they lean downwards, you will fall. If you stand between them when they lean upwards you will be alright. North is the goal, south is the starting point. Immediately move to the right towards the rightmost platform. Stop just before it and wait for it to go up in the air. You should stand on line between the platform and the one before it, when they lean upwards or very close to the top. Are you anywhere else, you will fall down. When it starts to straighten out, you must immediately head for the goal.

THE TIME BONUS WAY:

The above method works.

MY WAY:

Above. Ignore the bananas.

DIFFICULTY: 3/5

ADVANCED FLOOR 30

TIME LIMIT: 30 Seconds

BANANAS: 0 + 30

THE SAFE WAY:

The toughest of the regular Advanced floors. Immediately after you begin, a path will open to the upper left part. Quickly roll to the first platform with a bumper. Stay put on this platform until a platform comes so you can make your way to the next bumper platform. Let this one take you towards the goal. All the time, there will come really fast platforms on your left. When you're just next to the goal, you should use a fast platform as a bridge to the goal.

THE TIME BONUS WAY:

The above method gives you a TIME BONUS.

MY WAY:

Naturally it'd use the above method. I don't care about bananas here.

DIFFICULTY: 5/5

ADVANCED EXTRA FLOOR 1

TIME LIMIT: 30 Seconds

BANANAS: 7 + 0

THE SAFE WAY:

Roll to the edge of the first platform and wait for the band of moving platforms. The only thing you should do is to press forward and roll from platform to platform while keeping in the middle. Hold a very constant speed around 25 mph while rolling.

THE TIME BONUS WAY:

The above way gives you a TIME BONUS.

MY WAY:

The above method.

DIFFICULTY: 3/5

ADVANCED EXTRA FLOOR 2

TIME LIMIT: 30 Seconds

BANANAS: 5 + 0

THE SAFE WAY:

There's a spinning wall with a goal in the middle. If you want to be precise, stand absolutely still until the counter is just between 23 and 22. When it's there, press and hold "up" until you break the finish line.

THE TIME BONUS WAY:

Like above.

MY WAY:

Like above. Ignore the bananas.

DIFFICULTY: 2/5

ADVANCED EXTRA FLOOR 3

TIME LIMIT: 60 Seconds

BANANAS: 12 + 0

THE SAFE WAY:

It's very hard to finish this floor without taking a short-cut in the beginning. Here's how to do it. From the start, hold "up" until you go off the path and exactly when you bounce into the edge of the other path, press quickly "down". Now you shall go to the right and follow the path all the way to the goal. You must be really fast here. Boost all the way on the paths until you reach a corner when you slow down and turn in an inner curve.

THE TIME BONUS WAY:

Getting a TIME BONUS here is way beyond me.

MY WAY:

THE SAFE WAY.

DIFFICULTY: 4/5

ADVANCED EXTRA FLOOR 4

TIME LIMIT: 30 Seconds

BANANAS: 5 + 10

THE SAFE WAY:

Think of the floor as if it was stable and it's easier. Carefully roll out on the bouncing platform and all the time try to hold you balance. Go straight, around the pit and into the goal. Never be near the edges.

THE TIME BONUS WAY:

Ye hast to be a little faster, matey!

MY WAY:

I usually go pretty fast.

DIFFICULTY: 2/5

ADVANCED EXTRA FLOOR 5

TIME LIMIT: 60 Seconds

BANANAS: 0 + 30

THE SAFE WAY:

Immediately after you begin, a path will open to the upper left part. Quickly roll to the first platform with a bumper. Stay put on this platform until a platform comes so you can make your way to the next bumper platform. Let this one take you towards another platform. All the time, there will come really fast platforms on your left. When you're just next to the requested platform, you should use a fast platform as a bridge there. Five ledges will open up before you. Go to the outer one and stay there until you reach a different shaped platform. Board it and you're on a long trail. Go to the left until you get to the place where the big spinning thing is attached. You must pass over the thing here. It's just to be fast and roll over in the right moment. The right moment is when the spinning thing is levelled with the floor. Now you must roll to the right where the goal is. Roll on the outer part of the trail or you will be pushed down by the spinning thing.

THE TIME BONUS WAY:

This demands a slightly different strategy. Immediately after you begin, a path will open to the upper left part. Roll on this opened path fast until you reach the second platform that has a bumper on it. You must immediately get over to the platform with the bunch. Do it as soon as you get the chance. From there a path will immediately open over a whole bunch of platforms. Quickly, very quickly get to the outer one. Roll to the left until you get to the place where the big spinning thing is attached. You must pass over

the thing here. It's just to be fast and roll over in the right moment. The right moment is when the spinning thing is levelled with the floor. Now you must roll to the right where the goal is. Roll on the outer part of the trail or you will be pushed down by the spinning thing.

MY WAY:

THE SAFE WAY. The other way is hard.

DIFFICULTY: 5/5

=====
3.3 Expert Floors
=====

This is the toughest difficulty level except Master. Be ready for a whopin' fifty floor plus ten Extra floors. I hope you've unlocked infinite continues before doing this. To unlock this neat thing, you must collect 2500 play points ten times.

EXPERT FLOOR 1

TIME LIMIT: 30 Seconds
BANANAS: 4 + 0

THE SAFE WAY:

Not too hard. Push up when it begins and you'll automatically jump over the holes and go through the finish line.

THE TIME BONUS WAY:
As The Safe Way.

MY WAY:

Doesn't require too much strategy. Of course I aim for the Time Bonus.

DIFFICULTY: 1/5

EXPERT FLOOR 2

TIME LIMIT: 30 Seconds
BANANAS: 10 + 0

THE SAFE WAY:

Go to the intersection and choose the left path. Carefully go around the corner and boost yourself into the goal.

THE RED WARP WAY:

Go to the intersection and choose the right* way. Carefully go around the corner and then line up with the goal. Boost yourself up the slope and into the goal. You don't have to be lined up with the goal if you're skilled enough, then you can balance the ball on the line. The warp will take you to the fifth floor.

THE TIME BONUS WAY:

Like the safe way, that's the safest way, but it's possible to do it the right* way if you're fast enough, also take the bananas if you're even faster to receive an extra 1,000 points. If you successfully do it the right* way you'll also get a double WARP BONUS.

MY WAY:

Due to the fact that I have played this floor numerous of times I've learned to do it the best way. I use the Warp and I take the 10 bananas on top within the TIME BONUS limit.

DIFFICULTY: 2/5,
THE RED WARP WAY: 3/5

*Right - Here referring to the direction

EXPERT FLOOR 3

TIME LIMIT: 30 Seconds
BANANAS: 3 + 0

THE SAFE WAY:

Go to the right and wait for the platform with the warp goal (green goal to pass). Just before the platform with the blue goal stops spinning roll out on the truly unsteady floor and aim for the goal. If you've timed your actions correctly, the platform should start to move just before you touch the finish line.

THE GREEN WARP WAY:

Very tough to master and completely unnecessary. Do the warp on the second Floor instead. Both will make you end up at floor 5. Practice this a lot if you want to attempt it on Normal Mode. When I've done it, I've done it like this. Take action immediately after you start. Roll very fast in a rather wide bend to the right. Then aim directly at the green goal and hope that lady fortune is besides you.
Or go first diagonally out to the right so you end up a little to the right of the middle at the right platform. Then change direction and aim directly at the goal. Either way you have to be very fast and take action immediately.

THE TIME BONUS WAY:

The safe way will give you a time bonus.

If you want as good points as possible you'll have to use the warp way.

MY WAY:

I don't even play this floor, I Warp past it. But if I do play it, I don't use this floor's Warp, that's for sure.

DIFFICULTY: 2/5,

THE GREEN WARP WAY: 4/5

EXPERT FLOOR 4

TIME LIMIT: 60 Seconds

BANANAS: 6 + 10

THE SAFE WAY:

First go around the first corners, go up the hill and down to the moving platforms. Board them and then go up the next hill. Carefully go around the bumpers and then go out on the thin passageway to the goal.

THE TIME BONUS WAY:

Never done it but if it's possible I guess it would have to be like this. Go up and then right. Picture yourself then go right again off the platform but with speed. Try to bounce on the small passageway and then go into goal. It's ought to be tough.

MY WAY:

I warp past this one from Floor 2.

DIFFICULTY: 2/5

EXPERT FLOOR 5

TIME LIMIT: 30 Seconds

BANANAS: 50 + 0

A bonus stage. Grab all the bananas within the time limit. This isn't hard. Do it systematically. Start on the outer bananas and continue on the inner. Then grab the one in the middle and head for the last one on the south tip of the floor.

EXPERT FLOOR 6

TIME LIMIT: 60 Seconds

BANANAS: 5 + 20

THE SAFE WAY:

As I see it, the fastest way is the safest way. Less time on the small platforms means a smaller chance of falling down. Go to the very left edge of the starting platform. Then cross diagonally to the oncoming platform. A second later this little platform should unite with seven other small platforms. Then go across this united platform to the exact opposite side and wait for the united platform to unite with seven other united platforms into one big untied platform. Then go diagonally over to the one on the north. Go across this untied platform to the opposite side and wait for it to go to the goal platform.

THE TIME BONUS WAY:

As the safe way.

MY WAY:

As the safe way, but sometimes I go out on the left-most platform to collect a bunch of bananas. Though you lose the TIME BONUS, you make it in time either way.

DIFFICULTY: 3/5

EXPERT FLOOR 7

TIME LIMIT: 60 Seconds

BANANAS: 3 + 0

THE SAFE WAY:

I believe this floor is really tough due to the time pressure and the many moments you have to learn. Boost up the first slope and remember to brake in time. Go to the left middle part of this platform you're on, then line up with the next slope. Press up and go up it. If you haven't taken enough aim you can't go up the slope. Go down the stairs and brake in time. Now for some diagonal platform crossing. Try to keep decent speed all the time or you'll easily fall down. Then for the last moment. Go at a decent speed on the thin line to the finish line. Be careful, but if you're not fast enough you won't make it in time.

THE TIME BONUS WAY:

Ha! Good luck. I've never done it, never will and I doubt it's even possible. I reckon you have to glide on the last line's edges if you want to make it in time.

- Contributed from Bahji Bahji a.k.a. UnKnown X -

I have a guide for getting time bonus on Expert floor 7: Boost up the line near the start, break in time and do a sharp turn to the right. Go fast down the steps. Bounce over the diagonal platforms, and brake in time, go in 10 - 12 mph over the thin line to the goal.

MY WAY:

As the safe way.

DIFFICULTY: 4/5

EXPERT FLOOR 8

TIME LIMIT: 30 Seconds

BANANAS: 6 + 0

THE SAFE WAY:

I'd say there's two ways of doing this safe. I recommend the second method.

1. Carefully roll down the slopes. The straightforward way. Before you go down a slope, check so you're at the right position and brake in time. Don't be too slow or you won't make it in time.

2. Jump down to the platform below the start point when you begin. Keep the control stick drawn back and wait for the impact when you release it. Go forward on the right ledge but have higher speed when you drop down to the next platform. Press the control stick back once you've landed so you don't continue off the platform. Then roll down the slide to the goal. Be sure to line up first.

THE TIME BONUS WAY:

The second way but have a good speed.

MY WAY:

The second method of course. Bananas feel unnecessary here.

DIFFICULTY: 2/5

EXPERT FLOOR 9

TIME LIMIT: 60 Seconds

BANANAS: 204

THE SAFE WAY:

Annoying floor. You can choose between different ways, but all of them end up near the same goal. The inner ways contain more bananas and are shorter but also much thinner. The opposite goes for the outer ways. Use the broadest way, the one that say 0.5. It's most secure and I don't believe you need to worry about the time limit. But I tend to lose my patience when going this way.

THE TIME BONUS WAY:

Go fast on the outer line, 0.5. Not too fast, cause it ain't too hard.

MY WAY:

Yes, there are 204 bananas on this floor, but at best you can "only" get 98 of them. To do so you must take the inner line, the shortest but also the thinnest. I never use this way, it's very hard. I think this way only is an option if you're aiming on taking every banana because if you're so good that you can take this way any day I don't think you'd need the bananas to get to Master. I always take the outer way, though it's very tempting to take the inner ones. Way 0.5 has no bananas, 0.4 has 6 bananas, 0.3 has 30 bananas, 0.2 has 70 bananas and 0.1 has 98 bananas. Your choice.

DIFFICULTY: 3/5

EXPERT FLOOR 10

TIME LIMIT: 30 Seconds

BANANAS: 50 + 0

Another Bonus Floor. A little harder than the one before. Collect 50 bananas within the time limit. My tip is to keep it cold and go fast first through the outer circle of bananas and then through the inner. Then collect the ones you missed.

EXPERT FLOOR 11

TIME LIMIT: 30 Seconds

BANANAS: 5 + 0

THE SAFE WAY:

Never push up here. Try to just roll and concentrate on getting through those bumper holes. I don't recommend braking because then the timer will block your sight. Just look at the holes and your ball and you'll get through. If you go into a bumper it's about 95% chance you'll get a fall out. Maybe try to brake at the bottom.

THE TIME BONUS WAY:

Press up in the beginning then just release it and concentrate.

MY WAY:

The TIME BONUS WAY, I've got no patience for the other way.

DIFFICULTY: 3/5

EXPERT FLOOR 12

TIME LIMIT: 60 Seconds

BANANAS: 5 + 20

THE SAFE WAY:

Go with the wheels, or roll along with the wheels.
At least in the beginning, then on the three last wheels
you could just stay put on any of the wheels' platforms
and switch when there comes a new one and before you
know it you have finished the floor.

THE TIME BONUS WAY:

Go with the wheels fast. Don't stop.

MY WAY:

I go against the wheels' flow so I can take the two
bunches on the first two wheels.

DIFFICULTY: 3/5

EXPERT FLOOR 13

TIME LIMIT: 60 Seconds

BANANAS: 6 + 20

THE SAFE WAY:

Go diagonally north-west and jump to the next platform.
Then go to the right side and then continue north to
jump to the next platform. Press back just before landing so
you won't go down a whole. Go around this platform and down
the pit. Break while going down. Then go up again and roll
on the catwalk. Stop some squares in front of the banana and
then boost towards the jump. Press back right after you here
the "knock". Then slide between the next platforms and goal.

THE TIME BONUS WAY:

As above but instead of "going around", jump over the thing and
then continue. It saves a lot of time but it's a little more
risky.

MY WAY:

I usually grab both of the bunches. Very visible, both.

DIFFICULTY: 3/5

EXPERT FLOOR 14

TIME LIMIT: 60 Seconds

BANANAS: 2 + 0

THE SAFE WAY:

Use your eyes and coolness here. Watch where your edges are
and the bumpers. Go carefully around the first bumper place.

Then on the next moment. When the first bumper move to the left, take it's place and wait for the next to move to the left as well. Then continue in the middle past the pairs on the side. And then move on the very edges to avoid being bumped. Slowly and then boost over the last line before the finish line, eh, boost over it.

THE TIME BONUS WAY:

You just have to be fast.

MY WAY:

I go for a TIME BONUS.

DIFFICULTY: 2/5

EXPERT FLOOR 15

TIME LIMIT: 30 Seconds

BANANAS: 4 + 20

THE SAFE WAY:

Place your monkey in front of the catwalk. When the goal reaches the edge and changes direction, boost towards it.

THE TIME BONUS WAY:

Like the safe way.

MY WAY:

Sometimes I just do it as the safe way. But it's better to grab the bananas behind the goal. When you're there move carefully so you don't hit the bumpers then stand before the catwalk behind the goal and do as you would when standing on the one in front.

DIFFICULTY: 3/5

EXPERT FLOOR 16

TIME LIMIT: 30 Seconds

BANANAS: 4 + 10

THE SAFE WAY:

The key move is never to use "down", instead move the control stick south-west to brake and left to advance. Moving it down has less effect. First go down the ramp, don't jump off it. Then carefully roll down the platform. First go on your right side downwards, then move towards the platform that has a bunch. Use down-left all the time and it should go well.

THE TIME BONUS WAY:

Do the safe way fast.

MY WAY:

I'll go for the TIME BONUS.

DIFFICULTY: 3/5

EXPERT FLOOR 17

TIME LIMIT: 30 Seconds

BANANAS: 4 + 10

THE SAFE WAY:

This one's a pain in the PAL version's 60 Hz mode because it has a time lag. It's mostly to the left way in the beginning it appears. To minimise it try to wait for the first bumper on the left side has passed before you start to take action. Or go to the right first. Or just play 50 Hz mode but then you miss a lot of score (check part 3.). As you might see you must go out on the dangerous bumpered circle to get to a new aisle on the floor. Wait until a bumper has passed then get out on the circle's area and advance for the next aisle. When you're about to get to the goal aisle have extra speed because you won't make it up the aisle else. My tip is to try and bump carefully into the edge on the circle area and up the last aisle.

THE TIME BONUS WAY:

Advance in a regular speed and don't be clumsy and you'll make it. You can also try to advance two aisles at the same go on the circle area, but it's rather risky so be sure to practice it.

MY WAY:

I usually don't advance two aisles at the same time, but it happens. I play 60 Hz for the score and flow.

DIFFICULTY: 3/5

EXPERT FLOOR 18

TIME LIMIT: 30 Seconds

BANANAS: 13 + 0

THE SAFE WAY:

Use down-left or down-right, never down. First go out on the platform to the right edge and press down-right on the control stick. This should make you stay on the platform. Then move fast across the platform until it angles much, then press down-left on the control stick. And then it should be all right to aim at the goal.

THE TIME BONUS WAY:

A fast SAFE WAY should be all right.

MY WAY:

The safe way, but I try to take as many bananas as possible on the way.

DIFFICULTY: 3/5

EXPERT FLOOR 19

TIME LIMIT: 60 Seconds

BANANAS: 12 + 20

THE SAFE WAY:

Go carefully down the slopes while braking. Then start to mount the slopes before the goal. Do it like this. Try to have a lot of speed or you're just fall back. Stand on the edge opposite of the slope you're going to mount and then go for full speed up the slope.

THE TIME BONUS WAY:

You won't have any problems.

MY WAY:

I think the bananas to the left and right should be taken, at least on one side. I usually don't do it... Just mount these slopes as you would on the ordinary platform.

DIFFICULTY: 2/5

EXPERT FLOOR 20

TIME LIMIT: 30 Seconds

BANANAS: 50

Go diagonally forward and back and collect all the bananas. Be focused and don't touch the bumpers.

EXPERT FLOOR 21

TIME LIMIT: 60 Seconds

BANANAS: 9 + 20

THE SAFE WAY:

Fun, but it took me hours to master, please don't laugh. Move back and forth on the thin platform to avoid being pushed down by the massive blocks that

moves like nasty bastards. I can't give you much pointers here, but keep focused and roll the first half of the way. Start pressing up after the first half and it will be easier.

THE TIME BONUS WAY:

You have 60 Seconds. Either you clear it with a TIME BONUS or you won't clear it at all.

MY WAY:

The safe way.

DIFFICULTY: 5/5

EXPERT FLOOR 22

TIME LIMIT: 60 Seconds

BANANAS: 4 + 10

THE SAFE WAY:

This floor's rather complicated actually. But not too hard. Stop the ball on the last row of squares before the ramp in the middle. Then go down the ramp with up pressed. Press down when you hear a bump and the ball goes straight up in the air. You should land on the platform in front of the outer platform. On the S. Then take aim and go for the bananas on the E. Don't stop on E, continue to G. Go back on the G until you see a bunch. Aim at the bunch with full speed and you should get to it. Brake in time. Then go for the goal.

THE TIME BONUS WAY:

The safe way usually gives me a TIME BONUS.

MY WAY:

The safe way. But sometimes I aim for the bunch. Just balance on the edge and it's quiet easy to get.

DIFFICULTY: 3/5

EXPERT FLOOR 23

TIME LIMIT: 30 Seconds

BANANAS: 10 + 0

THE SAFE WAY:

Just move from platform to platform until you reach the goal.

THE TIME BONUS WAY:

The safe way should be enough.

MY WAY:

Not only do I aim for TIME BONUS I also take the bananas.
pats himself on his back

DIFFICULTY: 2/5

EXPERT FLOOR 24

TIME LIMIT: 60 Seconds

BANANAS: 18 + 0

THE SAFE WAY:

What is it to say about this floor? Brake in the corners and don't be too slow. I know a shortcut that minimises the risk to get time out. Drop down to the right between the fifth and sixth banana.

THE TIME BONUS WAY:

No, the shortcut above isn't enough for you to get a TIME BONUS on this floor. I say: N/A

MY WAY:

I brake in the corners and do the shortcut.

DIFFICULTY: 2/5

EXPERT FLOOR 25

TIME LIMIT: 30 Seconds

BANANAS: 7 + 0

THE SAFE WAY:

Looks like a skateboarding ramp. Here it actually is a small chance to get stuck if you do it wrong. Here's how to do it right. Press up mostly but between each platform change, press down a little so you land in the beginning of a ramp instead of in the middle of it. You gain more speed this way.

THE TIME BONUS WAY:

It's possible to keep holding up all the time but I recommend you to at least on the last ramp press down in the beginning and the TIME BONUS is yours.

MY WAY:

The safe way.

DIFFICULTY: 2/5

EXPERT FLOOR 26

TIME LIMIT: 30 Seconds

BANANAS: 19 + 0

THE SAFE WAY:

Bounce around a little as you wish. Safest way should be to follow the banana line. Or else you can just drop down just below the starting platform and you be just above the goal. Remember to just keep control of the bouncing.

THE TIME BONUS WAY:

Drop down to the platform just below the starting point and then down to the goal platform.

MY WAY:

Varies between the above. Sometimes I like to collect bananas.

DIFFICULTY: 2/5

EXPERT FLOOR 27

TIME LIMIT: 60 Seconds

BANANAS: 0 + 50

THE SAFE WAY:

A path to the left and one to the right. The one on the left is really easy and the one on the right is tough but gives you 50 bananas. Diagonal platform crossing; cross fast and cold.

THE TIME BONUS WAY:

The left way of course. Then it's easy.

MY WAY:

Um... the left path, but I recommend you to learn the right path. 50 extra bananas are sweet.

DIFFICULTY: 2/5

EXPERT FLOOR 28

TIME LIMIT: 60 Seconds

BANANAS: 6 + 10

THE SAFE WAY:

I've managed to give you three different strategies here.

1. Press up immediately. When the timer switches from 57:00 to 56:99 drop down from the platform on the left side and aim at the goal.
2. Go to the bananas and stop a square in front of the fourth banana. Then drop down on the left side. You should land on the bunch and then bounce, either straight up in the air or off the platform. Then go fast into the goal.
3. Go the "real" way. When going down the spiral have a decent speed. And then keep in the middle of the road, until the end when you have to go on the upper part to be able to score.

All of these requires practice.

THE TIME BONUS WAY:

The first or second method.

MY WAY:

The first method, always. It's almost foolproof.

DIFFICULTY: 3/5

EXPERT FLOOR 29

TIME LIMIT: 60 Seconds

BANANAS: 4 + 0

THE SAFE WAY:

On this floor you must switch between several large platforms that have belt conveyors that just wants to get you off the platforms. Do like this for all of the switches. Be near the edge off the platform and keep the camera so you can see the platform of which you are heading towards. Wiggle the control stick to the opposite direction of which the ball are heading. When the platform starts to get nearer, start rolling and switch.

THE TIME BONUS WAY:

I've never done it. But I think it's possible.

When you're on the third moving platform you must move to the fourth platform and to the goal platform during the same time. When you're on the third platform you must move to the fourth and then directly to the goal platform. It's tough, I'll tell you.

MY WAY:

Not the TIME BONUS WAY, that's for sure.

DIFFICULTY: 2/5

EXPERT FLOOR 30

TIME LIMIT: 60 Seconds

BANANAS: 50

Easier than the two BONUS Floors before actually.
Take the bananas row wise. Slow down before the end
of each row or you'll be thrown off the floor. But
no need to worry. You won't lose any monkey, just
continue to Floor 31.

EXPERT FLOOR 31

TIME LIMIT: 30 Seconds

BANANAS: 4 + 0

THE SAFE WAY:

Go back a little first, then go a little to the left,
and boost over to the right platform. From there go into
the corner away from the goal and then boost over to the
goal platform.

THE TIME BONUS WAY:

The safe way works all right.

MY WAY:

The safe way works for me too which results in a TIME BONUS.

DIFFICULTY: 3/5

EXPERT FLOOR 32

TIME LIMIT: 60 Seconds

BANANAS: 8 + 10

THE SAFE WAY:

Go fast on the line until it gets very thin, then
slow down and on the thinnest, go very slow.

THE TIME BONUS WAY:

You must be faster. Be very fast everywhere except
on the thinnest line and you'll probably make it.

MY WAY:

I usually don't aim for a TIME BONUS, instead I try to
boost at the very last part of the thinnest line to
get an extra bunch.

DIFFICULTY: 3/5

EXPERT FLOOR 33

TIME LIMIT: 30 Seconds

BANANAS: 1 + 20

THE SAFE WAY:

Look at the pin arrangement and you might see two courses to reach the goal. I recommend going in a medium to high speed on the upper course and watching out for those pins everywhere. If you hit a pin and you're going down, try to backtrack to the starting platform and try again. It sometimes works.

THE TIME BONUS WAY:

The safe way but backtracking won't result in a TIME BONUS.

MY WAY:

The safe way and I don't care about the bunches due to the risk in falling down.

DIFFICULTY: 3/5

EXPERT FLOOR 34

TIME LIMIT: 30 Seconds

BANANAS: 1 + 30

THE SAFE WAY:

Always be on the middle of the cylinders, or just try to go over them as fast as possible when they are all at the right side of the Floor. I know that the bunches are tempting but it isn't worth if you fall down trying to take them.

THE TIME BONUS WAY:

Go over them as fast as possible.

MY WAY:

I always go very fast over and take the bunches that comes in my way. The chance of not falling down is larger this way.

DIFFICULTY: 3/5

EXPERT FLOOR 35

TIME LIMIT: 60 Seconds

BANANAS: 12 + 0

THE SAFE WAY:

A screw! Go out on the screw and just try to be at the flattest possible place all the time so you don't fall down. It will move its flattest side to the goal all the time so keep focused and move.

THE TIME BONUS WAY:

The safe way but boost at the end.

MY WAY:

The safe way.

DIFFICULTY: 2/5

EXPERT FLOOR 36

TIME LIMIT: 30 Seconds

BANANAS: 4 + 0

THE SAFE WAY:

Might demand some practice. When you feel like it, follow a bumper around the first half of the floor. Keep on the outer row of squares to make the oncoming sharp and fast turn easier. Try to cut over the inner curve and be focused. Then continue to follow another bumper to the goal. Always lie just behind the bumper but never bump into it.

THE TIME BONUS WAY:

You must follow the first accessible bumper and then go fast when you've just got the finish line in front of you, you must boost over it or you won't make in time.

MY WAY:

THE TIME BONUS WAY. Or else I'll just go vacillating when to go into the bumper circus.

DIFFICULTY: 3/5

EXPERT FLOOR 37

TIME LIMIT: 30 Seconds

BANANAS: 7 + 0

THE SAFE WAY:

Hehe! Press up before it begins and keep it pressed until you're just below the goal platform. Wait for the floor to bounce and it will take you up to the goal platform if you slightly press up.

THE TIME BONUS WAY:

The safe way is enough.

MY WAY:

The safe way is my way. With a TIME BONUS of course.

DIFFICULTY: 1/5

EXPERT FLOOR 38

TIME LIMIT: 30 Seconds

BANANAS: 3 + 0

THE SAFE WAY:

Get out on the first platform then change to the next platform when they connect. Be careful not to go too fast near the goal or you might be bumped off.

THE TIME BONUS WAY:

Demands a little more concentration. You must pass two connection points at the same time. So when a platform connects with another you must make it to the next connection point as well before the connection is broken.

MY WAY:

Actually the TIME BONUS WAY. The safe way is boring.

DIFFICULTY: 2/5

EXPERT FLOOR 39

TIME LIMIT: 30 Seconds

BANANAS: 5 + 0

THE SAFE WAY:

Hard to describe. You have to switch between four platforms to get to the goal. Try to wiggle the control stick to the right while doing it.

THE TIME BONUS WAY:

Be fast on the safe way.

MY WAY:

The safe way with a TIME BONUS.

DIFFICULTY: 2/5

EXPERT FLOOR 40

TIME LIMIT: 30 Seconds

BANANAS: 50 + 0

It's hard to take all of the bananas here. Try to be among the bananas and take as many as possible until you reach the finish line. Yes, there's a finish line but you won't lose any lives when falling out.

EXPERT FLOOR 41

TIME LIMIT: 30 Seconds

BANANAS: 8 + 0

THE SAFE WAY:

Aim at one of the right outer edges of the bawl and you should be on your way for the goal. Never stop or you'll fall down, don't hit goal pins or you'll fall down, don't lie too low in the bawl or you'll fall down, but this is really easy actually.

THE TIME BONUS WAY:

As the safe way.

MY WAY:

As the safe way with a TIME BONUS.

DIFFICULTY: 2/5

EXPERT FLOOR 42

TIME LIMIT: 60 Seconds

BANANAS: 28 + 20

THE SAFE WAY:

One of my favourites. When moving here, be fast. Or at least move in a decent speed, because then it's not as easy to fall down. Remember that it's easier to move in a straight line over the platforms diagonally instead of changing directions all the time. To get to the blue goal you just have to move diagonally north-west and then zigzag into the goal.

THE GREEN WARP WAY:

Like for the blue goal, the safe way, go to the north-east instead. The difference is that you have to zigzag a lot more, which makes it harder.

THE RED WARP WAY:

First go to the blue goal but change directions and go on the right side of it instead and further to the bananas and finally to the goal.

THE TIME BONUS WAY:

You can use which ever way you'd like but the safe way is of course the easiest.

MY WAY:

I always go for THE RED WARP WAY because I get to pass one more floor than THE GREEN WAY, I get bananas and it's not much harder than THE GREEN WAY. But I don't go on a banana hunt because then you have to switch directions on the platforms a lot and that's not too easy.

DIFFICULTY: 3/5,

THE GREEN WARP WAY: 4/5,

THE RED WARP WAY: 4/5

EXPERT FLOOR 43

TIME LIMIT: 60 Seconds

BANANAS: 4 + 0

THE SAFE WAY:

Hurg... First go to the point where there are moving platforms. Place yourself in the middle and go towards it quickly when it lines up with you. Brake in time. Wait until you go by a stationary part and go there. Then jump on another moving thing of Satan and wait until it reaches its top. Directly when it has stopped moving drop down carefully on another moving platform which will take you to the goal.

THE TIME BONUS WAY:

I'm really sorry reader, but I just don't care.

MY WAY:

Yuck! I don't even, ever play this damned floor. It's cursed I'll tell ya. I practised the red warp on Floor 42 until I mastered it instead and I recommend you to do that to. The green goal at 42 also lets you jump over this floor.

DIFFICULTY: 5/5

EXPERT FLOOR 44

TIME LIMIT: 30 Seconds

BANANAS: 4 + 0

THE SAFE WAY:

Keep at or near the green line all the time an don't go too slow and you'll make it easily around. Be careful in the corners.

THE TIME BONUS WAY:

Tougher. This is nothing for chickens. Go very fast around on the inner side of the green line all the time. Practice the corners and don't be afraid of falling down.

MY WAY:

I never even play this floor, I warp past it on Floor 42's red goal. If I do I play the safe way due to my inexperience.

DIFFICULTY: 3/5

EXPERT FLOOR 45

TIME LIMIT: 30 Seconds

BANANAS: 3 + 10

THE SAFE WAY:

This floor requires some timing. The first part isn't too hard, wait until around 27:00 on the clock before you go out on the rails. Then stop right behind the first set of rails and wait. When the timer is just about to hit 20:00, boost out on the rails that takes you to the goal.

THE TIME BONUS WAY:

I've never succeeded. I'm always a half second late and if I go earlier I fall down.

MY WAY:

The safe way obviously.

DIFFICULTY: 2/5

EXPERT FLOOR 46

TIME LIMIT: 30 Seconds

BANANAS: 5 + 0

THE SAFE WAY:

Go left in the first circle, then switch circles all the time. When about to switch to the fifth circle you'll see the goal. Go instead up on that side platform. It's important to go to the left in the first circle and to maintain high speed all the time.

THE GREEN WARP WAY:

Tough, w/o a doubt the toughest Warp in Expert if you ask me, I haven't done it many times and it only takes you to Floor 48. You have to go out in the fifth circle, that's very steep and then switch to a goal platform. You must go very fast and maintain that speed all the way. To manage that you can't make any

sharp turns. Sorry I can't help you further.

- Contributed from killlua_zoldyck@hotmail.com -

I just wanted to tell you that there is a way to get the green goal in expert level 46 easily (well, not easily, but easier than without this strategy). First, go through the level normally until you have to jump from the ring before the ring with the blue goal to the one with the ring that allows you to get to the blue goal. When you jump, hit the bottom and go up and then jump out on the pink marker and hit the bottom of the last ring and go up. You should have enough speed to get on the platform and into the green goal.

Author's note

I have tried it and it works pretty well, but still takes a lot of practise to manage perfectly.

THE TIME BONUS WAY:

Do the safe way.

MY WAY:

The safe way, duh!

DIFFICULTY: 2/5

THE GREEN WARP WAY: 5/5

EXPERT FLOOR 47

TIME LIMIT: 30 Seconds

BANANAS: 1 + 0

THE SAFE WAY:

Annoying because it's so irregular. Sometimes you can just keep up pressed and you go directly in the goal and sometimes you have problems on the first bump. If that occurs, go back, do a U-turn and try again in full speed. The secret seems to be that you must hit the bump while being exactly straight on it. Right on it. Not from the side at all.

THE TIME BONUS WAY:

Hope it works by just holding up.

MY WAY:

As the safe way with a TIME BONUS if I can.

DIFFICULTY: 3/5

EXPERT FLOOR 48

TIME LIMIT: 30 Seconds

BANANAS: 8 + 0

THE SAFE WAY:

This floor is not much to cry about. Keep a decent speed all over the floor and a little speed increase in the corners to minimise the risk of falling down. Just don't go too slow or you'll have problems with the timer.

THE TIME BONUS WAY:

N/A I've tried to do it as fast as possible but I lack lots of seconds when doing it as fast as I just can. And short-cuts don't work.

MY WAY:

I go fast around.

DIFFICULTY: 2/5

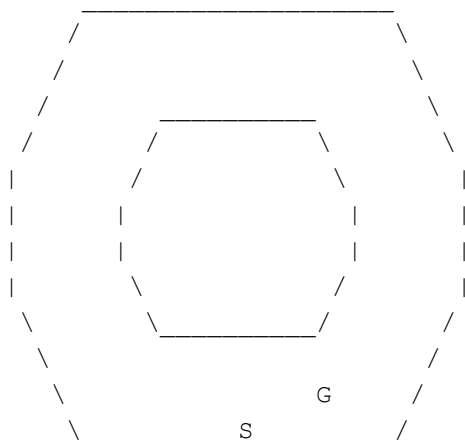
EXPERT FLOOR 49

TIME LIMIT: 30 Seconds

BANANAS: 3 + 20

THE SAFE WAY:

On this floor you have to practice a special position to be able to finish as safe as possible. When the bumper circle with one banana has passed move slowly towards the goal and you should reach the special position where you break the finish line at around 27 seconds left on the timer. Focus and don't panic.



Sorry about the bad ASCII but here you can see where to stand. S is the starting position and G is the goal position.

THE TIME BONUS WAY:

Well, 27 secs left on a 30 seconds limit floor is a TIME BONUS.

MY WAY:

The above. I don't take bananas.

DIFFICULTY: 2/5

EXPERT FLOOR 50

TIME LIMIT: 30 Seconds

BANANAS: 5 + 0

THE SAFE WAY:

Surprisingly easy to be the final floor. In Advanced the final floor was much harder than the average floor on that difficulty and the same with Beginner though "harder" isn't the right word.

Place yourself on the top right corner of the platform you start at. Then when the box envelopes so a flat side appears in front of you, roll out on it, then go to the next side that appears and then the next and so on... Finally you'll be on the last platform and then it's just to go and break the finish line. Remember to always take the shortest way to the next platform and never to go on a platform that isn't enveloped yet.

THE TIME BONUS WAY:

If you move as soon as you get the chance you'll get a TIME BONUS.

MY WAY:

I move as fast as I can and I don't care about bananas.

DIFFICULTY: 2/5

EXPERT EXTRA FLOOR 1

TIME LIMIT: 30 Seconds

BANANAS: 7 + 0

THE SAFE WAY:

These group of Extra Floors don't differ much in difficulty from the average Expert Floors. A very soft start at least. A Beginner Extra Floor that hasn't changed a bit. Just go out on the moving platforms, move from one to another all the time until you reach the goal.

THE TIME BONUS WAY:

Never stop, move all the time and the TIME BONUS will be yours.

MY WAY:

I do the moving process in the middle of the floor

to get a hold of the bananas.

DIFFICULTY: 1/5

EXPERT EXTRA FLOOR 2

TIME LIMIT: 30 Seconds

BANANAS: 0 + 0

THE SAFE WAY:

I think it's better to learn this floor's pattern and then finish it. But here's my strategy. My directions have the foundation in that "north" is the direction of the goal and "south" is the direction of the start. Go north immediately, wait, go north-west and north, wait, go north-east and north, wait, go north-west and north, wait, go directly for the goal. In short words: between the drops of platforms you shall always switch between moving north-west - north and north-east - north until you reach the goal or a clear sight to the goal.

THE TIME BONUS WAY:

The safe way works fine. Less time on the platforms means less chance of losing concentration and falling down.

MY WAY:

I of course use my safe way with a TIME BONUS

DIFFICULTY: 3/5

EXPERT EXTRA FLOOR 3

TIME LIMIT: 30 Seconds

BANANAS: 5 + 0

THE SAFE WAY:

This one's a Beginner Floor, but more deadly. The one on Beginner couldn't push you off the platform, this one can. Go slightly to the left and aim the monkey at the middle of the platform. Wait until the timer is about to turn 22:00, then go directly at the finish line. Though this usually works I recommend you to learn and look when it's time to move. Take action right after that you see the spinning goal slow down. It isn't hard to learn that.

THE TIME BONUS WAY:

Obviously you get a TIME BONUS if you use the method above.

MY WAY:

I learned to look.

DIFFICULTY: 3/5

EXPERT EXTRA FLOOR 4

TIME LIMIT: 30 Seconds

BANANAS: 8 + 0

THE SAFE WAY:

I've got two safe ways on this floor for you.

1. Board a platform and then wait on it until the timer has counted down to around 17-16 secs left. Then make ready to board the goal platform which comes from below some secs after this. It comes from the opposite side of which you bored the platform you're on right now. Get on the goal platform when it's slightly below yours. The timer stats goes if you got on any of the first platforms.
2. Immediately take action. Board the oncoming platform with a banana and fall directly off it to the left or more like the north-west corner of it and aim for the goal platform below. This is risky but the other way is so boring and the camera is really messy.

THE TIME BONUS WAY:

Only possible method, is the second.

MY WAY:

First I use the second method and if I lose a life I do the much safer first method. I don't care about bananas on this floor.

DIFFICULTY: 3/5

EXPERT EXTRA FLOOR 5

TIME LIMIT: 30 Seconds

BANANAS: 5 + 10

THE SAFE WAY:

Easy, but not if you want the bunch on the tip of ramp below. Well, the ways way then. Go left, then up and then roll on the nasty angled catwalk with bananas, to the next catwalk. Go to the far end of this catwalk and line up to the uncoming goals. You don't even have to time well. Just roll off the ramp and you'll break a finish line. They come from the right all the time so it's nearly

never empty there. But remember to go all the way down the catwalk so you'll get proper speed.

THE TIME BONUS WAY:

Be fast and the safe way will be good enough.

MY WAY:

Let's say that I never go down the ramp in the Beginning. It's too hard for me.

DIFFICULTY: 2/5

EXPERT EXTRA FLOOR 6

TIME LIMIT: 30 Seconds

BANANAS: 5 + 0

THE SAFE WAY:

This is a little scary, because you don't really see what happens. Go down the big pipe during high speed and boost all the way through it. Try to follow the corners with the control stick, but sometimes it works by just holding up. And when you see the goal, when you come out of the pipe, brake, not before, not after. Because then you'll either boost off the platform or fall before it. Then simply go into the goal.

THE TIME BONUS WAY:

To be able to finish this floor you must be fast so a TIME BONUS won't be a problem.

MY WAY:

My way's the safe way.

DIFFICULTY: 3/5

EXPERT EXTRA FLOOR 7

TIME LIMIT: 30 Seconds

BANANAS: 4 + 0

THE SAFE WAY:

I believe this is the safest method. Board the moving platform with squares, then roll at a high speed past three bananas and be sure to board the fourth yellow dot. Keep your balance there until you see another platform with squares coming towards you. Board it and it will take you to the goal just in time.

THE TIME BONUS WAY:

A lot more difficult. You can't use the safe way.

=====
When you've finished whole Expert Mode and whole Extra Expert you will directly come to the toughest difficulty: Master. If you've visited a Master Floor that floor will show up in Practise Mode if you press "right", while being on the Expert Extra Floors. To play Master outside of Practise Mode, you must finish Expert and Extra Expert without using a continue. To reach Expert Extra, you must play through whole Expert without using a continue.

MASTER FLOOR 1

TIME LIMIT: 60 Seconds

BANANAS: 0 + 0

THE SAFE WAY:

The first Master floor is rather easy for being master. From the start, you shall wait for the counter to go down to around 56:50. When it's exactly between 56 and 55, then you shall press and hold "up" until you reach the first platform. Now you shall keep the control stick more or less "up" until you reach the goal. In the beginning you must keep it pressed all the way. If you see that the platforms don't get to you in time, then you must release the pressure on "up" slightly. Very slightly. If you see that the platforms are going away from you, then you must press the control stick harder upwards. That's all really. Don't move from platform to platform, you will never make it.

THE TIME BONUS WAY:

THE SAFE WAY works.

MY WAY:

The above as you probably would have guessed.

DIFFICULTY: 2/5

MASTER FLOOR 2

TIME LIMIT: 60 Seconds

BANANAS: 0 + 0

THE SAFE WAY:

The second to easiest floor in master. Only floor six is easier. For THE SAFE WAY. Wait for a moving ledge to get to you which will be there in a second. Rainbow coloured ledges will envelope for you to get down. Follow them to the closest black and white ledge and stay there. The coloured platforms will retire and then the platform you're on will start moving. Press "up" slightly and you will stay on it. Remember to keep in the middle. When the platform has stopped, a set of coloured steps will appear below you. Just repeat the procedure until you reach the goal.

THE TIME BONUS WAY:

To get a TIME BONUS you can almost follow the above method, but you must put two sets of coloured steps behind you in one turn. I recommend you to do this on the two first sets of steps. This means that you must get down

to the first black and white platform, pass it and directly head for the next one. You must keep a high speed, but remember to brake before you reach your destination.

MY WAY:

This is master, I go for THE SAFE WAY.

DIFFICULTY: 2/5

MASTER FLOOR 3

TIME LIMIT: 60 Seconds

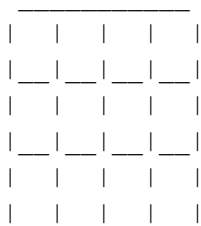
BANANAS: 0 + 0

THE SAFE WAY:

A tough floor indeed. There are really two methods: a short-cut and the "real" method. I will first describe the short-cut, because the "real" method is so ridiculously hard to pull off. Start by lining up with the thin ramp ahead of you. You must roll up this ramp very fast or you will fall off and fall down. Take a lot of aim before trying to get up it. Brake as you're going down the ramp so you don't roll right into the pole. Continue on the catwalk to the edge of the moving platforms are. As you can see, there is a pattern of squares on the catwalk. When you are Baby, place the little monkey on the row of squares that's closest to the moving platform area. Place him in the middle of the row and let his tips of his feet be on the platform before the outermost row. See ASCII below. Then make sure that the speedometer indicates 0 mph. Aim the monkey towards the centre of the temple in the background and hold "up". Now there will be free flying. In the air, you shall aim towards the lower goal pole. With a little practise, you will soon master this move. If you feel like it, you can of course try to move on the moving platforms. It's very unnecessary, but it's fun to know you've made it and maybe have a replay saved as a keepsake. On the moving platforms you should move between two at the time and always stay on as big platforms as possible when they move. When you get to the green slope it's just to pray and try to keep a nice balance. Keep as near the inner part as possible when rolling down it and you may break the finish line. Good luck with that!

TO THE GOAL

/\
||



Baby's body should lie her in the middle at 0 mph
The feet of Baby should be touching this row in the middle

THE TIME BONUS WAY:

It's pretty easy to get the TIME BONUS when doing it the uppermost method. I doubt it's even possible to do it the other way.

MY WAY:

The uppermost method.

DIFFICULTY: 4/5

MASTER FLOOR 4

TIME LIMIT: 60 Seconds

BANANAS: 0 + 0

THE SAFE WAY:

For this strategy to work, you must have the map view in the outer position. Press "A" until you can see as much as possible of the floor. Get down to the first ramp and place yourself on the left part of the platform. Wait for the red carpet to roll into a ball near you. When it boosts away, you shall follow it. Soon a platform will come in your way. Board it and wait for the red carpet. It will soon roll past you. It will come back in a couple of seconds so you can roll on it again. Look at the little map now in the outer perspective. When you see that the carpet is about an inch away from showing up on your screen, that's when you press up towards the goal. The map will form up just in time for you to roll on it. Repeat this process until you reach the goal. From platform to platform.

THE TIME BONUS WAY:

Forget it, it ain't possible!

MY WAY:

THE SAFE WAY of course.

DIFFICULTY: 2/5

MASTER FLOOR 5

TIME LIMIT: 60 Seconds

BANANAS: 0 + 0

THE SAFE WAY:

This strategy is probably very hard to pull off with the strategy below. But you could try, because when you've learnt the method, you will nail it all the time. You must take action IMMEDIATELY! Roll immediately to the right and follow the edge. When you have six squares left between you and the right edge, you must make a hasty left and go in a straight line towards the goal. This must be done in a cycle of events, you may not stop anywhere, even though that left turn must be very sharp. This method only takes 4 seconds and when you've learned it, you don't want another one.

THE TIME BONUS WAY:

The above method.

MY WAY:

The above method.

DIFFICULTY: 4/5

MASTER FLOOR 6

TIME LIMIT: 60 Seconds

BANANAS: 0 + 0

THE SAFE WAY:

This floor is a pathetic excuse for a master floor. I can bet that you will finish this floor within you first three tries. This big ball with edges, roll around. You must all the time roll to the red path, on the current level, or you may fall down. So when it starts, just roll to the red path and continue doing so until you reach the goal.

THE TIME BONUS WAY:

If you follow the above method you will have a TIME BONUS.

MY WAY:

Haven't got much chose.

DIFFICULTY: 1/5

MASTER FLOOR 7

TIME LIMIT: 60 Seconds

BANANAS: 0 + 0

THE SAFE WAY:

This floor is a little tricky. For each push on the buttons in the background, the floor spins 90°. Go to the very left edge and wait for the button to be pushed in the background. Around half of a second after that it's pushed you shall very slowly move over the edge at the same time as the floor spins. Try to get that you must be all the time on a plane surface while going over the edge. You must to the same thing on the next edge but it's even harder. You must have even better timing. For the last one it's pretty easy. You can even get over the edge while the floor is plane. Just aim towards the space below the platform you're currently on. Then go through the finish line.

THE TIME BONUS WAY:

The above method gives you a TIME BONUS.

MY WAY:

The above.

DIFFICULTY: 3/5

MASTER FLOOR 8

TIME LIMIT: 60 Seconds

BANANAS: 0 + 0

THE SAFE WAY:

All credit goes to Matthew England's Master FAQ at GameFAQs.com. I couldn't find out a strategy for this floor so I checked his FAQ. It's my words below, but it's his strategy. You must take action immediately. Get down on the floor with the bricks and immediately head to the right. Follow the right edge but have six squares between you and it. Stop when you have around five-six squares between you and the upper right edge: the edge that leads to the goal. Now there will be around six squares between you and the edge that leads to the start and six-seven squares between you and the edge that leads to the goal. Look towards the goal and when you see that purple and the pink bricks meet at the right edge, then push "up" and move in high speed towards the goal. You will probably not be hit by bricks if you did it correctly. Source for this floor is: Matthew England

THE TIME BONUS WAY:

The above method gives you a TIME BONUS.

MY WAY:

The above method

DIFFICULTY: 3/5

MASTER FLOOR 9

TIME LIMIT: 60 Seconds

BANANAS: 1 + 0

THE SAFE WAY:

Ooo, the first banana in Master. Be ready for the toughest floor in the game. I really hope you have Baby here or it will be even harder. You must roll over a number of sharp ledges which become thinner and the last section before the goal is the thinnest in the game. I can give you a few pointers, but this is mostly about skill in the game mechanics. When you get to the thinner ledges, you must watch Baby's feet all the time, to see that you're in the middle of the ledges all the time. Don't let the reflections in the paths confuse you, look at the monkey. When you get to the last corners, you mustn't turn too late. Try instead to turn a little earlier than what it looks like you should. Cut through the corners very slowly. I don't have to tell you to go very slowly in the last sections. The very last section is something, you can choose to rush over, but it can be risky. I don't think there's any short-cuts to finish this floor. I have tried a number of different methods but nothing seems to work. It's just that hard. Learn it, live with it.

THE TIME BONUS WAY:

It should be possible but extremely hard. It's hard enough to do it in time.

MY WAY:

THE SAFE WAY.

DIFFICULTY: 5/5

MASTER FLOOR 10

TIME LIMIT: 60 Seconds

BANANAS: 0 + 0

THE SAFE WAY:

This is how usually do. It works for me, but I bet you can dig up a better strategy that's more of a proof. This is a portrait of Aiai, as you might have discovered already. Get down on his legs and roll over onto his tummy when he's leaning to the left. Quickly roll over the chest and stop on the head. I usually do like this. Wait for him to stop on the left side. When he starts to go to the right again, you get down on the hair where the goal is. Roll to the right and forwards at the same time and you will probably get into the goal.

THE TIME BONUS WAY:

THE SAFE WAY works well.

MY WAY:

THE SAFE WAY.

DIFFICULTY: 3/5

=====

3.5 Statistics

=====

In this part, I've made some statistics of some information in the game. When it comes to the statistics of the difficulty, you should know that the grades are subjective, which I've stated earlier. It's only my opinions. The grades are relative to each others in the same difficulty. An Expert floor that has the grade 2/5 is much harder than a Beginner floor that get the same grade.

"G" in front of a floor means the difficulty of the Green Warp Way.

"R" in front of a floor means the difficulty of the Red Warp Way.

Difficulty - Beginner

Grade 1/5	-	Grade 2/5	-	Grade 3/5	-	Grade 4/5	-	Grade 5/5
Floor 1		Floor 4		G Floor 2		Floor 8		Floor 10
Floor 2				Floor 6		Floor 9		Floor E1
Floor 3				Floor 7		Floor E3		
				Floor E2				

Difficulty - Advanced

Grade 1/5	-	Grade 2/5	-	Grade 3/5	-	Grade 4/5	-	Grade 5/5
Floor 1		Floor 2		G Floor 6		Floor 15		G Floor 11
Floor 7		Floor 3		Floor 9		Floor 17		Floor 30
Floor 12		Floor 4		Floor 14		Floor 26		Floor E5
Floor 22		Floor 6		G Floor 18		Floor E3		
		Floor 8		R Floor 18				
		Floor 11		Floor 19				
		Floor 2		Floor 21				
		Floor 16		Floor 25				
		Floor 18		G Floor 25				
		Floor 23		Floor 27				
		Floor 24		Floor 29				
		Floor 28		Floor E1				
		Floor E2						
		Floor E4						

Difficulty - Expert

Grade 1/5	-	Grade 2/5	-	Grade 3/5	-	Grade 4/5	-	Grade 5/5
Floor 1		Floor 2		R Floor 2		G Floor 3		Floor 21
Floor 37		Floor 3		Floor 6		Floor 7		Floor 43
Floor E1		Floor 4		Floor 9		G Floor 42		G Floor 46
		Floor 8		Floor 11		R Floor 42		
		Floor 14		Floor 12		Floor E7		
		Floor 19		Floor 13				
		Floor 23		Floor 15				
		Floor 24		Floor 16				
		Floor 25		Floor 17				
		Floor 26		Floor 18				
		Floor 27		Floor 22				
		Floor 29		Floor 28				
		Floor 35		Floor 31				
		Floor 38		Floor 32				
		Floor 39		Floor 33				
		Floor 41		Floor 34				
		Floor 45		Floor 36				
		Floor 46		Floor 42				
		Floor 48		Floor 44				
		Floor 49		Floor 47				
		Floor 50		Floor E2				
		Floor E5		Floor E3				
		Floor E8		Floor E4				
		Floor E10		Floor E6				
				Floor E9				

Difficulty - Master

Grade 1/5	-	Grade 2/5	-	Grade 3/5	-	Grade 4/5	-	Grade 5/5
Floor 6		Floor 1		Floor 7		Floor 3		Floor 9
		Floor 2		Floor 8		Floor 5		
		Floor 4		Floor 10				

Bananas

 |-----|
Amount of Bananas on the Floors

| B = Beginner, BE = Beginner Extra, A = Advanced, AE = Advanced Extra |
E = Expert, EE = Expert Extra, M = Master

| Rank | Amount of Bananas | Floor |
 |-----|

	106	0	EE2	
	106	0	EE9	
	106	0	EE10	
	106	0	M1	
	106	0	M2	
	106	0	M3	
	106	0	M4	
	106	0	M5	
	106	0	M6	
	106	0	M7	
	106	0	M8	
	106	0	M10	
	104	1	E47	
	104	1	M9	
	103	2	E14	
	97	3	B2	
	97	3	A6	
	97	3	A25	
	97	3	E3	
	97	3	E7	
	97	3	E38	
	83	4	B1	
	83	4	B3	
	83	4	A1	
	83	4	A7	
	83	4	A14	
	83	4	A16	
	83	4	A29	
	83	4	E1	
	83	4	E29	
	83	4	E31	
	83	4	E36	
	83	4	E43	
	83	4	E44	
	83	4	EE7	
	73	5	B10	
	73	5	BE2	
	73	5	A15	
	73	5	AE2	
	73	5	E11	
	73	5	E39	
	73	5	E46	
	73	5	E50	
	73	5	EE3	
	73	5	EE6	
	71	6	A17	
	71	6	E8	
	64	7	B4	
	64	7	BE1	

	64	7	A4
	64	7	AE1
	64	7	E25
	64	7	E37
	64	7	EE1
	59	8	B6
	59	8	A12
	59	8	E41
	59	8	E48
	59	8	EE4
	58	9	A3
	53	10	A10
	53	10	A28
	53	10	E2
	53	10	E10
	53	10	E23
	52	11	B9
	48	12	B7
	48	12	A18
	48	12	AE3
	48	12	E35
	44	13	A21
	44	13	A24
	44	13	E18
	44	13	E45
	41	14	E16
	41	14	E17
	41	14	E22
	35	15	BE3
	35	15	A26
	35	15	AE4
	35	15	E4
	35	15	EE5
	35	15	EE8
	34	16	E28
	33	19	E26
	31	21	A22
	31	21	E33
	30	23	E49
	29	24	E15
	26	25	A2
	26	25	E6
	26	25	E12
	22	26	A13
	22	26	A19
	22	26	A23
	22	26	E13
	21	27	A27
	20	29	E21
	18	30	A30
	18	30	AE5
	17	31	E34
	16	32	E19
	15	40	B8
	14	41	A9
	13	48	E42
	3	50	B5
	3	50	A5
	3	50	A10
	3	50	A20

	3	50	E5
	3	50	E10
	3	50	E20
	3	50	E27
	3	50	E30
	3	50	E40
	2	161	A11
	1	204	E9

-----|
| Total:| 2007| 118|
-----|

These numbers are surely not 100% accurate.

4.0 Party- and Mini Games

To give Super Monkey Ball a better lasting appeal, AV has included three Party Games and three Mini Games. The Party Games are unlocked from the beginning and they are: Monkey Race, Monkey Fight and Monkey Target. In Monkey Race and Fight, four players can participate at the same time, but in Target you must play in turns.

To be able to play the Mini Games you must collect Play Points in the Main Game. Each of the three Mini Games: Monkey Billiards, Monkey Bowling and Monkey Golf, cost 2,500 Play Points each. These, as you see, are mini versions of real sports. All of these support 4-players but you must play in turns. When playing in turns, you only need one controller.

=====
4.1 Monkey Race
=====

You could just type the name of the section in the search function and you will get there eventually.

A very fast Super Mario Kart copy with four monkeys competing against each other. This allows four human players to race against each other. If there aren't enough humans available, those empty spots will be replaced by CPU controlled players.

Controls

Control stick: Control your monkey. Press "Up" to accelerate, "down" to brake and left and right to steer.

A: Use item.

Start/Pause: Pause the game.

Game Modes

- One Course Race -

You get to race one course in the game. This, you can do by yourself or with two, three or four friends. If you're alone you will automatically race against three CPU controlled characters. When you're playing alone you must also retire if the counter reaches 0. If you are two or three human players you get to choose if CPU controlled characters shall fill the empty slots. You also get to choose which monkeys you wish to play as. Two, three or even four human players can choose the same monkey. If you fall off the course, you will not retire, but only lose some seconds. In this mode you get to have items.

- Grand Prix -

You get to race through all six courses in the game after each other. The order is predetermined. This you can do by yourself or with two, three or four friends. If you're alone you will automatically race against three CPU controlled characters. When you're playing alone you must also retire if the counter reaches 0. If you are two or three human players you get to choose if CPU controlled characters shall fill the empty slots. You also get to choose which monkeys you wish to play as. Two, three or even four human players can choose the same monkey. If you fall off the course, you will not retire, but only lose some seconds. After each race, you and the other players will be given points. The winner gets 10 points, the 2nd gets 7, 3rd gets 3 and the 4th gets 1. The player with the most points after you've raced all six courses, wins.

If the player who come in last does come in long after the third player he/she will be forced to retire and won't earn any points at all. The player will continue to the next race though. In this mode you get to have items.

- Time Attack -

In this mode you play alone, not against human players nor CPU controlled players. You race in a course you can choose by yourself and you try to get the fastest time. You will only get three Speed Stars which gives you boosts. Practise to use these at the right time on the course. There will be a counter ticking down here as well.

Gameplay Settings

In One Course Race and Grand Prix you to choose some gameplay settings just before the race(s) start(s).

- COM -

If you are only one human player or a total of four human players, you will not be able change this option. If you are two or three human player this will be something you can change. By toggling it to "off", there will be no CPU controlled players in your race(s). If you toggle it to "on" CPU controlled players will fill up the spaces not controlled by human players. There can be a maximum of four players on the track.

- Handicap -

If turned "on", the player who's in last will have higher speed to be able to compete with the others. If turned "off", that's not the case.

- Items -

If you want Item Boxes which gives you items lying around on the tracks, you shall toggle this option "on". If you want it to be a clean "fight", choose "off".

- Number of Laps -

You get to set a certain number of laps for the race in One Course Race. Choose between 1 and 50 races here. In Grand Prix this is already predetermined.

Items

If you choose to include items in your race(s), special Item Boxes will be available on the course. If you run over one of these you must press "A" to get a random item. The items are listed below. The items are indicated by an icon. Press A again to use the item. You can collect three items at the time and if you get another one while having three the oldest item will be replaced.

- Speed Star -

The icon is a yellow star with a tale. Use it and your monkey will get a short boost. Don't do this in corners or you will be thrown off. The monkey gets hard to control while in this boost. It lasts in a couple of seconds.

- Banana Peel -

The icon shows a banana. Who could have guessed? This items is dropped behind you. If another player rolls on it he/she will slip and be stopped for a moment. This can also lead to players slipping off the course.

- Bowling Bomber -

The icon shows a bomb. You shoot this item, at high speed, in front of you. If it hits an opponent, this player will be boosted up in the air and forward very fast. This often leads to a fall out and lots of time loss. A neat thing indeed.

- Polygon Ball -

The icon shows a ball with lots of sharp edges. Shot in front of you. The opponent which is hit will be turned into a ball that had the shape of a rock. It will still be possible to roll, but much slower, and not as balanced. The effect wears out after seven seconds.

- Ice Cube -

This icon shows an (brace yourself) ice cube. Shot in front of you. If an opponent gets hit he/she will turn into an ice cube. This will make him/her much slower because the monkey glides instead of rolls. It will be much harder to turn as well. The effect wears out after five seconds. If you don't get some kind of speed, you will stop immediately.

Courses

- Jungle Circuit -

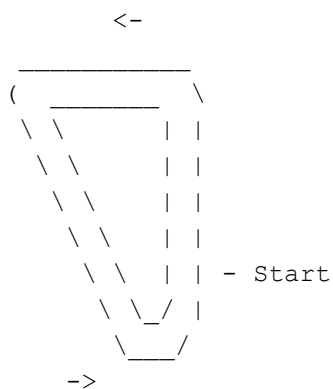
Beginner Course

Length: 777 metres

Environment: Beanstalks

Default amount of laps: 5 laps

Default amount of time: 40 seconds
Subjective difficulty level: 1/5



This course is very basic. Try to roll over all of the boosters on the course and avoid the bumpers near the end.

- Aqua Offroad -

Beginner Course

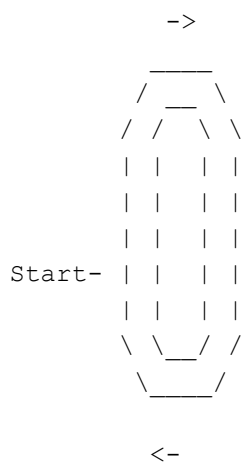
Length: 849 metres

Environment: Underwater

Default amount of lap: 5 laps

Default amount of time: 50 seconds

Subjective difficulty level: 2/5



The rocky areas slow you down, avoid these. Item Boxes often show up between these areas. Remember not to use any speed stars in the corners. This course has bad frame rate when you're playing in 60Hz mode.

- Frozen Highway -

Advanced Course

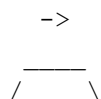
Length: 845 metres

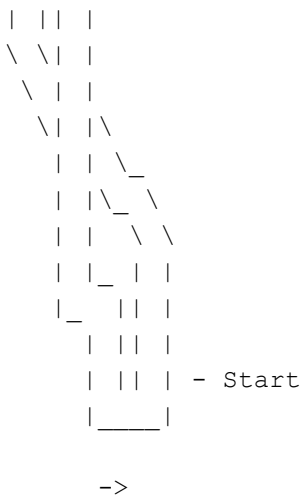
Environment: Snow

Default amount of lap: 4

Default amount of time: 50 seconds

Subjective difficulty level: 2/5





This course has two very straight roads. Be sure to roll over all the boosters or you will be left behind. Be careful in the sudden corners, though.

- Sky Downtown -

Advanced Course

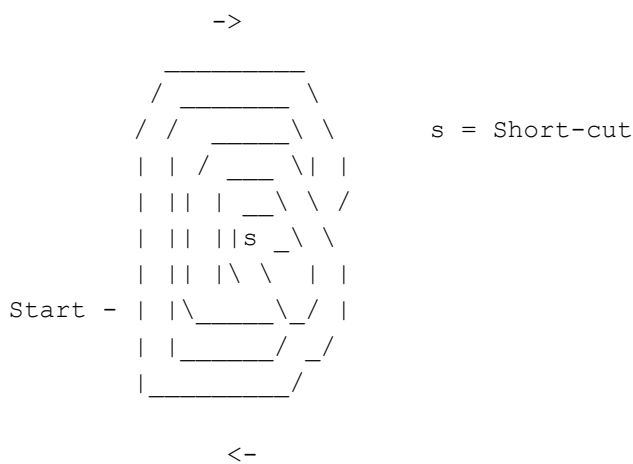
Length: 2007

Environment: Town

Default amount of lap: 3

Default amount of time: 75 seconds

Subjective difficulty level: 3/5



Be ready for the very last turn before the finish. Brake there because it's very sharp. There's a pretty neat short-cut in this course, but pretty unnecessary. From the start, roll through the whole wide left turn until you reach a wall. There's a booster just before the wall and on the wall there's a sign. Use a speed star and roll on the booster. Aim for the sign on the wall and you will get through a hole in the wall. Turn around and continue racing on the course.

- Pipewarp Tunnel -

Expert Course

Length: 1000

Environment: Space

Default amount of lap: 4

as fast as you can and try go come in first!

- Once you complete the selected number of laps, you will reach the goal! Once all the places have been filled, the race will end.
- If you run into an Item Box, you will receive an Item! You can hold up to three items! Use items by pressing the A button.
- If you are playing 1-player, there's a time limit! If the time tuns out the game will end and you will be forced to retire.

Grand Prix rules

- Race on all the courses and get points by winning! The player with the most points at the end of all races wins!
- Once you complete the selected number of laps, you will reach the goal! The better place you come in, the more points you will get.
- If you run into an Item Box, you will receive an Item! You can hold up to three items! Use items by pressing the A button.
- If you are playing 1-player, there's a time limit! If the time tuns out the game will end and you will be forced to retire.

Time Attack rules

- Pick one course and see how fast you can complete it by yourself!
- In this mode, you won't find any Item Boxes, but you will start the race with three Speed Up items.
- Try and find the best place to use your Speed Up items and get as fast a time as possible!
- There is a time limit in this mode!! If the time runs out, the game will end an you will be forced to retire.

My pointers

- Learn where all the boosters (the arrow-shaped plates on the ground) are, so that you can get as high speed as possible. This is important if you wish to win.
- Brake in corners. You lose much more time when you fall down than when you brake.
- Remember that the control styles differs slightly between the Main Game and Monkey Racing.
- If you use a speed star when rolling over a booster, you will get very high speed. This can mean bad news if you're near a corner.
- All of the attack items except the banana peel are target locating. They will give up quickly though.
- Try to shoot a bomb at an opponent when he/she is about to turn around a corner. He/she will fall off the course.
- The ice cube slows down your opponents bad. Use it wisely.
- In time attack, you will get three speed stars. Use them on straight roads, or for short-cuts.

Check the manual for additional information!

=====

4.2 Monkey Fight

=====

The most chaotic Party- and Mini Game. You are four players who play at the

same time. You are a ball with a glove. Punch your opponents with it and get points when they fall off the stage.

Controls

Control stick: Control your monkey.

A: Punch.

Start/Pause: Pause the game.

Gameplay Settings

- COM -

If you are only one human player or a total of four human players, you will not be able change this option. If you are two or three human player this will be something you can change. By toggling it to "off", there will be no CPU controlled players in your race(s). If you toggle it to "on" CPU controlled players will fill up the spaces not controlled by human players. There can be a maximum of four players on the track.

Tracks

There're three tracks in Monkey Fight. Just before you get to choose tracks, you get to choose how many matches you must win to win the tournament. You can choose from 1 to 5 wins. After that you can choose how many tracks you wish to play on. Choose all three and you will play them from left to right and then go back to the leftmost.

- Mid Summer Jungle Square -

"Survive the square-shaped jungle!"

The first track. It's a square shaped platform which have walls on the sides. You can only fall down from the upper and the lower edge. This is therefore a great beginner's track. The environment is the grassy area with the bean stalks.

- Cold Ice Octagon -

"Battle furiously on a frozen yard!"

On this octagon, there are lots of bricks which stops you from falling down. There is a total of eight bricks spread out and you will be really glad sometimes that they're there. This track is also smaller than the one above. The environment is the snowy area.

- High-Flying UFO Circle -

"Great space battle! Can you survive?"

You battle on a pretty small circular platform which often makes you glide towards the edges. There are no obstacles and no edges. Fight bad!

Items

Item Boxes often show up on the tracks. Destroy the box by punching it and collect the item inside. If you already have an item and pick up another one, they will combine. If you have Long Punch and Big Punch, your glove will be both big and long. If you pick up the same items as you already have, the glove will be, depending on which item you get; be bigger, longer or spin better.

- Long Punch -

Your punch will increase in length so you can hit opponents at a farther distance. This is kind of defensive.

- Big Punch -

The glove will be bigger, allowing you to hit the opponents easier and much harder. Mix it with the Long Punch and you'll have a great time.

- Spinning Punch -

The word "Vortex" will be shown on the icon. This will make the glove spin when you hit it. This makes you hit opponents around you as well as in front of you.

KO Points

During the match you will either get 5, 10 or 20 points. If someone falls off the platform without being punched off it, all of the other contestants get five points each. If you manage to punch the leader off the platform (marked with a crown), you will get 20 points. If you punch down someone who isn't a leader, you will only get 10 points. The one who has most points when the 60-minute match ends, is the winner and will have a banana. When a contestant fills up all of his/her empty slots with bananas, that person becomes the champion.

In-game pointers/rules

- Press the A Button to punch your opponent! If you knock your opponent off the track, you'll receive KO points!
- When the time runs out, the person with the most KO points wins!
- The person with the most wins over the determined number of matches wins! If there's a tie, the game will go into sudden death!
- If an Item Box appears, punch it to break it open! If you up an item, your punch will become stronger.

My pointers

- This is mostly luck based and should only be played for fun, so have fun! This doesn't stop me from giving you some obvious strategies, though.
- Try to stay in the centre of the track as much as possible. This minimises the risk to fall down.
- If you roll fast towards an opponent and hit, the power of the punch will be much greater and many times will hit him/her off the track.
- If you punch down the leader (marked with a crown), you will get the double amount of points than if you punch down someone who's not the leader. Always go after the leader.
- Don't fall down by yourself, the others get points.
- Collect lots of items. Attack the Item Boxes as soon as they appear.

Check the manual for additional information!

=====

4.3 Monkey Target

=====

Monkey Target is maybe the deepest Party- and Mini Game. You shall roll down a ramp and then use the halves of your monkey ball as wings and then land on targets which gives points. If you are four human players you must play in turns and you can therefore use only one controller if you wish. It's very much to know about and I don't know much. Here's a pretty brief description to get you started

Controls

Control stick: Before flight: Roll your monkey ball.
 During flight: "Up" to descend and gain speed; "down" to ascend and brake; and left and right to steer in those directions.

A: Switch between landing mode and flight mode.

Start/Pause: Pause the game.

Game Settings

You have some different options to choose between.

- Number of rounds -

Here you can choose how many rounds you wish to play. You can choose between 5, 10 and 15 rounds. The score will be recorded in different categories depending on the amount of rounds you've chosen.

- Help Items -

You can toggle this "on" or "off". On the tracks there are bananas. If you've

chosen to use Help Items, these bananas will raise a meter in the upper right corner of the screen. Depending on how many bananas you've taken, you will be able to use different Help Items.

- Wheel of Danger -

If you toggle this option "on", you will have a spinning wheel before every round which randomly chooses a trap to be put on the round.

Help Items

As you know, you can use Help Items. Toggle this to "on", if you want as high score as possible.

- Wind 0 mph -

For this Help Item you need one banana. The wind will be absolutely still so you can concentrate on other things. Sometimes it's good to have wind, think about that.

- Brake Ball -

For this Help Item you need two bananas. Normally you'll roll after you've landed. If you use a Brake Ball you will stop immediately when you've landed. This is a very good item for the Beginner.

- Double Score -

For this Help Item you need three bananas. When you land, your score will be doubled. It's a good thing.

- Sticky Landing -

For this Help Item you need four bananas. Immediately when you go into landing mode by pressing "A" in the air, you will fall straight down and land on the target which is just below you when you press "A". It might be too much to collect four bananas for this one. I don't recommend it.

- Triple Score -

For this Help Item you need five bananas. When you land, your score will be tripled. The best item, one may say but it takes a while to collect the five bananas.

Wheel of Danger

A wheel will spin before every round. To get as high score as possible, you should turn off this thing.

- Safe -

If the hand points at the empty space, you will be free of traps for this round. This is what you want.

- Smoke Screen -

If the hand points at the clouds, big smoky clouds will cover the track. This isn't so bad, you'll see most things anyway, but of course it makes your vision worse.

- Spiked Ball -

If the hand points at the three small balls, spiked balls will hang everywhere

over the targets. If you get into one, you will be blasted down to the water.

- Big Bomb -

If the hand points at the big bomb, bombs will cover the targets. If you land on a bomb or if you roll into one, you will be blasted off the platform.

In-game pointers/rules

- After jumping off the ramp, while in the air, if you switch to flight mode, your ball will open up and act like a glider.
- Once you get close to the target, close the ball to go into landing mode. Try to land on top of the target!
- You will receive points for the area of land you stop on! You will get to jump the determined number of times and add your score up!
- If you get a banana, you will be able to use Help Items. Also, the Wheel of Danger might appear and put obstacles on the course.

My pointers

- If you want a high score, you should turn on the Help Items and off the Wheel of Danger.
- Try to take as many bananas as possible if you have the Help Items. There're always bananas at the end of the ramp.
- Use Brake Balls when you're a beginner. These items make it very easy to land.
- Always pay attention to the wind meter.
- There are small yellow pillars in all courses. If you land on these, you will get 500 points. If you have Triple Score, you will earn 1,500 points.
- It's easier to land on the yellow pillars with a Brake Ball.

Check the manual for additional information!

=====

4.4 Monkey Billiards

=====

You could just type the name of the section in the search function and you will get there eventually.

Monkey Billiards. Play billiards with you monkeys. It's all about "9 ball". Play alone or with a friend.

Controls

- View Mode -

Control stick: Push "left" and "right" to determine where to angle your shot.

A: Confirm button. Set direction and change to Shot Mode.

B: Return camera position to the default view.
C: Move camera.
X: Show ball number, so you don't hit the wrong ball.
Y: Switch between 2D (bird perspective) and 3D (default) view.
Start/Pause: Pause the game.

- Shot Mode -

Control stick: Change where the cue will strike the ball.
A: Shoot when the power meter reaches the point you want.
B: Return to View Mode
X: Show ball number, so you don't hit the wrong ball.
Y: Toggle between Normal shot and Hard shot.
Start/Pause: Pause the game.

Game Modes

- Vs. Mode Play -

You play the billiards game "9 Ball" against a human player or a computer controlled player.

- Tournament Mode Play -

You play the billiards game "9 Ball" against computer controlled players. You get to meet four of them, one after another. How many matches can you win?

Gameplay Settings

- Number of Sets -

Choose how many sets you and your opponent shall play. You can choose from 1-99.

- COM Level -

Choose the difficulty of the computer controlled player(s). 1 is the easiest and 5 is the hardest.

In-game pointers/rules

Vs. Mode rules

- In 2 player mode, the game has similar rules as "9 ball".
Whoever pockets the 9 ball first wins.
- Start by pocketing the ball with the lowest number and work your way up! If you miss, it becomes your opponents turn.
- After you hit the ball with the lowest number, and if it goes in a pocket, you can continue playing!
- If your own ball falls into a pocket, it's considered a foul, and it becomes your opponents turn!

Tournament Mode rules

- In 1 player mode, you can play against the COM.
To win, you must pocket the 9 ball before you opponent.
- Start by pocketing the ball with the lowest number and work

- your way up! If you miss, it becomes your opponents turn.
- After you hit the ball with the lowest number, and if it goes in a pocket, you can continue playing!
 - If your own ball falls into a pocket, it's considered a foul, and it becomes your opponents turn!

My pointers

- Often press "Y" while in View Mode so you'll get a good overview. It's often much easier to pocket balls this way.
- Learn the geometry behind billiards and your play will prosper.
- As you know, you cannot put ball 9 directly in the pocket. You will win if you push another ball (not the white of course) on the 9 ball and pocket it this way. If the other player gets a foul. You can put the white ball so it hits a ball which hits the 9 ball. This is a very easy way to win.
- Never directly hit another ball than the one with the lowest number, or you will get a foul.
- Before the break, you and your opponent will have a small contest. The player whose ball stops closest to the middle of the table, gets to break.
- If you wish to break, you should shoot the ball with slightly below half normal strength.

Check the manual for additional information!

===== 4.5 Monkey Bowling =====

A Mini Game where there's no A.I. involved at all. It's a one or two player game. Besides playing an ordinary 10 frames match alone or with a friend, you can also try the tough Challenge Mode where you must complete different patterns of pins.

Controls

Control stick:	Set the monkey where you want it.
A:	The confirm button. Set position, angle and strength.
B:	Cancel the placement of the monkey or the angle.
X:	Show total scorecard.
L/R:	When you're charging you can spin the ball to the left and right using these buttons.
Start/Pause:	Pause the game.

Game Modes

- Standard Mode -

In this mode, you can be one to four human players. CPU controlled players may not participate. You will play over ten frames and get two chances per frame.

You will get as many points as the number of pins you've beaten except when you get a "strike" (made all pins fall in one throw), you earn 20 points. The player with the most points when you've played all of the frames, will be the winner.

- Challenge Mode -

This is tricky. A one player mode where you must beat all pins in one try. There are ten frames and you get 12 tries. A challenge which demands lots of patience and skill.

In-game pointers/rules

Standard Mode rules

1. At the start you will use the control stick to move left or right in order to determine your throwing position. Press the A Button to decide.
 2. Next, an arrow that shows the direction of the throw will appear. Press the A Button to stop the arrow from moving back and forth!
 3. After that, the throwing strength gauge will appear. Press the A Button when the meter reaches the strength you want to throw with!
 4. Lastly, before the ball gets thrown, you can press the L, R Buttons to add spin to your ball.
- Throw the ball with the right angle speed and spin to knock over all the pins! Your score will be totalled up from 10 frames!

Challenge Mode rules

- Try to knock down all the pins with one throw!
- There are 10 different patterns with which the pins can be set! You can choose whatever pattern you want!
- Once you master how to spin the ball, try to knock down the pins in all the different patterns.
- You have 12 tries to knock down the pins!
Once you've thrown the ball 12 times, it's game over!

My pointers

- Don't use too much power when you throw the ball, especially not when the angle isn't right on the pins.
- Don't use too much spin on the ball either. It's much more sensitive than one might think.
- Play much and you will soon get the hang of it.

Check the manual for additional information!

=====

4.6 Monkey Golf

=====

It's time to play miniature golf. There are 18 holes which you can play in two modes. Compete against your friends or play alone. You can be 1-4 human players. As in Bowling, CPUs are banned from this game. Try to get the ball

into the cup in three shots or less. Remember that you only need one controller no matter how many contestants you are.

Controls

- Putt Mode -

Control stick: Change the shot direction with left and right.
A: The confirm button. Set and make shot.
B: Cancel.
X/C: Switch to Camera Mode.
Y: View score.
Start/Pause: Pause the game.

- Camera Mode -

Control stick: Move camera.
A: Get back to the putt mode with the changes you've made in the view.
B: Get back to the putt mode without the changes you've made in the view.
C: Move camera perspective.
X: Lower camera position.
Y: Raise camera position.
Start/Pause: Pause the game.

Game Modes

- Stroke Play -

Play alone or together with 1-3 friends. After you have played 9 or 18 holes you will see the total number of strokes (shots on the ball). The player with the fewest strokes wins. Lower is better so try to get that ball in the cup quickly. As mentioned above, computer controlled players won't fill empty slots.

- Match Play -

This is a two player game. Only human players. In Match Play, it doesn't matter how many strokes you have, it only matters how many holes you've won. The player who have won most holes wins the whole match.

Gameplay Settings

- Number of holes -

Choose the requested number of holes. Either choose "18", to play all holes; "Out", to play the first 9 holes; or "In", to play the last 9 holes (10-18).

In-game pointers/rules

Stroke Play rules

- Play the selected number of holes, and total the scores.

The player with the lowest total score will get the better grade.

- Hit the ball and put it in the cup!
The player with the lowest hits will get the better grade.
- If the ball falls off the track it counts as an "Out of Bounds"! A penalty of 1 stroke will be incurred!
- If you can't knock the ball into the hole within 9 hits, you will be forced to give up! You will be given a score of "10" for that hole.

Match Play Rules

- The player to win each hole will receive points to that hole.
The player with the lowest number of strokes wins.
- If the difference between the losing player and winning player become too great for the player to catch up, the game will end.
- If the ball falls off the track it counts as an "Out of Bounds"! A penalty of 1 stroke will be incurred!
- If you can't knock the ball into the hole within 9 hits, you will be forced to give up! You will be given a score of "10" for that hole.

My pointers

- Pay attention to the indicator that says how long you have left to the cup.
If the ground is flat, use slightly more power than it's left to the cup.
- Check the indicator below the distance meter to see if the goal is below your current position or above. If it's above, it's marked with a "+" and then you need more power. If the goal is below your current position, the indicator is marked with a "-" and then you need less power than if the the cup was levelled with your current position.
- Pay attention to the walls. By using these, it might be easier.
- Use the Camera Mode and you will be able to calculate distances much easier.
- Learn from your mistakes, so you can do better next time. If you're playing together with human players, learn from their mistakes as well.
- Be focused and pay attention to every little move.

Check the manual for additional information!

5.0 Final Section

This is the final section. Here, you find miscellaneous parts which don't belong anywhere else.

=====
5.1 Version History
=====

Version 2.2 - November 8, 2005

Added my new homepage URL.

Version 2.1 - June 26, 2003

Some minor format changes.

Version 2.0 - April 28, 2003

This FAQ now covers whole Super Monkey Ball including brief descriptions of the Party- and Mini Games.

Version 1.1 - December 22, 2002

Added some contributed strategies and naturally some names to the credits and stated my new homepage.

Version 1.0 - October 3, 2002

Initial version. The FAQ is complete and there will probably not be any more updates.

=====
5.2 Credits
=====

GameFAQs.com/CJayC	-	For accepting all of my FAQs
My brother Nightcrawler86	-	Because I've used his computer
Jordan Mechner	-	For making the game
Bahji Bahji	-	For strategies
killua_zoldyck@hotmail.com	-	For strategies
Elvis Presley	-	Because I listened to his 30 #1 hits while writing. May The King rest in peace!

=====
5.3 Contacting
=====

If you've got anything on your mind concerning this FAQ, feel free to send me an e-mail. Corrections and constructive criticism are always welcome, but I will probably not accept contributions to the FAQ, unless they're very good. Send me e-mails in Swedish, English, Spanish, Norwegian or Danish. You will get the reply in the same language as your e-mail, except if you write to me in Norwegian or Danish. If that is the case, you will get the reply in English or Swedish. Whichever e-mail you send me, must be polite and properly written

or it will be ignored and deleted. I will probably not reply to questions already answered in this document, unless the answer isn't clear enough.

cwall_85[at]hotmail.com

=====
5.4 Proof-reading
=====

I'm Swedish and have therefore not English as my first language. I still have a long way to go before I can handle the English language perfectly. If you have English as your first language, you can handle it well and you're not younger than 14-15 years then maybe you would like to proof-read this FAQ. If you would, I'd be forever grateful to you and because of that, help you out whenever I could in the FAQs department and I'd list you in the FAQ information at the top of the document.

If you have decided to proof-read this FAQ I'd be happy if you didn't correct it, instead mark what is wrong near the error. The reasons are because I must see so you have not misunderstood me and I may be working on another version of the FAQ when you send me the corrected version. Searching the corrected old version for what used to be errors and then inputting it into the error filled new version, would be extremely time consuming and annoying. If you send me a proof-read version which is only corrected, I will not be able to use it.

=====
5.5 About the Author
=====

Not that anyone cares, but I think it's nice to know something about the author that has written the FAQ. My name is Christian Wall and I am born in 1985. I live in a small town in the middle of Sweden together with my little brother and our cat. I am currently (Summer, 2003) on a Summer vacation from the gymnasium (highschool) and I will be studying there for another year. When I have finished my gymnasium time, I will continue to study either law or economics. In my spare time, I like to play videogames, read books, write FAQs and believe it or not, I like studying.

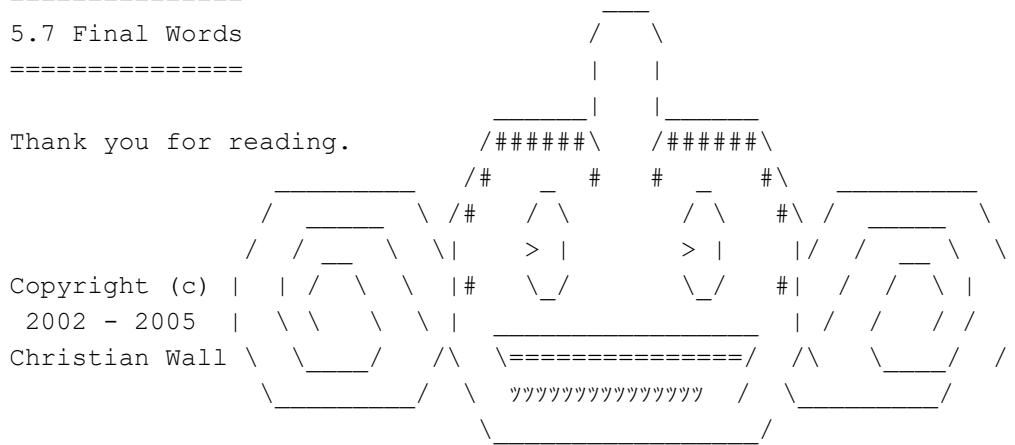
=====
5.6 Copyright Notice
=====

This document is protected by international copyright law. You may download this document for personal use, print it and/or put it on your homepage/site. However, this document may not be altered or divided into different parts, and no parts may be removed. It may not be published in any magazine and/or sold for profit. You may not convert it into HTML, nor any other file format. It may only be displayed in ASCII text (.txt). All credit must be given to me, Christian Wall, the sole owner of this document. If you follow these demands, you may publish it on your homepage/site. You do not have to e-mail me about it. I will not send my FAQs or updates to any other sites than the ones listed below. If you want the most recent versions, go there.

<http://home.swipnet.se/cpg>

=====
5.7 Final Words
=====

Thank you for reading.



All trademarks and copyrights contained in this document
are owned by their respective trademark and copyright holders.

- End of Document -