

# Super Monkey Ball 2 Advanced Mode FAQ Final

by me frog

Updated on Sep 13, 2003

AN IN-DEPTH FAQ FOR...

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|                               ADVANCE MODE FAQ                               |
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By me frog  
cskull@frogdesign.com  
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Version Final  
IN-DEPTH FAQ  
For Nintendo Gamecube  
Rated E (EVERYONE)

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|                               (01) INTRODUCTION/HOW TO USE THIS GUIDE                               |
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Hello Super Monkey Ball fans! I am Colin Scully a.k.a. me frog! As you can tell from the table of contents, this is a short guide telling you how to beat all thirty advanced levels of Super Monkey Ball 2! Please note that this will cover ONLY the advanced levels and nothing else. Before we begin, I have a

couple of things that I need to point out...

It is annoying to scroll down all the levels to get to the one you want. So use your computer's FIND option to locate a level. Whenever you want to find something, type in the levels `_NAME_` and you'll be taken straight to it.

This is how I will lay out a level guide:

LEVEL NUMBER/NAME

---WARP---If there is a warp, I will put it here

DIFFICULTY I will list the difficulty in the form of stars, one being very easy and five being very hard. Please note that the difficulty levels will NEVER be based on warp routes!

TIME This is how long you get to finish a level

Now that we have all that behind us, lets move on to level one!

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|                               (02) ADVANCE LEVELS                               |
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STAGE 1: BANKS

---NO WARP---

DIFFICULTY: \*

This level is just made up of a couple of turns. Just go fast on the straight-away and slow down as you take the turns to get to the other side.

STAGE 2: EATEN FLOOR

---NO WARP---

DIFFICULTY: \*\*

This level may look difficult, but it really isn't that hard. Just stick to the far left of the stage and roll yourself toward the goal. By doing this, you won't encounter any holes in the floor.

STAGE 3: HOPPERS

---NO WARP---

DIFFICULTY: \*

While there is a switch behind you to slow the hoppers in front of you down, all you have to do is move forward when you hear "GO" and you'll reach the goal without any trouble.

STAGE 4: COASTER

---NO WARP---

DIFFICULTY: \*\*

You can go VERY fast on this level, but you will usually end up falling off at the end. When you enter the coaster, hold left. When you get near the end of the coaster, hold down. You'll slow down A LOT making it easy to navigate the last little bit of the stage.

STAGE 5: BOARD PARK \*BONUS STAGE\*

---NO WARP---

DIFFICULTY: \*

Here, you have 60 seconds to collect as many bananas as you can. Don't worry about the time, since nothing happens to you when it runs out. Hold forward when the announcer says "GO" and keep holding forward to go across the first tiny line. You'll get ten bananas. From here, just roll around collecting the bananas on the outside of the bowl.

STAGE 6: SWELL

---NO WARP---

DIFFICULTY: \*\*

Just hold up the whole time. You'll start going VERY fast as you reach the halfway point of the stage. If you move left or right, you'll almost ALWAYS fall off. Just continue holding up to easily beat it.

STAGE 8: INCHWORMS

---WARP---

DIFFICULTY: \*\*

When you start you'll fall on a switch that speeds up the inchworms. Turn around and you'll see another switch. Roll over it to slow the worms down again. When you reach the first worm, navigate across it very slowly. If you go too fast, you'll fly off. The goal is at the end.

WARP ONE

This is the second inchworm and the worm goes a little faster. You'll have to be quick on this one since it extends itself pretty fast. If you go too fast at ANY point, you are screwed. The goal is, again, at the end.

WARP TWO

This worm goes VERY fast and I suggest you DO NOT take it. Even if you do get to skip two levels, you'll waste a lot of lives trying. For those of you who \_DO\_ want to try, you'll have to go VERY fast to keep up with this worm. If the inchworm shrinks itself with you on it, there is a 99.9% guarantee that you'll die. Good luck.

STAGE 9: TOTALITARIANISM

---NO WARP---

DIFFICULTY: \*\*

Why this level is called Totalitarianism, I haven't the foggiest. It is made up of a bunch of discs on poles that rise and fall. If a disc falls on you, you are pretty much dead. You'll land on a fast forward switch when you start, so turn around and hit the play switch to slow the discs down. A GREAT tip for this level is go to where the bananas are resting. Wherever there is a banana, the discs won't fall. Navigate yourself across to reach the end.

STAGE 10: LEVELER \*BONUS STAGE\*

---NO WARP---

DIFFICULTY: \*\*

There is a giant leveler with the goal attached to it spinning around the stage and it can push you off if you aren't careful. Follow it as it spins, collecting bananas along the way, but watch out for the many holes in the floor. That's all it takes to beat this level.

STAGE 11: ORGANIC FORM

---NO WARP---

DIFFICULTY: \*\*\*

You'll land on a fast forward switch at the beginning so turn around and hit the play switch to slow it down. Wait until the organic form slows down to get on it. Try to stay in the middle as much as you can. Don't try to rush the rest of the level when the form speeds up. Just remain centered until it slows down; then continue.

STAGE 12: REVERSIBLE GEAR

---NO WARP---

DIFFICULTY: \*\*\*\*

Blah... this is a HARD stage. Go to the left when it starts and stay there until the gear slows down. You should see an opening to the goal. Position yourself so that you can go straight into the little room with the goal when the gear slows down again. I'm sorry to say this, but this is easier said than

done. Have fun... yeah right...

### STAGE 13: STEPPING STONES

--- NO WARP---

DIFFICULTY: \*\*\*

This is heaven compared to stage twelve. You'll have to hop down a series of platforms. NEVER land in the middle of a platform because there are holes EVERYWHERE in the middle. Fall onto the left side of the first platform. You'll reach a junction here. TAKE THE LEFT ROUTE! The right is thinner. Proceed down the platforms slowly, never going in the middle, until you reach the goal.

### STAGE 14: DRIBBLES

---NO WARP---

DIFFICULTY: \*\*\*

60 seconds is NOT enough time to complete this I swear. The dribbles are a bunch of pearl type things that bounce up and down. You hit one, you die; simple as that. You'll instantly hit a fast forward switch at the beginning so hit the play switch behind it before you do anything else. Pause in front of each pearl and wait for it to rise completely before going under it. Go through the whole stage slowly. Have patience this stage may take a couple of lives before you beat it.

### STAGE 15: URL

---NO WARP---

DIFFICULTY: \*\*

When you play this level you'll realize why Amusement Visions made this game: To advertise their stupid site. Anyway, the URL will push in and out of a little cave. The little ledges at the right are safe places to go; you won't get shoved off there. When the URL retreats, go as far as you dare, and then go back into a little ledge. Repeat until you finish.

### STAGE 16: MAD RINGS

---WARP---

DIFFICULTY: \*\*

There are five platforms in each level, each lower than the other. Most of them are surrounded by a ring that spins. If it hits you, you die. You only have to pass one ring to reach the goal.

#### WARP ONE

Past the goal is another ring; this goes a bit faster than the first and it is harder to pass. It is mostly luck passing it, but if you hold forward from the start of the level, you can usually get to the warp.

#### WARP TWO

You have to get through ANOTHER ring and this ring goes VERY fast. There is about a 90% chance that it'll hit you every time. Even though the warp is tempting, avoid it or risk losing many, many lives.

### STAGE 17: CURVY OPTIONS

---NO WARP---

DIFFICULTY: \*

Wow this is a very simple stage. Just take the far left path, and navigate your way across slowly. I'd say your max speed should be about 25 MPH. The goal is on the other side.

### STAGE 18: TWISTER

---NO WARP---

DIFFICULTY: \*\*\*

If you listen to this strategy, you can clear this stage easily. Roll up and

stop right in front of the twister. Wait until it makes a perfect hallway and begin rolling. When the twister starts spinning again, stop where you are. Let it spin until it reaches a perfect hallway again, and then continue to the goal.

#### STAGE 19: DOWNHILL

---NO WARP---

DIFFICULTY: \*\*\*

Take the stairs at the beginning slowly and then proceed down the slopes slowly. Don't curve to the left or right or you'll fall. The goal lies at the bottom.

#### STAGE 20: RAMPAGE \*BONUS STAGE\*

---NO WARP---

DIFFICULTY: \*\*

This is the best bonus level in the game. First get the banana bunches in the corners of maze and then go up and down the small ramps collecting bananas until time runs out.

#### STAGE 21: PRO SKATERS

---WARP---

DIFFICULTY: \*\*\*

Cheap Tony Hawk rip-off... just kidding. The goals are doing some tricks in a half-pipe and you want to stop them. Hit the pause button when the first goal is in the center of the pipe to stop it. If it isn't in the place you want, then hit play to start the goal moving again.

#### WARP

The goal behind the first is the warp and it is NOT worth going to. You cannot pause it and it is VERY hard to hit. If it slams into you, you're dead. I suggest avoiding this warp.

#### STAGE 22: GIANT COMB

---NO WARP---

DIFFICULTY: \*\*\*\*

Boy, now THESE types of combs are gonna sell well. You'll notice the comb is spinning wildly. If it hits you, then you're dead. You'll also notice that parts of the floor are pink. Avoid those areas because that's where the comb passes. Roll up to the front of the comb and move forward when it passes. Stop after every time you pass a pink line. You'll have to get into a sort of rhythm as you make it across the comb. The goal is on the other side.

#### STAGE 23: BEEHIVE

---NO WARP---

DIFFICULTY: \*\*\*

Stick to the far left or right as you go across the beehive. Take it slowly when you reach the halfway point because you'll have to cross a narrow path. Continue up and cross another narrow path to reach the goal.

#### STAGE 24: DYNAMIC MAZE

---NO WARP---

DIFFICULTY: \*\*

This is a fun, fun level. Portions of the maze rise and fall, so wait until the portion you're near rises, then roll forward. Repeat until you reach the goal.

#### STAGE 25: TRIANGLE HOLES

---NO WARP---

DIFFICULTY: \*

Hold up. Keep holding up. You'll bounce into the goal. Wow that was hard.

## STAGE 26: LAUNCHERS

---WARP---

DIFFICULTY: \*\*\*\*\*

Holy crap this stage is hard. You have to use launchers to er... launch yourself up and on top of the tower. From here you have to fall onto the goal. Simple right? HELL NO! Drop down the platform and position yourself at the very edge of the skid marks in front of the first launcher. Now press A until you have the largest map. When the launcher launches you up, USE THE MAP to position your monkey so that it lands on top of the tower. Looking at the main screen just won't help; you can never get a clear view of the top of the tower. Now use your map to watch the goal. When it is where you want it, drop down and you'll hopefully go through it. This is A LOT easier said than done.

### WARP

Don't even try. You have to LAUNCH yourself into the warp. This is 95% luck. To be honest, I haven't even done it. It is just too hard. There has to be PERFECT timing. Just don't try. Please.

## STAGE 27: RANDOMIZER

---WARP---

DIFFICULTY: \*

Just hold forward the whole time and slow down a little at the end or else you'll go right past the goal. Easy.

### WARP 1

This is mostly luck. Hold forward at the start and you'll sometimes make it up to the second floor, where the warp is.

### WARP 2

This is also pretty much luck, but it is a lot more luck because you have to make it onto the second floor then the third floor. If you bounce too much on the third floor, you'll die, so slow down as you near the warp.

## STAGE 28: COIN SLOTS

---WARP---

DIFFICULTY: \*\*\*\*

Roll past all the coin slots until you reach the very last one. Stop in front of it. Now wait about 20-25 seconds and the goal will \*finely\* come into view. Wait for the goal to fall through the slot and then fall in after it. You should go through the ribbon.

### WARP

This is actually a pretty simple warp. Wait four seconds and then RIGHT when it hits four seconds roll forward. You should bounce up and touch the goal.

## STAGE 29: SEESAW BRIDGES

---NO WARP---

DIFFICULTY: \*\*\*\*

Bah! This is a HARD level. Roll forward until you reach the first seesaw. Get to the left side and face the seesaw. Now charge forward and weave in and out of the wooden posts. With a bit of luck, you should reach the other side. But wait there's more! The next seesaw has parts of it cut off. Start rolling on the left side and move to the right as you go. Go across the small ledge and then start weaving from side to side. But wait there's MORE! The final seesaw is hard. Charge at it and weave in and out of the big wooden walls to get across. The goal will be right in front of you.

## STAGE 30: ARTHROPOD

---NO WARP---

DIFFICULTY: \*\*\*\*\*

Count 'em. Five stars. This level is made up of six circles. There is a spider on top of the circles that walks in place, moving the circles. The goal is on the inside of the last circle so of course, it moves with the others.

Everybody has their own strategy for this, and it would take forever to list them all so I'll just list mine. This sounds simple, but it can take you forever. At the start charge forward and keep going forward. DON'T HESITATE or the goal will move away and the rest of this strategy won't work. Slow down as you reach the end. With a little luck, you'll fall through the last little gap. As you fall, position your ball so that it falls RIGHT through the goal. Sometimes, the goal will be in a position so that you cannot reach it. If so, there is nothing you can do. Just try again.

GOOD JOB! YOU HAVE BEATEN ADVANCED MODE!

Now move on to (boom boom bommmmm) expert mode!

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|                                           (03) VERSION HISTORY                                           |
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08/23/03 Completed all the stages. I'll probably come back a couple of times to update this FAQ so stay tuned.

8/27/03 Minor update. Fixed some spelling mistakes.

09/13/02 Added ASCII art. This is also the FINAL update.

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|                                           (04) LEGAL/CREDITS                                           |
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Credits so far go to...

Amusement Visions (although don't they have their name posted enough in the game?)

Nintendo

CjayC for publishing this

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THANKS FOR READING THIS FAQ! I hope it helped you!

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