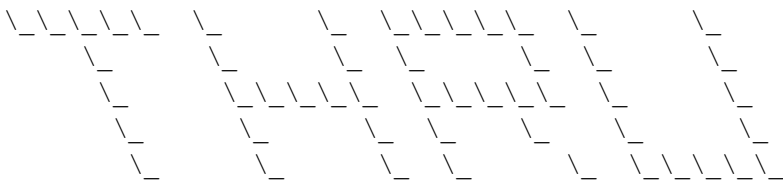
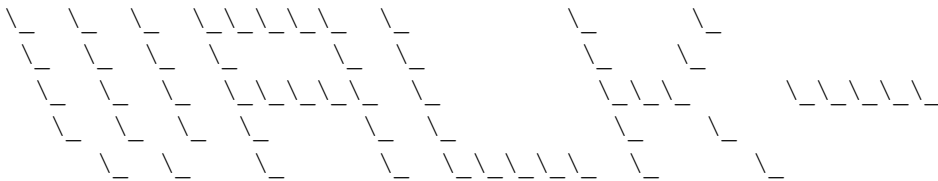
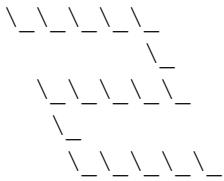
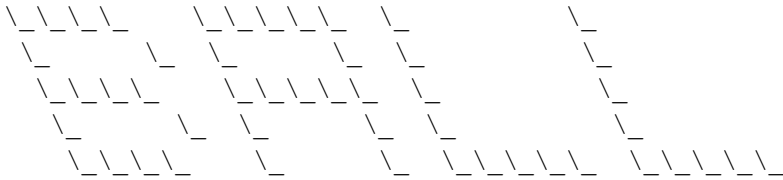
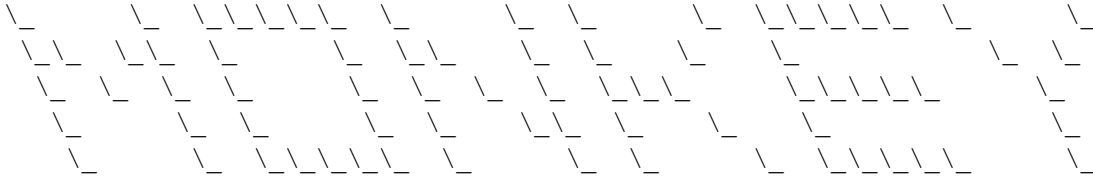
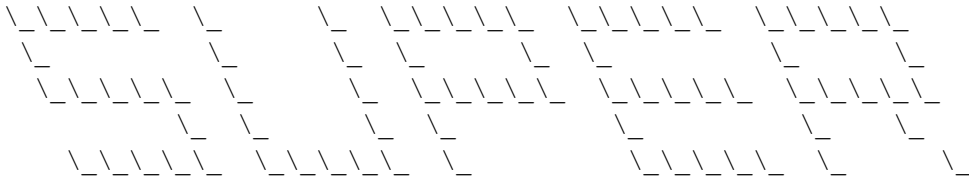


Super Monkey Ball 2 FAQ/Walkthrough

by Notae

Updated to v1.5 on Sep 12, 2005



By: Notae

How to read this guide:

MODE

Description of Mode.

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Lvl# - LvlName: Walkthrough. ----- Level
Lvl# - LvlName: Walkthrough. -----+
                                     |
  Lvl# - LvlName, *Warp*: Walkthrough. -----+--- Warps
                                     |
    Lvl# - LvlName, *Second Warp*: Walkthrough. -----+
Lvl# - LvlName, *Bonus*: Walkthrough. ----- Bonus
Lvl# - LvlName: Walkthrough. -----+
                                     |--- Notes
Notae's Note: Extra Tips/Strategies. -----+
Lvl# - LvlName: Walkthrough. -----+
                                     |--- Challenge
Live Dangerously - Difficulty - ChName: Description. -----+

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BEGINNER

These levels are mostly for newbies; any master at SMB2 wouldn't bother giving these a second try.

1 - Simple: Roll forward, get some bananas, go to the Goal. Simple as it gets!

2 - Hollow: Roll around the track and into the Goal, or make a leap for the bananas at the start and finish faster.

3 - Bumpy: Go straight forward at full blast and maybe you'll get a bunch of bananas, but slow down at the end as to not fly over the Goal.

4 - Switches: Roll onto the first switch to make the bridge go flat, avoid the next switch and the hole after it and cruise through the Goal.

4 - Switches, *Warp*: If you hit the second switch the bridge will go vertical. On the bottom of the bridge there is a green Goal. Go to the side and with just enough speed, you will fly through the Goal, and jump to level 6, but who would want to skip the first Bonus stage in the game?

Notae's Note (Warp): Make sure you realize that you can't drop in, because the Goal is on its side. You have to soar in!

5 - Bowl, *Bonus*: The first Bonus stage in the game. Roll around the stage collecting bananas until you have about 5 seconds left, then just hurry up and go through the Goal.

6 - Floaters: Weave around the boxes or go on top of them to get some bananas, then, go to the Goal.

7 - Slopes: go past the jumps and up the ramps to the Goal.

8 - Sliders: Make sure to hold back when going down most of the ramps as to not fall off.

Live Dangerously - 7/10 - Long Jump: Jump from the end of the first slider

straight to the Goal.

9 - Spinning Top: You should notice that the top is only able to hit you in one place. Go around that place and go to the Goal.

Notae's Note: The bananas aren't as hard to get as they look, you just need to get close to the top without hitting it.

10 - Curve Bridge: Make it slowly across the level because the turns get sharper as you go. At the end, go to the end of the first plank and wait until they line up to go.

BEGINNER EXTRA

If you were able to complete Beginner without losing a continue, you get to play the Extra stages. They're a little harder, but on Beginner, they're still really easy. Good luck.

Ex1 - Conveyers: Hold up the whole time.

Ex2 - Bumpy Check: Go around the outside.

Ex3 - Alternative: Watch out for the fast forward switch and alternate between platforms to get to the Goal.

Ex4 - Junction: Make your way across the slope and go through the Goal.

Ex4 - Junction, *Warp*: Go to the end of the starting platform and face backwards. Go straight at full blast and use the ramp provided to jump on to the back track. Then follow original directions.

Ex5 - Bead Screen: Wait until all the platforms line up and press the pause switch. Then go down the staircase and through the Goal.

Live Dangerously - 5/10 - High Flying: Try to complete the level without pressing the pause switch!

Ex6 - Fluctuation: Weave around the boxes until you get to the Goal, then wait until one of the boxes move to let you through.

Ex7 - Folders: Go along the railings on the side until you get to the end, then wait for the Goal to flip up and bolt through it.

Ex8 - Quick Turn: Hold up the whole time and watch in awe as your monkey passes all seven rolling triangles and cruises through the Goal unharmed. Wow!

Ex9 - Linear Seesaws: Bolt past the first two and ease to one side to get past the last one then slow down and go through the Goal.

Live Dangerously - 8/10 - Lesser Known Parts: Ride along the outside frame of the level and beat it.

Ex10 - Birth: Go forward and turn right, follow that path until you reach a pause button. Hit it and go back down to the intersection and turn right. Go up the hill and across the ramp with the cubes on it and into the Goal.

ADVANCED

The Advanced stages are considerably harder than Beginner and Beginner Extra. But, a master may still overlook most of these. Some levels I still find challenging (i.e. Launchers, and Arthropod).

1 - Banks: Go carefully across the track or if you're really impatient you can go across the tiny gaps where the tracks touch which is pretty hard.

2 - Eaten Floor: Go around the left side of the triangle and go through the Goal.

3 - Hoppers: Just like in Quick Turn, hold up the whole time and watch as your monkey miraculously passes both metallic... thingies and cruises through the Goal. This Technique doesn't always work, so if you don't trust it, turn around, hit, the play switch, and do it normally.

4 - Coaster: Get into the tunnel and hold down left the whole time, but if you can't wait that long, hold left or even up-left.

Live Dangerously - 5/10 - The Other Side: Try to ride all the way down on the outside of the tube!

5 - Board Park, *Bonus*: Another Bonus stage which is much harder than the last. Hold up and go across the first bridge. To get the bunch of bananas on the second or lower bridge, go down below the first and go straight at the bump in front of it.

6 - Swell: Go across the bridge carefully and keep yourself on by pressing left and right.

7 - Gravity Slider: Two ways to complete this. You can hold up the whole time or you can go for the bananas.

8 - Inchworms: First turn backwards and hit the play switch (optional, then go across the first inchworm.

8 - Inchworms, *Warp*: Go across the second inchworm, which is a bit faster than the first.

8 - Inchworms, *Second Warp*: The last inchworm is much faster than the last two, USE AT YOUR OWN RISK. Make sure you hit the play switch.

9 - Totalitarianism: Turn backwards and hit the play switch, then quickly make your way through until a wide space between the pillars, wait here until the rings fall. When they start to rise, make your way to the Goal.

10 - Leveler, *Bonus*: Be careful not to fall between the square holes and make your way to the Goal. Oh yeah, HEADS UP!

11 - Organic Form: Turn around and hit the play switch then carefully make your way through the center of the bridge.

12 - Reversible Gear: Go to the center platform and go to the second corner to the left and wait there until the gear stops. Quickly make your way to center and go through the Goal.

13 - Stepping Stones: Go on the left side of the level and carefully make your way to the Goal.

14 - Dribbles: Hit the play switch behind you and make your way to the first dribble. Wait until it hits the ground before going past it. Use this pattern to make your way to the Goal.

Notae's Note: Watch out because one of them is REALLY BIG! You'll have to stand back for that one!

15 - U.R.L: Go to the end of the starting platform and wait for the block to recede to the left. Quickly get on the upper platform and to the right hand side of it in the little notch coming out of it. Wait for the block to go to the left again and quickly bolt towards the Goal.

16 - Mad Rings: Hold up the whole time and slow down near the end to cruise through the Goal.

16 - Mad Rings, *Warp*: Hold up the whole time until you reach the platform with the blue Goal on it. Then ease to the left and land on the next platform and stop. Carefully time your leap to the next platform and make sure you don't miss the Goal.

16 - Mad Rings, *Second Warp*: The final ring is so fast as to be completely random whether or not you make it. I don't recommend taking this path.

17 - Curvy Options: I suggest taking the easy route because you only get around three bananas for taking the others that are possible.

18 - Twister: Wait until the squares line up at forty five degrees then floor it and hope for the best.

19 - Downhill: Take it slowly down the staircase and carefully down the ramps. Be warned that the circles get thinner and the ramps get steeper as you go along.

20 - Rampage, *Bonus*: My strategy is to get only the bunches of bananas in the corners of the jumps then break that pretty blue ribbon.

21 - Pro Skaters: These skaters are not actually skaters, they're Goals! Anyway, hit the pause button when the first skater is roughly in the center. If it isn't in the center, DON'T FALL DOWN TO THE HALF PIPE, stay on the starting platform and hit the play switch. Repeat until it is in the center and THEN fall down to the half pipe and break the ribbon suspended on this freak of nature.

21 - Pro Skaters, *Warp*: You can't freeze the second skater, which makes it EXTREMELY HARD.

22 - Giant Comb: THIS IS WHY I USE A BRUSH! Anyway, carefully use the stop and go technique and spend the least amount of time possible on the strangely coloured lines on the ground because that's where the teeth can hit you.

Live Dangerously - 7/10 - NonStop1: Try to complete it without slowing down! This involves a great deal of luck!

23 - Beehive: Go around the outside if you want to survive.

24 - Dynamic Maze: Go around the outside on the left side for the fastest route.

25 - Triangle Holes: Hold up the whole time.

26 - Launchers: WARNING: VERY HARD! Put the map on medium zoom, then drop down to the bottom platform. Once there, stand in front of one of the launchers. Once you get launched, use the map to position yourself above the top of the pillar. Zoom in on the map so you can easily fall into the Goal.

26 - Launchers, *Warp*: On the bottom of that platform there's a green Goal. Of course, I'm not going to explain how to get it because it's pure luck. Done and done.

Notae's Note: This level lives off of practice so make sure you feed it, otherwise it'll get angry and it won't let you beat it.

27 - Randomizer: Don't go too fast.

27 - Randomizer, *Warp*: Experiment

27 - Randomizer, *Second Warp*: See last

28 - Coin Slots: Roll to the slots near the end and wait for a Goal to drop down, then bolt through it

28 - Coin Slots *Warp*: The first coin contains the green Goal, so run fast!

29 - Seesaw Bridges: Follow the path to the first seesaw. If you get on the right side of the seesaw, go to the left of the barrel (or vice versa) and weave left and right of them. On the second, start on the left and follow the path as fast as you can. On the third, do the same as the first one, only it's three or five barrels to weave around, so run fast!

30 - Arthropod: WARNING: VERY HARD! There are many strategies but I prefer this one. First, the hard part, get to the last ring. Second, the not so hard part, try to stay in the middle of this ring without getting stepped on. Third, the easy part, go through the Goal when possible.

Notae's Note: This one also needs practice, otherwise you will never make it through the Goal when it's important!

Notae's Note: (Yes, two notes, it's a hard level!) There is also an exact timing strategy, if you pause the game between 41.18 and 41.08 on the clock, hold up on the control stick, press start, keep holding up, then pause again between 36.26 and 36.16, hold up-left, then press start to unpaue whilst still holding up-left, you'll go straight through the Goal.

ADVANCED EXTRA

So, you finally completed the Advanced stage. Congratulations, but you'll have to do it without continuing to make it to the Advanced Extra.

Ex1. Auto Doors: U-turn, play switch. You shouldn't have a problem with anything except maybe the last two. Where the doors meet in the center, there is a little notch you can roll your ball into. If you hold up when in this notch, you'll make it through when the door opens.

Ex2 - Heavy Sphere: Roll forward and hit the play switch, then, go backward to

the ramp at the back, build up some speed, and go across the bending platform as fast as possible, don't miss the Goal.

Ex3 - Stagger: You'll have to be quick for this one. Stop until the pentagons are lined up, then quickly make a transfer. Repeat. The triangles are harder because they're so small, but I know you can and will do this one... 'cause if you don't, i will come to your house and- sorry, sorry, I kinda lost control there, let's get back on track, shall we?

Ex4 - U.F.O.: This one still confuses me a little bit. Anyway, drop into the hole, then hit the play switch wait until the U.F.O. flips, then find your way to the Goal, quickly.

Live Dangerously - 8/10 - Circling the Drain: Complete without touching the play switch.

Ex5 - Ring Bridges: Three things you must know: You can only fall downward (duh), you can't use the lip as a jump, and DON'T HIT THE LIP ON THE LOWER RING OR YOU'LL DIE A TERRIBLE TERRIBLE DEATH!!!

Live Dangerously - 8/10 - NonStop2: Try to beat it without slowing down! You'll have to bounce into the Goal!

Ex6 - Domes: You can go fast and die over and over, or you can slow down, die rarely, but get frustrated when you do, your choice!

Ex7 - Amida lot: Go to the edge of the starting platform in front of the first line to your right, wait for a bumper to rest at the end of this line, and get on the platform. Run down this line quickly and turn left at the end. DON'T GO ONTO THE OTHER LINE. Wait for the Goal to come, then break the ribbon

Ex8 - Long Slider: Make sure you lean back-left the whole time.

Notae's Note: If you go closer to the right edge, you won't bounce as far.

Live Dangerously - 4/10 - FreeFall1: Fall straight from the starting platform to the Goal.

Ex9 - Grid Bridge: Stay as close to the center as possible and make sure you follow SMB2's physics.

Ex10 - Teapot: Two ways to beat this: You can fall down and hope the box lands on you (requires luck), or you can wait for the box to fall, then jump into it (requires speed).

EXPERT

Uh-oh. Now we get into the real challenges. In here you will find many levels as hard as Launchers and Arthropod combined. Always make sure you know everything about the stage that you can before you start.

1 - Wormhole: This level introduces you to the wormhole. The only part of this level that poses a threat is the last thin pathway. The whole path is straightforward.

2 - Freefall: Roll onto the extremely thin pathway and use the map to position

yourself above the circle below the thin pathway. Fall off of the thin pathway onto the circle, then roll across another thin pathway to the Goal.

2 - Freefall, *Warp*: Instead of rolling all the way across the second thin pathway, fall off when you're above the smaller circle below this thin pathway. Roll across ANOTHER thin pathway to the green Goal.

Live Dangerously - 2/10 - A Freer FreeFall: Fall straight from the starting platform to the Goal.

3 - Melting Pot: Move into the box ASAP to insure the fact that you make it into it, then be always leaning toward the Goal. Move quickly because you only have 30 seconds.

4 - Mad Shuffle: Instead of turning around to hit the play switch, go behind the first wormhole to do it. If you do this quickly, you'll get through the wormhole just as the direction changes. When this happens, get on the left pillar before it rises and bolt down the path, staying on the left side, and you shouldn't have to worry about the direction changing again.

Notae's Note: If you don't get through fast enough and the pillars do three rotations, make sure you switch sides before you get knocked off.

5 - Partition, *Bonus*: This is not the most profitable Bonus round, much like the rest from this point, but it is pretty cool. Get to the other segment using the wormhole provided (Batteries included).

6 - Jump Machine: I hate this level but if you must know how to do it I'll tell you. Go to the part of the jumping platform that is closest to you but be a little to the side. Jump up and land on the platform that is NOT to the side. Go through the Goal quickly so you don't jump again.

6 - Jump machine, *Warp*: Instead of going through the Goal, jump again and go west to land on another platform with a green Goal.

6 - Jump machine, *Second Warp*: Instead of going through that Goal, jump again and go the center of the machine to find the red Goal.

7 - Zigzag Slope: Keep a constant speed and always stay as close to the center as possible. The right side is steeper than the left.

8 - Tower: Run into the wormhole and slowly fall off the edge of the new platform onto another platform and lean against the slope. Fall off of this platform onto yet another, go down slowly and drop in the center into the Goal.

9 - Toggle: When the bars are perpendicular, rush toward the left side. If you don't get pushed to the right, you're home free, if you do, try to bounce over the moving bars.

Notae's Note: Don't use the stop and go technique.

Live Dangerously - 4/10 - On the Contrary: Use the stop and go technique.

10 - Pachinko, *Bonus*: Go through the wormhole and go onto the slope. Try not to get bounced off and I don't recommend going for bananas, just head for the Goal.

11 - Combination: Warp through the wormhole, make a quick U-turn, hit the play switch, and warp again. If you did it fast enough, the Goal will be on the opposite side of the level, if not wait until it is. When it is, get on the

opposite set of squares, wait for them to rotate, then the Goal should be in front of you.

12 - Punched Seesaws: Don't take this one too fast or too slow. Keep a moderate speed throughout. Weave through the holes as to not tip the seesaw.

12 - Punched Seesaws, *Warp*: Pass the Goal. Be careful getting onto the next seesaw. Traverse the seesaw exactly the same as the last.

Live Dangerously - 2/10 - 5-a-side: Pick a side and pass all 5 holes on that side without crossing to the other side!

13 - Opera: Go as fast as you can keeping as close to the center as possible on the first two, then, slow down on the last two and don't bounce too high!

14 - Brandished: Go extremely close to the giant needle and find out where it swung last. Stand just outside of this area and hope for the best.

Notae's Note: The giant needle doesn't swing in the same spot over and over, it changes the distance.

15 - Tiers: Hop down to the fourth or fifth tier and traverse the leaning track toward the Goal.

15 - Tiers, *Warp*: Hop down to the second or third tier and traverse the leaning track toward the Goal.

15 - Tiers, *Second Warp*: Follow the near impossible path leading from the tier with the wormhole on it.

16 - Cliffs: Roll onto the first trapeziodal block and face the slope in the direct center. Roll down and hit the ledge in the center. Slow yourself down when you reach the other block. Lather, Rinse, and Repeat.

Notae's Note: Be careful because the ledges get smaller near the end.

17 - Narrow Peaks: Go to the middle platform. If you aren't good at narrow paths, go left. If you are, go to the right and get some bananas. Beware the ever-narrowing peaks!

18 - Detour: Roll onto the impressively large slope, through the wormhole, and through the Goal.

18 - Detour, *Warp*: Run through the wormhole on the impressively large slope, bounce off of an impressively large block, make an impressively large jump, and soar through the Goal without hesitation.

Live Dangerously - 4/10 - Not so Impressive: Go through the Warp without hitting the impressively large block!

Live Dangerously - 10/10 - Another Detour: Go through the wormhole backwards!

19 - Switch Inferno: AAAAAGGGHHH!!! Below is a diagram of the far right corner. Hit the Switch marked "X" and then go through the Goal.

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Notae's Note: Don't worry about hitting any other switches after you hit the

good one, you'll be through the Goal by the time those beams swing around.

20 - Earthquake, *Bonus*: Run forward and hit the play switch. When the platform is low on one side, jump on and go through the Goal.

21 - Spiral Bridge: Go up to the helix and get onto it. Always be moving or the camera angle will change. At the top, go to the middle of the green part and bolt for the Goal when possible.

22 - Wavy Option: The only thing hard about this level is getting onto the wave of your choice, the rest is pretty easy.

Notae's Notae: Don't choose the smaller path for some measly bananas, because you'll waste more lives than you'll gain.

23 - Obstacle: Go onto the level and turn left. Get on the elevator and wait for it to rise. Roll off the edge in the opposite direction in the center of the platform. Hold down while you're falling, and hold up after you hit the wedge.

24 - Domino: Domino rallies are SO COOL, I always used to make them all the time! Anyway, Hit the play switch and bolt to the left side. Follow the perimeter around to the far right corner. The last domino is the Goal.

Live Dangerously - 2/10 - Suspended: Complete without pressing the play switch.

25 - Sieve: Roll onto the first track. Only roll onto the circle when the two diamond... thingies... yeah... are on the other side. Do the same with the other side. When on the last pathway, stay in the exact middle of the path. At the end wait for the diamond thingy to pass, then go for the Goal.

26 - Flock: This level may seem random, but to do it the fastest way, with 16.18-16.16 seconds left, follow a diagonal path from start to finish that is perfectly straight, jumping from one corner to another.

Notae's Note: Look before you leap, make sure the next platform is below you.

27 - Double Spiral: Roll onto the lower path, and onto the spiral at about 50 seconds. If you are falling left, speed up, if you're falling right, slow down.

28 - Hierarchy: To do this one, the first jump, I recommend jumping straight, for the others, jump as close to the edge as possible to have a better chance of landing.

29 - 8 Bracelets: This is one of the best-designed levels in SMB2. Go onto the first bracelet as slow as possible and use it as a half pipe. When at the other side, transfer to the next one. DON'T LOSE YOUR MOMENTUM, otherwise you won't make it. When you're at your fifth bracelet there should be three platforms, land on the lowest one.

29 - 8 Bracelets, *Warp*: Instead of landing on the bottom platform, land on the middle one.

29 - 8 Bracelets, *Second Warp*: Land on the top platform for this one.

Notae's Note: You only have to cross five of the eight bracelets. The other three give you the choice of which side to cross.

30 - Banana Hunting, *Bonus*: This one is hard to get into the Goal, because you can't stop jumping, just don't hit the Goal and bounce off the edge!

31 - Pistons: The safest place on this level is where six paths meet. Stay on these areas whenever the pistons around you are shooting up from the ground.

Notae's Note: Do not fall down onto the pistons otherwise you will not be able to complete the level.

32 - Soft Cream: Hit the play switch and stop before you roll onto the ice cream shaped bridge. When the beginning of the ice cream shaped bridge is horizontal, roll onto it. Maintain a constant speed that is not too fast or too slow.

Live Dangerously - 1/10 - Not so soft cream: Complete it without pressing any switches.

33 - Momentum: Roll as fast as you can and go onto the platform that is closest to the platform you're on. When the other platform swings down, without losing any speed, transfer to it. When you come to the pillars, go around the outside quickly. If you don't make it fast enough, you will die a terrible terrible death. Continue this way to the Goal.

34 - Entangled Path: Hit the fast forward switch until you have 45 seconds left, then hit the play switch. Get onto the first bar and wait for it to be almost lined up, then bolt for the Goal.

34 - Entangled Path, *Warp*: This is an extremely hard warp to get. My assumption is that you're supposed to go along the path when it is facing the platform with the green Goal on it.

35 - Totters: Roll forward as fast as possible and when you get launched into the air, lean in the direction opposite to the direction you were launched in. Don't miss the Goal.

36 - Vortex: Hit the playback switch and wait for the spiral to come to the platform. When it does, get onto it and follow it to the center. When you get here it will change direction. Follow it to the end and fall off onto the big platform.

36 - Vortex, *Warp*: Do the same thing, but at the end, do not fall onto the big platform. Instead, go onto the smaller platform above it.

37 - Warp: Travel as close to the bumpers as possible without actually hitting them. Always stay at least three squares away from the edge. If you fall further down, focus entirely on getting back up.

37 - Warp, *Warp*: Oh, the redundance! Anyway, Get to the end but don't break the Goal ribbon. Instead, turn right and go through the narrow path surrounded by bumpers to get to the green Goal.

38 - Trampolines: Roll onto the first trampoline type object and get bounced up. Lean forward-left and land on the next trampoline type object. Keep bouncing until you get to the top of the trampolines where the Goal is. When you're here, go quickly into the Goal before you get bounced again.

39 - Swing Shaft: Roll forward onto the swing shaft. You don't have to switch sides in order to stay on, just lean in the opposite direction of the swing. Carefully exit the swing shaft and go through the Goal.

40 - Fighters, *Bonus*: THEY RUINED THIS LEVEL!!! This level would be so much better if you could actually see the fight. I don't recommend going for bananas or even hitting the play switch just get an awesome score by going through the Goal quickly.

41 - Serial Jump: Roll onto the first ring on the right side. Jump at the arrow and land on the next ring and roll around into the Goal.

41 - Serial Jump, *Warp*: Instead of going through the Goal, jump at the next arrow and keep jumping until you reach the ring with the green Goal on it.

41 - Serial Jump, *Second Warp*: Instead of going through the green Goal, keep jumping until you reach the ring with the red Goal on it.

Notae's Note (Second Warp): It is possible to just fall through the first ring and complete the Second Warp, thus getting you a massive score boost.

42 - Cross Floors: Roll onto the first diagonal platform with forward-right momentum. Switch the momentum to the uphill slant on every platform until you reach the end.

Live Dangerously - 7/10 - Voyage: It's rather easy to cross the floors once, but can you cross them five times in the allotted 60 seconds?

43 - Spinning Saw: Roll quickly onto the saw and steer yourself into the Goal.

Notae's Note: Always stay as close to the center as possible, even if you don't make it through the Goal on the first try.

44 - Chipped Pipes: Go onto the right path and never lose your momentum.

44 - Chipped Pipes, *Warp*: Do the same thing on the left pipe, it's not harder. If anything, it's easier!

Notae's Note: Play this level much like you would play Expert 29, 8 Bracelets.

Live Dangerously - 6/10 - NonStop3: Blast through the right pipe at top speed!

45 - Flat Maze: Go straight, go downhill, go uphill, then go right, right, right, right, right, jump the gap and hold up until you're over the second gap, then hold back until you land. Then go right, keep following the path until you reach a long straightaway, then jump the next gap, continue until you come to a long straightaway with three gaps. Go medium on the first, fast on the second, and slow on the third. Then follow the obvious path to the Goal.

Live Dangerously - 7/10 - Shortcut: Bounce off the uphill into the Goal. Barely touch any part of the maze.

46 - Guillotine: Roll onto the circular platform, turn left and start when the guillotine is directly above you. Stay at the highest speed possible until you reach the last three ramps, then go whenever possible.

47 - Corkscrew: Roll forward and hold up. About 1 second after the curve starts, hold right. Go through the straightaway and when the curve starts again, hold down-left or up-left. Then go through the Goal. (Not 100% effective).

48 - Orbiters: Hold up until you hit a platform, then hold down-left until you hit the ground, then bolt through the Goal.

Notae's Note: This doesn't work in Story Mode, because you start further back, just go when the platform in front of you stops, but before the platform you're on starts.

49 - Twin Basin: This level is harder than it looks. Roll into the first basin

to the left. Do 1 lap to gain as much speed as possible without falling out, and when you reach the turn toward the next platform, smoothly move the control stick from up to left, to safely make it onto the platform. Repeat for the second basin.

50 - Air Hockey: This level doesn't involve skill, it involves something that's practically a code to put you in the right spot: Hold up at the start RIGHT AWAY. EXACTLY when you hit the platform, release the stick. That should put you in the exact right spot for getting through the Goal quickly.

EXPERT EXTRA

I congratulate you on making it through Expert without losing a continue, but you're not off the hook yet, you have to beat these Extra stages without losing a continue to unlock Master.

Ex1 - Charge: Roll onto the long path ways, fall off at the end and repeat using the endless chain of wormhole to wormhole until your speed is over 100, then hit the end of the platforms to hopefully bounce over the wormhole onto the platform with the Goal on it. Just don't bounce past the Goal!

Ex2 - Strata: Hop onto the long curved platform carefully. At the top, fall down onto the first bridge. Turn around and fall down at the end of that one. Repeat and at the end of the fourth one, a Goal awaits you.

Ex2 - Strata, *Warp*: When you hop onto the bridge with the Goal on it, hop again without turning around to get to the impossibly thin bridge with the warp on it.

Ex3 - Puzzle: Follow these directions as fast and soon as possible, "X" marks the spot:

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Live Dangerously - 10/10 - Waiting Room: Get on the puzzle ASAP, then stay on until there's less than 5 seconds remaining, then break the tape!

Ex4 - Giant Swing: Roll around and up the ramp without getting squished by the swing. When the swing comes up from underneath, jump off and get hit by it. You'll go flying way into the air and now you have to steer yourself toward the platform with the Goal. This one isn't too hard if you know how to do it.

Ex5 - 5 Drums: Drop down the right side of the first drum ASAP. When the wall on the second drum passes, bolt for the Goal and hope for the best.

Ex6 - Free Throw: To get to the Goal, get flung by the thinnest, uppermost part of the flinger, (Is that a word?) and steer yourself into the Goal.

Ex6 - Free throw, *Warp*: See last.

Ex6 - Free throw, *Second Warp*: See last.

Live Dangerously - 5/10 - Three-Pointer: Get the Second Warp without bouncing.

Live Dangerously - 7/10 - Swish Swish: Get the Warp without bouncing.

Live Dangerously - 9/10 - Penalty Shot: Get the Goal without bouncing

Ex7 - Pendulums: U-turn play switch, go forward onto the first pendulum when it's accessible and wait for another at the right. Get onto it and get to the nearest stationary platform. Zigzag across the level in this way to the Goal.

Notae's Note: The pendulums' pattern is: swing, swing, switch.

Ex8 - Conical Slider: Pass the wormhole and follow the path down the circumference of the cone. While on it, press up-left and up-right to steer. When you enter the bottom wormhole, hold up-left to bounce onto the top of the cone.

Live Dangerously - 7/10 - FreeFall2: Fall all the way from the starting platform into the wormhole, and still land on the cone.

Ex9 - Construction: Hold up from the beginning until you bounce off of a switch without pressing it, then hold down to prevent an early death. Then go left, right, left, right, make 5 hairpin turns, go up-left, hairpin, up-left to an extremely thin path with no walls, and up-right to the Goal. Make sure you do it quickly!

Ex10 - Train Worm: The best way is to wait until you are outside of the turn that the worm is making, then bolt for the Goal when possible.

MASTER

Way to go, you actually beat Expert Extra? Get ready for more levels that are no easier than most of the Expert Extra levels. Unlocking Master Extra is somewhat easier than Expert Extra when you have Master in the menu. A lot of these levels involve luck, know-how, and a good run to beat them. Good luck, seriously.

1 - Centrifugal: Roll into the centrifuge and to the right, but don't get spun out. Get to the part where the bananas are, and stay in line with them by steering with down-left and up-right. Eventually, the Goal will come on the same line as the bananas.

2 - Swing Bridges: There are two ways to beat this level, the easy yet not so sure way, and the hard yet surefire way to beat it. The easy way is to hold up the whole time and straighten yourself so you go straight into the Goal. The hard way is to use the stop and go technique and bolt for the middle of the bridge, stop, and bolt for the next bridge.

2 - Swing Bridges, *Warp*: Go to the end of the starting platform, turn around go full blast at the ramp and jump (hopefully) onto the first swing bridge, then use the stop and go technique.

3 - Cylinders: I don't recommend following the entire path around the cylinders. You should roll forward onto the first cylinder, and bounce off the next one onto the last one. Then keep yourself centered so you can go straight through the Goal.

4 - Passage: Go to the end of the first platform (over the gap) and wait for the

pillars to pass by. Then, at a moderate speed, go to the next platform as close to the wall as possible, without touching it, do the same thing at the end of the diagonal path, and wait until the pillars appear, and disappear. Then do it again and go through the Goal.

4 - Passage, *Warp*: Go to the right side when possible. When on the first platform after the wall, go forward instead of diagonally with just enough speed to fall into the little alcove below. Wait for the pillars to pass, then go up-right, turn around, get the 50 bananas, and break the ribbon on the green Goal.

5 - Notch: Wait until the oval is at a 45 degree angle, then bolt forward, get onto it, weave around the gaps, stop, keep your balance, and go through the Goal when possible.

6 - Intermittent: Roll absolutely straight forward until you reach the third platform, then go slightly to the left, and if you're lucky and bounce, steer yourself into the Goal.

7 - Long Torus: Roll to the back of the starting platform at a moderate pace (for timing purposes) and roll full blast toward the gargantuan... thing. (that's the technical term) Bounce off of the lip, and land on the right side. Roll along this side until you get to the end, then slow down, and roll through the Goal.

8 - Spasmodic: Harder than it looks, if you don't know how to do it. Half a second after you land (around 59.50) go full blast and you'll go straight through the Goal.

9 - Double Twin: Go onto the first inner platform at about 54 seconds. Roll as fast as you can and at about 51 seconds, switch to the outer platform. Roll onto the second inner platform at about 40 seconds. Roll as fast as you can and at 36 seconds, switch to the outer and make sure you don't miss the Goal!

10 - Clock Face: Roll onto the red platform that doesn't have bumpers and follow it to the other side of the stage where you will do one of two things: Jump off when the blue platform comes and bounce off of its edge toward the Goal, or ride the back of the red platform, roll onto the blue, and roll up the ramp toward the Goal. If you fail at either, land on the edge of the clock and retry at the next blue platform.

MASTER EXTRA

You have reached the final and hardest difficulty in the game, with the hardest and most detailed level in the game, but it will take truckloads of practice to get past it. Master Extra is not for the lucky people who got here by fluke, because it's one major coincidence if you got here without practice. PAY ATTENTION AT ALL TIMES!!! NEVER GET DISTRACTED!!! THIS IS LIKE 500 000 000 000 (five-hundred-billion) TIMES HARDER THAN LAUNCHERS!!! SO BE CAREFUL!!!

Ex1 - Variable width: ROLL FOR-, sorry, (clears throat), that's better, now, roll forward at full blast and stay in the exact center. When the end comes, go slightly to the left or right to stay on, then go back to the center and through the Goal.

Ex2 - Striker: EASY AS IT GETS! This is like early advanced difficulty. Roll

onto the far end of the striker and get flung onto the bottom platform, just don't bounce off of a Goal. I don't recommend taking this Goal because I HATE OOPARTS!!! So...

Ex2 - Striker, *Warp*: Still extremely easy, get flung and steer yourself onto the second platform. But I ALSO HATE PLANETS!!! So...

Ex2 - Striker, *Second Warp*: Not as easy, but still possible on at most three tries, get flung and steer yourself onto the top platform.

Ex3 - Ooparts: Go to the back of the platform, and when the clock hits 52, rush forward full blast to the center, hopefully bounce off of the... thing (the technical term once again) and land on the Goal platform.

Notae's Note: Keep holding up in the air, and on the Goal platform, always point toward the Goal.

Ex4 - Planets: When doing this level, always keep bouncing, when you get to the Goal, go EXTREMELY vertical and land without hitting the Goal, or the round part of the planet.

Ex4 - Planets, *Second Warp*: Where'd the first warp go? Anyway, bounce either off of the top of the Goal's planet and go as horizontal as possible, or bounce off of the Goal, and steer yourself into the red Goal.

Ex5 - Sliced Cheese: Go though the first ring no problem on the far left side, and for the second ring, on the right side, bounce in between the first ring slightly closer to the center than the set of holes you went through, and the same set on the second ring. Don't roll off the edge!

Ex6 - 8 Seesaws: For some reason, I prefer the right side on this level, but the left side on others. Anyway, Roll onto each seesaw at medium pace to raise the other side high enough to get onto the next seesaw, just make sure you don't fall in the holes!

Notae's Note: Exactly like 8 Bracelets, you only have to traverse 5 of 8 seesaws.

Ex7 - Synchronized: Roll forward, ease right, bounce off of the warp, and break the Goal ribbon.

Ex7 - Synchronized, *Warp*: Instead of bouncing off of the warp, break the ribbon.

Ex8 - Helix: I recommend going as fast as possible on the top two squares without falling off, then slow down at the very end and fall through the Goal.

Ex8 - Helix, *Warp*: Instead of going slowly at the end, go quickly and go through the sideways green Goal.

Notae's Note, (Warp): Just like in Beginner 4, you can't drop in, you have to soar in!

Ex9 - Dizzy System: This level looks SO COOL! I want a real one! Anyway, roll forward at full blast. A little before 57.50 seconds, hold up-right. Then, at 56 seconds, hold up-left. You should go through the Goal using that strategy.

Ex10 - Nintendo: This level is the ultimate monkey baller's dream. It's the coolest, hardest, most detailed level in the game. Every little notch is accounted for, the labels are readable, even the disk compartment is perfect,

including release button and laser reader. The first thing you want to do is roll to the edge (in this level, edge means about one monkey ball away from the edge) and wait for the gigantic Gamecube to flip. This is the easiest turn in the level, because there's a little ledge to stop you from going too far. Next go to the far right corner, flip, and end up on the handle, or right beside it. DON'T FALL INTO THE PLACE WITH THE PLUGS OR YOU WON'T LIVE! If you do, try your best to roll into the corner of the dent and get to the other side. STAY OUT OF THERE! Go to the far middle edge and flip. When the Cube is at a 45 degree angle, go onto the other side and hold back so you don't fall off. Again go to the far middle edge, flip, and hit the grey controller port holder. Go to the mid-left edge and flip to the top of the Gamecube. Hold back to stop falling. Roll onto the RESET button and wait for the cover to open revealing the most sought after Goal in the game. YAHOO!!! You beat the game!!!

***WORLD 10 ***

The last world in Story Mode contains 10 unique levels that I, the FAQ writer, am obligated to cover. These levels are about as hard as Expert, maybe Expert Extra, but a lot of them are mazes which you can be walked through.

1 - Training: Roll along the easy path. (duh)

2 - Gimmick: Drop down to the right when you are centered above the lower platform, round the corner, jump off making sure you hit the play switch, turn around, wait for the platform to be high enough to jump off of, jump off, go right, right, right, left, left, left, left, and through the Goal.

Notae's Note: For a faster start, roll forward at full blast right away and at about 55.50 seconds, fall off of the right side, bounce off of the first platform, land on the left side of the perpendicular part, roll off the far end and hit the play switch.

3 - Mountain: Roll onto the flat top of the mountain. Using your map, find the Goal. Go to the left of the spike above it and steer yourself into the Goal.

4 - Disorder: Roll forward at full blast and jump off of the first block. Half a second before you hit the next block, hold back to stop from flying off the edge. Go to the end of the platform and fall off slowly to the Goal.

5 - 3D Maze: Roll on at about 56 seconds. Right away, go to the left of the grate (platform with holes in it). Go right when it rotates, and up-left when the platform you just hit is relatively flat. Go to the right of the grate and the maze will switch directions. Go left when possible and face backwards. Make a hairpin turn to the other side of the grate, let the level rotate 90 degrees, and jump to the Goal platform behind you.

6 - Labyrinth: Go up the left ramp and fall down the hole. Turn to your right, and go across the path and stop at the gap. Roll up the ramp behind you and over the precariously close corner. Turn left and roll down this path, make a right, then go left, and turn left up a ramp. Go left and go up another ramp, then turn left up yet another ramp. Fall down onto a raised purple platform and go to the end of it. Fly as far as possible to the right and try to make it onto the other raised platform. Roll forward past this platform until you see a ramp to your right. Go up the ramp and turn left up another. Go through the tight corner, turn right, fall off, and go through the Goal.

7 - Postmodern: Go up the first staircase on the right side, then follow the obvious path up to the roof. When here, use the map to fall onto the platform with the Goal.

Notae's Note: Keep a constant speed when going up the stairs.

8 - Revolution: Go to the right of the far right pillar ASAP and wait for the level to turn twice, then bolt for the Goal.

9 - Invisible: Spell INVISIBLE! Hit the play switch, wait for the words to come down, then roll along it keeping track of what letter you're on. The missing squares are up on the wall. The middles of the S, B, and E are entirely invisible.

Notae's Note: Here's a visual of the part of the level that exists:

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START

10 - Created By: Roll onto the play switch and up the ramps at full blast. Roll onto the "a" when it's going down, then use the flat part as a ramp. Make sure you don't bounce off of the Goal and YAHOO!!! You've completed story mode.

Live Dangerously - 4/10 - Legible: Complete it without pressing the play switch.

And that's it! WOOT! If you would like to use this guide in your site, feel free! Just as long as you get written permission for me, Notae! Please ask via e-mail at notae@shadowblazegames.com. Also send any videos of you completing my challenges and I'll mention your name in this guide!

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