

should know before playing this game (although some of it, like the controls, you should be able to figure out on your own).

=====
a. Controls
=====

Left Analog Stick ~ Move Spike

Tilt the left stick in any direction to make Spike run in that direction. Easy enough, right? If you just barely push the stick, you'll get a slight tiptoe from Spike (which is useful for traversing terrain where there isn't much room for error), while a full tilt of the stick will produce a full-fledged sprint.

Right Analog Stick ~ Operate swing-able gadgets

Move this stick in any direction and Spike will swing the currently-equipped gadget, granted that it is swing-able (ie, the Stun Club or Time Net)

X, Circle, Square, and Triangle Buttons ~ Equip gadgets

On the menu screen, you can allocate your gadgets to each of these buttons. During play, press the corresponding button and you'll whip out whatever item you set to it.

R1/R2 ~ Jump

Was there ever a platforming game where you couldn't jump? Though it seems strange to have such an importance task set to one of the shoulder buttons, it actually works a lot better than you might think. Press it a second time while you're airborne and you'll execute a double jump.

L1 ~ Center camera

Tap this nifty little button and the camera will move behind Spike's back. Good deal!

L2 ~ First-person View

Did the above synopsis not explain it well enough? SHEESH!

=====
b. Basics
=====

Swimming

~~~~~

Thirsty? Too bad, you can't drink anything in this game. You can, however, take a dip in the drink and swim around. You can move around with the left stick and dive by pressing it in like a button. Pressing the right stick will shoot your Water Net, and successive presses of the R1 button allows you to swim faster.

Crawling

~~~~~

This cool little maneuver is surprisingly useful for sneaking up on any unsuspecting Simians. What you have to do to crouch is press down on the Left Analog Stick (as if it were a button). Whilst crouching, you can tilt the stick forward to crawl around. You can also press down on the right stick to curl up and play dead. Good fun!

Climbing and Swinging

~~~~~



you're ready, you can try to capture the three apes in this area (there is a fourth on the cliff at the back of the level, but you can't get him just yet).

Your first target should be the monkey directly to your left. You can chase after him if you want, but getting on your belly and sneaking up on him works way better. Once he's taken care of, apply the same strategy on the next ape, who resides at the back of the level on the brown steps. Finally, the last monkey is chilling over at the back-right portion of this area, so, once again, sneak up on him and bag him!

When you return

~~~~~

In the back-right corner of this level is a cliff that is only accessible via the Sky Flyer. Soar up and capture the ape hanging around up here.

-- GADGET TRAINING -----

Before proceeding to the next level, you have to test out a new gadget: the Water Net. Read what the mailbox has to say, then hop into the pool and press R3 to see how your net works. You should also get a feel for the swimming controls while you're here. Head onwards into the next area and quickly swim underwater to reach you're next destination. There's a dummy monkey floating about in the pool to your right. Catch it and you'll be allowed to progress to the next level.

-- PRIMORDIAL OOZE -----

Monkeys Needed - 4
Total Monkeys - 6
Required Gadgets - Water Net
Specter Coins - 1

You'll appear on an island connected to a few more little islands by a bridge. Equip your Time Net and crawl slowly across the bridge to the little ape on the other side. Bag him before he notices you, then hop across to the mainland. There's another simian waiting to be caught on a cliff directly ahead. Do him a favor and take him back to captivity.

So that's 2 down and 2 to go, right? Find the peninsula on the other side of The fallen tree in the middle of this area and a monkey will dive into the lake. Pursue the runt and nab him with the aid of your shiny new Water Net. There is also another ape swimming around down here, so find him and you're on to the next level!

When you return

~~~~~

From where you begin this level, turn around and you should spot an ape sitting around on a cliff. Using your Sky Flyer, glide over there and put him in the bag. If you really want to, you can also get onto the cliff by jumping off of the swimming dinosaur's back, but my method is much easier. From there, dive back into the water and swim past the cliff (away from the island where you began) and you'll enter into a little cove. Grab all the chips lying around and ascend the platforms. At the top, you'll find the last ape doing what all apes should do - monkey around.

-- MOLTEN LAVA -----

Monkeys Needed - 4  
Total Monkeys - 7  
Required Gadgets - Slingback Shooter, Sky Flyer  
Specter Coins - 1

Right off the bat, let me urge you to stay away from the pool of water in front of you; if you go in you might end up on your way to an untimely death, as falling off the edge can be easy. Anyway, head on up the ramp ahead and knock out the enemies with your Stun Club. There isn't anything worthwhile in the path to your right just yet, so jump onto the area hidden behind the waterfall and bag the furball hiding back here.

From there, hop over to the platform suspended in midair over the water below and cross to the far side of the area. Catch the handstanding ape before he escapes, then continue onwards via the rotating platforms on the wall. Watch out for the two enemies that reside up here and make your way up the steps (or you could use the ramp. Whatever tickles your fancy).

Up here, you'll find a series of cracked dinosaur eggs in a Pterodactyl's nest. See the one that's vibrating? Yeah? Nail it with your Stun Club and you'll uncover the ape that was hiding underneath! Quickly catch him before he hides beneath another shell. Also be sure to avoid the Pterodactyl's swooping attacks.

Only one monkey left for now! Head into the dark cavern that looms ahead. You've got two choices in this area as far as apes to catch, so I'll just tell you how to nab the easier one. Find the L-shaped platform FURTHEST from where you entered and there will be a little monkey hiding atop it, looking all plaintive. As miserable as he may look, it's still your responsibility to catch him.

With those apes no longer a problem, you gain access to a new period in time...

When you return

~~~~~

When last you left, there was an open doorway at the top of the ramp you go up at the start of the level. Unfortunately, there wasn't a thing you could do with that...Until now! Enter through that tunnel and whip out that Slingback Shooter of yours. Nail the red switch in the area ahead and the gate locking you out will rise. Inside is a monkey riding around atop of a triceratops. If you stand in their way, the naughty ape will toss some bombs your way. Knock a few back at him with your Stun Club and he'll fall off, allowing you to go up and bag that pesky troublemaker!

Exit this area and turn to the right. Make your way up to the area just before the flying dinosaur and it's nest/eggs. At the bottom of the stairs is a grayish wall. Utilize your Sky Flyer to its fullest potential and hover up to the top. Run across it and you'll find the second to last ape sitting down behind the waterfall.

The final monkey can be located in the lava-filled area behind the pterodactyl nest, riding atop a T-Rex! You can knock him off using your Stun Club if you want, but I prefer to stand on one of the L-shaped platforms and wait for the dino to come around. It'll see you and ram the platform, scaring the ape. After a few platform rams, the ape will fall off and, hopefully, right into your wide-open Time Net.

=====
b. Mysterious Age

-- GADGET TRAINING -----

You'll have to test out the Monkey Radar before you're allowed to progress to the next real level. Anyway, the training course is stupid easy. First of all, you'll want to read what the mailboxes have to say. With that done, use the radar on each of the six crates. Three will cause it to react and tell you that a monkey is inside. Step onto the switch in front of those three boxes and you're free to head to the jungle.

-- THICK JUNGLE -----

Monkeys Needed - 6
Total Monkeys - 14
Required Gadgets - Slingback Shooter, Sky Flyer
Specter Coins - 4

First off, you may as well whip out your Monkey Radar and give it a try. You'll probably notice an ape hanging around the large tree near where you start out. He'll hide in one of the brown "bags" hanging from above, though, so you need to look for the one that is moving suspiciously. Once you've found it, give it a nice whack with your club and the little guy will pop out. Try to bag him before he hops into another bag. There is a second ape who likes to hide in the bags, so be sure not to overlook him.

After catching those two buggers, use your Monkey Radar to get a bead on the next ape in the area. If you follow it correctly, you should find the furball standing in a lookout tower over the river. He's packin' some serious heat, so try to sneak up on him so he doesn't notice you.

Next, hop into the river and swim into the tunnel that the previous ape was standing near. You'll emerge in a brand new area. Swim over to the island on your left and take a glance into the water. See that ugly brown fish? Yeah, you want to avoid him at all costs, since he likes to play with electricity. How might one do this? Hop into the yellow raft, of course!

It's a little difficult to get used to the controls, but you should get the hang of it after a while. Once you feel like you won't be going around in circles the whole time, start rowing. Your itinerary? The wooden platform straight ahead!

When you reach your destination, hop out of your diminutive raft and climb the tall pole up to the top. Above the platform is a monkey hanging from some vines. Knock him down with a swipe of your Stun Club, then quickly catch him before he jumps back up.

Return to your boat and continue down the river. Unfortunately, your path ahead is obstructed by some sort of gate. Don't worry about, though. Just hop onto the wooden area to the locked gate's left and use your Stun Club to hit the tiller until the gate is fully open. At that time, you'll want to dive into the water and swim through before the gate can close (Forget about your boat).

In addition to another easily-captured ape, there is also an entrance to a new area behind the gate. Go into the dark abyss ahead and you'll appear in another river area, with another raft for you to use, and another dangerous creature lurking in the water below.

Hop into the raft and row a little bit. Not far down the river, you'll find an area to your right where you can get off. At this point, there are several

different apes you can go after, but for simplicity's sake, I'll save all but one for the second return section.

Make your way up the log bridge that leads to the island above you. There's a gun-toting ape up here, so you'll definitely want to be as stealthy as possible. Catch him and you're free to go on to the subsequent level!

When you return

~~~~~

Okay, with so many more monkeys to catch, where should we start? I suggest heading straight forward from where you began and into the area ahead. Grab your Sky Flyer and fly over to the other side, using the red platform to bounce up higher. At the top, you'll find an ape blocked off by a gate. No need to worry, though, just smack the tiller to the left until the gate opens. After that, quickly rush underneath the falling gate and bag the ape inside, who may or may not have escaped through the bushes to the right.

After he's in the bag, proceed through the vines to the right and you should spot your next target on the opposite side of a path heavily guarded by bouncing pig enemies. When you come within vicinity of the ape, however, he'll hop into the tree behind him, which will turn into some sort of boxer-tree thingy. Just keep your distance and fire some slingshot bullets at it's two "hands" from afar. First hit one hand, then the other. While he's holding his arms back, fire a shot at the monkey and the tree will take some damage. Continue this process until the tree stops and the ape jumps out, allowing you to snatch him.

Stay in this area and look for the series of thin ledges that are barely visible. To the left of the area is what looks like a bottomless pit, but if you look closely enough you'll find some green steps that lead into a cave with another ape along with a shiny Specter Coin. I recommend nabbing them both.

Return to the main area (where you began this level) and head through the tunnel emerged in water (not the one next to the lookout tower, but the other one). There's an ape just ahead, but he'll hop into a UFO. First of all, take out the Venus flytrap enemy before you, then pepper that unidentified flying object with some slingshot bullets. When the craft blows, grab the ape and use the Sky Flyer to reach the top of the cliff ahead.

Wait for a boulder to roll by, then quickly run past before another one comes and steamrolls you. Before racing by the next boulder-filled path, take to look at the vines above you and to the right. See the ape swinging around? Knock him down with your slingshot, then use your net and imprison him for all eternity (or at least until we stop Specter). Continue onwards past the second series of unyielding boulders and enter the tunnel to the right.

Immediately turn off to the left and you'll find another monkey, this one on his very first camping trip! Sadly for him, he won't be spending the night in a sleeping bag, but rather inside your nifty little monkey bag (granted you got my stupid little "joke" just then, you'll realize that I told you to capture him). Head forward past the tent and such and go through the two wooden towers, towards the cookie jar. Replenish your health if you want, then nab another ape who just so happens to be hanging around here. If things were that easy, however, then you'd more likely be playing a game more like Klonoa. But this is Ape Escape, so you have to take down another tree-boxer enemy before you can introduce the monkey to your Time Net. Sorry.

To locate the final ape in this level, you'll have to head for the exit to



the right of where you caught that last ape. Just leap into the air and use your Sky Flyer and you'll come close enough to the pier that the dangerous inhabitants of the sea won't be able to do a thing to your fragile little self. Enter the area ahead and open the door by whacking the tiller or by busting through the flashing area with your brand new Magic Punch!

Swim up the river and turn to the right, jumping out of the water and using your Sky Flyer to avoid most electric blasts from the big electro-fish. As long as your health is full, you shouldn't have any trouble getting through. Hey, my methods may be flawed, but they still work! I don't see you unappreciative punks writing anything! Why, in my day I...Ahem. Hop into the yellow raft and head for this level's nearest exit, except taking a left as opposed to leaving the area. The last monkey in this jungle is hanging around (literally) on the vines above, so shoot him down and apply the bag.

-- DARK RUINS -----

Monkeys Needed - 6  
Total Monkeys - 13  
Required Gadgets - Sky Flyer, Slingback Shooter  
Specter Coins - 4

Right from the very beginning, there will be an ape just ahead. Ignore him for now, as he'll just retreat further ahead if you try to get near him. Instead, bash the enemy (who requires a whopping TWO hits to take down) near the ape and cross over the chasm by whichever method makes you happier (hopping over or using the horizontal pole to shimmy over).

In any event, there's another two-hit-requiring enemy over here. Once he's been properly disposed of, take the stairs up. See the monkey inside the tall bars? Yeah? You can't catch him just yet. Haha. With no other recourse, you'll want to circle around the barred-off area. Why, you ask? Because there's another ape on the other side, of course! If you want, you can spend several minutes chasing him around, although there is another, much easier method. I like to call it sneaking, though others may prefer such terms as crawling or belly-walking.

Anyway, after nabbing that dude, you should take the next flight of stairs up to the next area. Of course, there are several enemies up here. If you want, you can take them out. As appetizing as the bottomless pit-avoiding, platforming action ahead may be, it's a better idea to forget about that for now and enter into the tower via the door at the bottom.

Inside, you'll find another type of enemy. What's so special about this guy? Well, for one thing, he's pink. And for another, when you nail him with an attack, he splits into two. And then into four. And then he dies. Either kill or run past the pink bouncy dude at the bottom and make your way to the top of the ramp. Start crawling once you reach the apex, though, because another ape lurks just ahead. As long as you pretend you're Solid Snake and NOT Raiden, you'll do fine. Pretending to be Raiden will result in you getting stripped of all your clothes and possessions and being strangled by some sort of octopus-man. Wait a minute, what's that have to do with Ape Escape!?

For those of you who haven't been pissed off by the sheer stupidity of my off-topic ramblings (all two of you), the walkthrough continues. Two more pink bouncy enemies are having fun on their make-believe trampolines up here, so do your thing and take them out, then turn to the right and carefully cross the collapsing path. See the ape trapped behind the bars? Yeah, you can't catch him yet. Nyah.

The door on the far side of the room leads to the balcony at the top of the tower. Crawl around like some sort of lizard/snake/reptile dude and the ape screwing around up here won't notice you...Until it's too late. Before heading back down to the bottom, push the big block with the hand icons flashing on it off the edge of the balcony and it will fall below, busting open the vent on the ground.

If you're a wussy, you'll retreat back into the tower and make your way back down to the bottom without taking any damage. Pssh. Be a man and jump from the top. Either way, you should hop down into the hole you created when you pushed that block from above. Collect the chips, then enter into the dark catacombs.

Take a few steps forward and turn to the right. You'll know when to turn, because there will be no other path to take. Carefully defeat the circling red fire enemies down here, avoiding the explosions they make when they die. I'm really not sure if you can catch the next ape by taking the stairs and following the main path. Even if you crawl to elude the repercussions of the windiness, the monkey will spot you and nail you with a volley of missiles. Not cool.

So how do you catch this little punk monk? On the far side of where you entered this place from, there is a very, very narrow bridge of sorts that will lead you to the top of the structure. Be sure to walk very slowly and making it to the summit shouldn't pose much of a problem. In addition to finding a shiny Specter Coin up here, you can also drop down onto the ground below you, preferably when the fan stops.

Wait a minute...That didn't work, you say? Of course it didn't! It was all just a ploy I came up with to force you into collecting a Specter Coin. I'm pretty tricky, eh? Anyway, the way that you really catch this guy (seriously, I'm for real this time) is to crawl towards him and use your play dead technique (R3 while crawling) when he looks your way. As long as he doesn't see you, he won't send a hail of unhappy missiles flying towards you. That wouldn't be cool.

So anyway, return to the stairs and you should see some narrow ledges on the wall. Well, since you need two more monkeys, you'd better do as I say, otherwise you'll end up using someone else's FAQ instead of mine. At any rate, you want to climb and jump up these ledges to get to the top, where you'll find another monkey. Of course, he's equipped with a gun, but he doesn't seem to like shooting it. Let's go find that last monkey, shall we?

Now you can finally exit via the stairs on the far side of the chamber. You'll be pooped out in the middle of that place surrounded by bars. Remember the place we saw at the start of this level? With the monkey trapped in it? Yes? No? No matter what you may or may not remember, the last monkey is a breeze to catch. Go about the process in whatever way makes you the happiest.

When you return  
~~~~~

You'll find the first ape right above where you begin. Just use that awesome Sky Flyer gadget you have to fly right up, then grab the little bugger. Continue onwards by yourself until you come to that large tower, where you should enter. Take out the pink bouncer, then proceed up to set of ramps and get ready to drop a few more bouncers. Carefully cross the collapsing bridge on the right, then use your Magic Punch to shatter the flashing part of the wall. Run in and capture the ape, then hop onto the elevator to the left.

Before you hop onto the slide, look up and you'll spot another ape hanging from some vines. Knock him down, then ride the slide down and nab him, along

with the chips and Specter Coin along the way. With those guys out of the way, you're encouraged to exit the tower and head for the series of platforms leading across the bottomless pit. Crossing these is by no means a difficult task, but even so I suggest shooting down the flying enemies before you begin.

Instead of heading straight across, you'll want to weave up and to the right, where you'll locate another ape. Bag him, then feel free to collect the goodies atop the nearby pillar before venturing across the chasm below to the other side. Hit the red switch at the top of the stairs and the door into the temple will open. Don't be an idiot and sit around; go in!

The brown flooring just ahead is an elevator, so go ahead and stand on it. It'll carry you down below to an area where you should follow the path until you come into the water-filled room. Turn to the right and weave around the center structure. Directly ahead of you will be another ape, who you should try to sneak up on.

The platforms floating in the water will do absolutely NO good whatsoever if you attempt to cross them, so you'll have to use the narrow ledges on either wall instead. Just wait for the part of the wall that keeps popping out to retract, then quickly sprint past it. Stand on the floor switch on the other side to raise the door, then enter before it closes again.

Follow the path around (ignore the ledge up on the right for now) and you'll probably see an ape fleeing across to the other side of a deep chasm. To get over there yourself, you'll need to hit the floor switch, then grab your Sky Flyer, if just to use in case a sticky situation arises, and start crossing before the platforms retract into the wall. On the other side, the ape may sneak through the wall (perhaps he's some sort of phantom ape?). If such is the case, just chase him around until you catch him, trying not to take too much damage from his missiles.

Now that there's only one last simian to catch in these ruins, return to that ledge just before the last ape and fly up there. Enter the room ahead and hit the totem ahead with your Stun Club, avoiding the flames. When each individual section of the totem is destroyed, a tomb will open up. Guess what you'll find inside? The last ape! Happy catching.

-- GADGET TRAINING -----

Again, you'll have to train with another new gadget. What's this one called? Get this: it's the Slingback Shooter! Pretty clever, eh? You see, the developers wanted to sound cool and original, so they changed what slingshot into Slingback Shooter. Who'd of thought it?

Anyway, read what the mailbox has to say and clear the room of the three fake enemies. In the next room, you need to hit a switch high above with a bullet, so use L2 to aim in first-person and nail the switch. The final room is filled with some more enemies. The mailbox recommends that you try using different types of ammo, but I'm so cool that I defeated all the enemies with the normal bullets. Am I awesome or what? No? Yeah, I guess you're right.

-- CRYPTIC RELICS -----

Monkeys Needed - 5
Total Monkeys - 8
Required Gadgets - RC Car, Sky Flyer
Specter Coins - 1

Head forward a little and, instead of taking the bridge to your left, cross over the rotating cylinders directly ahead. Watch out for the spider that will drop from the ceiling as you make your way through the dark tunnel. After you head up the ramp, push the big block onto the red floor switch and you'll open a gate that was previously blocking off a monkey. Catch him, then return to the top of the ramp.

From here, whip out your trusty Slingback Shooter (aka slingshot). In addition to taking out the flying enemy, you'll also want to shoot the red button on the block floating out in the distance. This will create a pretty little see-through bridge for you to cross. Do so, then wait for the shuttle platform to return and hop onto it.

When it stops moving, use your slingshot to hit another red switch on the opposite wall. This will, of course, cause another bridge to materialize. Cross it and bag the monkey daydreaming on the platform ahead. Hmm... Only Three stupid simians left to go!

Drop off to platform to the safety of the ground below. Use your slingshot to defeat some flying enemies ahead, then hit the red switch to form another bridge, which you should cross with anticipation. Okay, so the anticipation part isn't necessary, but I thought it might be kinda funny. Obviously, you disagree.

Moving on, hit the switch on the wall to the right and quickly enter the door it opens up, otherwise you'll have to answer to the wrath of the malevolent metal ballerina enemies. Ooh, scary. In all seriousness, though, they can cause quite a bit of damage, so try to avoid them.

Head down the dark and brooding corridor, taking out all of the spiders that fall from the ceiling with a single swipe from your Stun Club. At the end of the hall, you'll find a pit filled with sharp spiky-type things that probably don't feel very similar to a massage. As you may suspect, your job is to snatch up that useful slingshot of yours and shoot the switch on the far side of the room. This will, of course, create a bridge. Cross it to the other side and bag the stinking ball of fur without relent.

Go back outside and, still being extremely careful around the metal twinkletoes enemies, hit the red switch on the wall to your right. Head into the door that this opens up. The path ahead is, unfortunately, blocked off by a grated door. So instead, you need to go left and then right. You'll be at another grated door, but at least this one has a switch behind it.

Hit the switch with your slingshot and turn to the right prior to going through the new door. Capture the monkey in the next chamber before he gives you some very low-quality laser surgery. Since there's only one ape left to go before you can proceed to the next area, whack the tiller in this room with your club.

Head through the door that this opens up and leap over the water to the other side. Along with some fire-breathing, wing-flapping foes, you'll find the fifth ape in the Cryptic Relics stage. Capture him and it's time for you to move on! Nice work!

When you return

~~~~~

Unlike the last two levels where we had to round up a TON of apes, the final stage of this time period only has three remaining simians. Head for the furthest entrance to the inside of the ruins. Once inside, head straight back

and use your Magic Punch to destroy the flashing section of the wall. Take a left and make your way over to the wall on the right using your Sky Flyer. Dive into the water and swim against the currents, taking a left when you have the choice.

Rise to the surface to catch your breath here, then hop onto the ledge to the right. Take down the floating enemy, then bust through the glass ahead and activate the switch. Turn around and go to the right, through the gate you just opened. Shoot down the bird baddie ahead, then use that Sky Flyer of yours to hop over the gap and to the opposite ledge. Cross the transparent bridge, then take out another flying baddie and leap up to the next platform.

Bag the ape, then shoot down the enemy and hit the switch, opening the gate forward. Go straight and head left through the door in the gate that you busted open earlier. Take a right and enter the next area.

Instead of heading forward, climb up to the ledge on the right first. Make your way down a spider-infested hallway and into the next room, where an ape is hiding in a cage. Send your RC Car in to scare him out, then give him the bag treatment. Return back to that first room and smack the central pillar with the ape on top to break some of the lower sections. When it's low enough, jump up and nab the final monkey for this time period! Good work!

-- STADIUM ATTACK -----

Directly after completing the previous stage, you'll be warped out to some place called Dimension X. It seems your rival and ex-best friend Jake is out for blood and wants to challenge you to a race. How hard can it be, right?

Right off the bat, run straight forward and through the gate, which will give you a nice speed boost. Swim as fast as you can through the pool ahead and hop up to the platform ahead. Quickly cross the lava area, only using double jumps if you really have to (they slow you down).

Jump up to the platform above on the other side and sprint towards the incline. Slide down, but be sure to jump just before reaching the bottom, as it will prevent you from falling on your butt. After the ramp is another pool. This one is a little longer, so just keep pressing R1 and make the jump out as quick as you can.

The next area is filled with swinging balls on a chain. I recommend veering off towards the right edge of the platform so that you don't have to avoid as much. Once you pass the chain-balls, you're home free. Your prize for winning? Five pretty Specter Coins!

=====

c. Oceana

-- GADGET TRAINING -----

As usual, you're forced to practice with another new gadget before you get to go into the next set of stages. Anyway, drop down the ledge and activate the Super Hoop by rotating the right stick. Defeat all of the enemies in this small area and the door will open. Step onto the switch in this next room and the gate ahead will open. The moment you step off of the switch, however, the gate will close, almost immediately. Staying on the switch, charge up your hoop and charge. Another exactly similar problem looms ahead. Simple stuff.

-- CRABBY BEACH -----  
Monkeys Needed - 5  
Total Monkeys - 8  
Required Gadgets - Sky Flyer  
Specter Coins - 1

Head forward and to the left and you'll emerge in the first main area of this tropical-themed stage. Your first target is just lounging around in a hammock to the left of where you came from. Sneak up on him and he won't know what hit him. The next two apes are busy building sand castles, so you can easily bag them before they even know you're there.

Catching those first three monkeys will open up a door leading ahead, there is still another ape in this first area. Where is he? Catching some rays in one of the chairs on the far right side of the beach, of course. Before heading through that door, you may want to collect some of the chips in the ocean. Also, if you really want to be a bully, you can destroy the sandcastles that those poor little monkeys worked so hard to build; just whack them a few times with your Stun Club!

Once you've played around enough, head into the cavern. Follow the ramp up and continue along the path until you come to some collapsing metal plates. Don't worry if you fall down one of these, as you can simply climb back up using the tree. On the other side of the plates, you'll find the last monkey you need to grab for now.

Wait for him to step on the switch so that the bridge extends, then cross over and bag him! Voila! This stage is done!

When you return

~~~~~

Well, we cleaned the first area out on our initial visit, so head through the door on the left side of the beach. Head straight forward and use that Sky Flyer of yours to soar up to the cliff ahead and bag the ape up here. Return to the main path and cross over the collapsing metal plates. Use your Sky Flyer again, this time to get to the cliff to the right, where a second ape resides.

For the final monkey, you need to glide across the chasm and shoot down the UFO that he'll hop into. Once you've done that, he's all yours.

-- CORAL CAVE -----
Monkeys Needed - 5
Total Monkeys - 8
Required Gadgets - Sky Flyer
Specter Coins - 1

Right from the start, there will be a large body of water ahead. Unfortunately, the path onwards is impeded by two angry hammerhead sharks, one of which has an ape riding on him. Forget about that for now and quickly swim towards the gray ramp on the left side of the water.

At the top, you'll want to dispatch of all the enemies and collect the chips. After that, whip out your trusty Stun Club and whack the tiller until it can't go any further. At this point, you'll want to sprint up the next ramp while charging up your Super Hoop. If you make it across, there are two apes ripe for the taking! Just be careful, as one might dive into the shark-infested waters

below to elude you.

Moving on, return to the start of the level and hop into the water. Without getting too close, try to bag the monkey riding atop the shark with your Water Net. Once he's no longer a problem, swim into the canyon ahead and you'll emerge in a new area.

There are two possible paths in this area. Take the one on the right and make your way down the cavernous, spider-filled hallways. To proceed across the bridge, you'll have to avoid some pendulums swinging back and forth. Just wait for them to be to one side, then dash past them, using the Super Hoop if need be.

The ape on the other side will try to hop into his UFO if he spots you, so stay low and bag him before he gets the chance. Return to the main area and take the left path this time. Dodge the gunfire coming from the ape on the submarine and jump over the waterfalls to avoid being swept to the bottom.

After crossing the water, make your way to the top area and use the indent in the stone wall ahead to hop over to the very narrow ledge on the adjacent wall. From there, you can easily hop over and snatch this level's fifth monkey!

When you return

~~~~~

Swim past the hammerheads as if you were headed for the entrance to the next area, but instead dive down after the second shark and look for the underwater path to the right. Return to the surface on the other side and hop out. Shoot down the flying enemies ahead if you want to, then cross the platforms and use your Sky Flyer to ascend the cliff at the back. You'll find a very aggressive gun-toting ape up here, so I recommend sneaking up and trying to grab him before you notices you. Don't try any monkey business! Get it? GET IT!?

Once you've caught him, head for the entrance to the area at the back of this portion of the stage. Climb up the grayish blocks directly ahead and utilize your Sky Flyer yet again to fly up to the ledge with the ape. Try to grab him before he kills you with his gun or bombs. Catch him, then proceed through

the cavern and past the spiders. At the end, you'll want to hop through the halfway broken gate and turn to the left.

Get to the waterfalls and use your Sky Flyer AGAIN to gain access to the top of the submarine. Bust open the turret with the monkey inside and capture him. Time to move on!

-- DEXTER'S ISLAND -----

Monkeys Needed - 6  
Total Monkeys - 11  
Required Gadgets - Sky Flyer, RC Car  
Specter Coins - 3

As appetizing as it may look to jump straight into Dexter's mouth, you can make things way easier for yourself by sticking around outside for a bit. First, head towards the big wooden door with Specter's face on it and give it a few good whacks with your Stun Club. Once you've busted through, sneak inside and bag the little ape.

Once that's taken care of, hit the red wall switch and you'll unleash a turtle. Return to the main area and you can ride him out to be boat and catch that

wannabe sailor monkey. With those two furballs out the way, you're free to open up Dexter's mouth with your slingshot and hop in.

Does this place remind anyone else of inside Jabu-Jabu's belly in Zelda: Ocarina of Time? Find your way onto the see-through platform on the left, then use the bones to cross over to the next dry area. Shoot down the creepy floating enemies with your slingshot, then proceed onwards.

Use the bridge on your left to access the sunken (and swallowed) ship. Cautiously make your way to the summit, then hop across and sneak up on the ape playing around up here. Get back to the bottom of the ship and head to the right. After properly disposing of the foes down here, head into the next area.

Jump onto the ramp and slide down to the pool of water-esque liquid at the bottom. Use the path ahead to reach the next chamber. Use the platforms to make your way to the place with the hanging thing. Use your slingshot and deliver some bullets to the green circle on the bottom. Enough shots and it'll shrivel up and disappear, as well as provide you with an elevator to use.

Ride up the lift and enter the subsequent room. Dive into the pool and swim to the opposite side. Hop onto the dry land and you should see some windows ahead, two of which have apes dancing in them. Use your slingshot to shoot each ape, then jump into the "halfpipe" and snag them. Just one ape left to go!

Hop up to the ledge that overlooks the halfpipe and enter the tunnel with the closed door and red floor switch. Step onto the switch to raise the door, then charge up your Super Hoop and dash through before it can close. This room has three different apes racing around in it, but you only need one. Take your pick.

When you return

~~~~~

If your memory is as good as mine, then you'd know that we already caught all the apes outside, so you need to make your way back inside Dexter. Drop down the first ledge and swim through Dexter's green stomach acids (or whatever they are) towards the ledge directly ahead. Climb up and you'll find that it is made of glass, or some sort of glass-esque material. Look below and you just might see a little ape playing around down there. Send your RC Car through the little hole and scare him out. The ape will probably dive into the water, but with your Water Net in tow you shouldn't have the slightest problem catching him.

Just across the platform where you found that last ape is a small pink area. Head inside and you'll find another ape, only this one is armed to the teeth and is, apparently, a black belt in Judo. Nonetheless, it is important that you bag him, so make sure you go in with full health, otherwise you might just die. After capturing him, find the entrance to the next area on the other side of this chamber.

Hop onto the slide and have a fun ride down to the bottom. Using the Sky Flyer and Magic Punch gadgets, you can get a Specter Coin to the left, but you really want to go to the right. After you make it through the hallway, you'll have to defeat the ceiling-swinging enemy again. Use the same method that worked for you the first time. Once he's down, ride up the elevator and enter the door at the top.

In the next room, dive into the pool of water and swim to the other side. On the left will be a door and a red switch. Park the RC Car on the switch, then enter the door. Since we caught one of the little rinkrats in this room the

first time we were here, there are now only two left. Grab them, then proceed through the door on the opposite side of the room.

Make your way to the top of this chamber and enter the door at the back. The last ape in this time period will be trapped inside some sort of organ, so you need to bust him out. You can do this by defeating all of the ceiling enemies that will appear when you approach, then by peppering the part with the monkey inside when it comes down. After a few rounds, the ape will pop out, so race over and grab him.

=====

d. New Freezeland

=====

-- SNOWY MAMMOTH -----
Monkeys Needed - 5
Total Monkeys - 6
Required Gadgets - Sky Flyer
Specter Coins - 1

Run forward and leap off of the ledge and onto the large body of land ahead. Keep moving ahead and you'll see a set of igloos on your right. You may also spot your first ape in this new area. Bag him, then continue onwards. When you see the tall pole with the Specter Coin atop it, drop down below it and smash the sheet of ice that contains your second monkey.

Climb back up the pole and utilize the distance of your slingshot to knock the brown basket off of the wooly mammoth's back. Once you've done this, quickly sprint over to the ape and apply the bag. At this point, you'll want to make your way over to the far side of the area and jump across a gap over to a very windy area.

The wind will blow you away even if you're crawling, so you need to take cover behind the blocks of ice and wait for the gale to die down. Once you've passed this area, use the cookie jar to refill your health, then proceed to whack the tiller ahead as many times as you'd like (preferably enough to lower the platform so you can get on).

Ride the platform up to the top, hopping over the propeller blades. Once it reaches the top, you can jump off to a side platform and capture your fourth monkey! Whack the big machine that the ape was standing by and you'll destroy the propeller, making it much easier to get to the other side, where the last monkey resides. Bag him and you're on to the next level!

When you return
~~~~~

Ahh... Only one ape remains hidden in this stage. Should be easy to grab him, wouldn't you say? Make your way over to the place with the propeller machine. Like before, use the tiller to lower it, then ride it to the top and bust the mechanism on the platform above to stop it from rotating. Cross over to the large area on the other side and make a left turn. You'll find yourself atop a bridge overlooking the area below. Follow it and the last ape will be guarding his igloo at the very end.

-- GADGET TRAINING -----

I suppose it's about time for another one of these, eh? At least this gadget, the Sky Flyer, is really fun to use! By rotating the right stick, you can hover

up into the air for a little while. As you might guess it's very useful for crossing large gaps.

Anyway, use your new gadget to ascend the next few platforms. After that, you get to use it to cross a long gap... Or two. Easy stuff.

-- FROSTY RETREAT -----

Monkeys Needed - 6  
Total Monkeys - 9  
Required Gadgets - N/A  
Specter Coins - 3

Use your shiny new Sky Flyer to cross the chasm ahead, then turn off to the left and use the narrow ledge to enter the monkey house, where you'll find two apes having their afternoon tea. Nab both of them, then return to the area in front of the house and use your Sky Flyer to access a few high up ledges.

Head into the cave and traverse the series of steep ramps ahead, being wary of the blue flying enemies. There's a monkey at the top, but he may spot you and run away, so you might have to do a little chasing. Once you've caught the little bugger, you can fly up the next few ledges, waiting for the icicle-spikes to withdraw before moving on.

Ahead is a large ramp that, like every ramp in every platforming game ever made, has an endless supply big boulders bouncing down it. Actually, they're iceballs, but they may as well be boulders, right? Right. Just use the little side areas to wait for each ball to pass by, then move onto the next one.

Ascending the platforms that lead to the next apes can be tricky. You have to wait for it to become flat, then jump on and wait for the next to be flat. The furball at the top will almost always see you, so just chase the feisty little bugger around a bit. Once you've caught him, you're free to proceed over the ice bridge and into the next area.

Your old friend the raft has returned! Hop in, as the water is filled with electricity-loving jellyfish type enemies. Paddle out and try to nab the ape on the island before he can hop into his UFO. If he does elude you, though, don't worry about it too much. You can destroy his craft with some shots of your more powerful slingshot ammo.

Get back into your raft and row over to the area just across from the island you were on. Catch the last monkey over here by whatever means you deem necessary.

When you return

~~~~~

Like most other levels, we've already cleared out the first section of this stage, so head for the entrance to the caves at the top of this area. Just head through the caves again until you get to the apex of the place with the rolling boulders. In the room just past there you'll find your first ape on a cliff to the right. Of course, you'll need to use your Sky Flyer to get there. Once he's gone, exit the cavern at the very top, as there are no more apes inside.

Hop into the raft and paddle towards the island ahead, but stop about halfway and quickly swim through the tunnel below and to the right. Emerge on the other side and head up the ramp. The monkey you're looking for will most likely hop into one of the igloos to escape you, but he has to come out some

time, and that's when you grab him.

Return to your raft and paddle towards the ledge on the far side of the island. The ledge to the left is the one you want, not the one on the right. Anyway, jump up to the top and use your slingshot to clear the narrow ledge ahead of any foes, then carefully cross it yourself and grab the monkey on the other side.

-- HOT SPRINGS -----
Monkeys Needed - 6
Total Monkeys - 9
Required Gadgets - N/A
Specter Coins - 2

From the cliff you start off on, you should be able to see a monkey sitting around on the snow below you. Bag him, then use your Sky Flyer to traverse the series of platforms leading upwards. At the top is a bridge made of sheer ice. Once you step onto it, it'll start to break, so quickly cross over it and avoid the spiked balls.

Chances are that the monkey in the cave on the other side will catch a glimpse of you, so you'll need to lay low until he forgets about you, then grab him. Continue onwards towards the end of the cave, where you'll need to use your Sky Flyer to make some tricky jumps over some snow-covered platforms. The second platform on the left has another simian sitting atop it, so be sure to catch him.

There's another ice bridge that you need to cross on one of the platforms above. Once you're over it, head into the lodge ahead and get ready to catch some apes! There will be one directly to your left, so don't let him escape. There's another one chilling in the water not far from the Specter Coin on the right side of this area. The final ape can be located behind the waterfall in this same area.

Congrats, you've completed New Freezeland!

When you return
~~~~~

Below and to the right of where you begin is a tunnel the leads into some caves. Go in. The path ahead is blocked off by a gate, so turn to the right and wake the the polar bear sleeping inside. You see, you need his super bear strength to break those icy columns impeding your progress. What you need to do is this: line him up so his back is to one of the columns, then hit him with a normal bullet from your slingshot. This will knock him on his butt and send him flying backwards, breaking the ice behind him.

Break open the columns on the left in the first two rooms and you'll gain access to your first ape. Run in and grab him, along with the chips and extra life. Return to the previous room and break the remaining column of ice, then the column on the left in the subsequent room. Snatch the monkey in the room that this opens up (along with a Specter Coin) and hit the red switch to return to the entry room, where you should leave these caverns.

Turn right from the entrance to the polar bear-infested caves and hop into the water. Swim underneath the waterfall and you'll emerge in a small chamber where the last ape resides on a little platform. He's well-armed, but that doesn't make him too difficult to catch.

-- GLADIATOR ATTACK -----

As soon as you finish the previous level, you'll be warped out to Dimension X again to face off in another race against Jake. In this one, you get to use your trusty Sky Flyer to aid you, although he has one of his own.

From the start, sprint straight ahead and use your flyer to ascend a series of platforms. Be sure not to jump before you use it here, though, because there is no need and it will only slow you down. Slide down the incline at the top and jump once to clear the small gap and a second time to avoid wasting time getting up at the bottom.

Move onwards and cross the narrow ledge on the right, using your flyer to jump over the spiked ball and to reach the higher platform. On the other side, leap into the air and start twirling your flyer to clear the large gap below you. Without the aid of your Sky Flyer, hop over the lava and race forward. Use one of the rotating cylinders to access the cylinder in the middle. From there, you can soar up to the finish line! Your prize this time is five more Specter Coins!

=====  
e. Medieval Mayhem  
=====

-- SUSHI TEMPLE -----

Monkeys Needed - 7  
Total Monkeys - 12  
Required Gadgets - N/A  
Specter Coins - 3

Start by heading up the stairs directly in front of you. At the top, you'll see three apes plotting evil monkey plots, so use the element of surprise to catch one of them, then chase down and bag the other two. Once you've caught the three of them, return to the front of the main temple and use your slingshot to knock down the ape sitting on the roof.

The remaining three apes can be found inside the temple, so head on in. Go straight forward when you enter the temple and you'll find an ape sitting in the hand of a Buddha statue. There's another monkey messing around to the left of the statue, behind the fence. The final ape can be found sitting around on the right side of the statue, also behind the fence.

When you return

~~~~~

Everyone we haven't already caught is hanging around inside the temple, so head straight inside. Use your Sky Flyer in conjunction with one of the small Buddha statues alongside either wall to ascend to the rafters, where you can find two apes. Grab them.

Wait a minute! There are still three apes left and they are most certainly NOT inside the temple! Okay, so I lied. Find the well outside and hop in. Turn the corner and you should spot an ape just ahead. Run over and bag him before he knows what hit him. From there, take a look to the left and might find your next target on a platform. Glide over and grab him.

Where do we find the final ape? Hit the big red switch on the right side of the wall with the Specter statue and the statue will move, away revealing a new little room. You'll find the last ape in there.

-- WABI SABI WALL -----
Monkeys Needed - 8
Total Monkeys - 10
Required Gadgets - RC Car
Specter Coins - 3

Head forward along the wall, using your Sky Flyer to access the chips and Specter Coin on the green platforms to your left. Hop onto the red platform ahead and it'll start moving. Just be sure to watch out for the spikes that will extend every so often. They come from one side first, then the other side, so stand on the opposite side and they won't be able to hit you. When it reaches the other side, hop off and use the wooden logs on the left to proceed.

Carefully cross the rotating platforms and you'll be able to reach and capture the monkey practicing Tai Chi on the green platform. Hop onto the next platform after bagging that guy and it'll shuttle you down to an area underneath the wall where you can find another easily-caught ape.

Use the same platform you used to get here to return to the top of the wall. Wait for the ramps to become flat platforms, then quickly cross them to avoid being sent back down to the bottom. At the top is a rotating block that you need to cross. The best way to do this is to jump on and jog in the direction opposite of the way it's moving, otherwise you'll be sent to an untimely death via an endless pit.

Head inside the temple and you'll find three apes frantically racing about. It'll probably take awhile, but you should be able to catch them all eventually. Once you've bagged the three of 'em, a gate will reveal a Specter Coin and some blocks will appear, allowing you to reach a high up ledge. Climb up and exit the temple.

Wait for the moving platform to come within range, then leap over to it and utilize your Sky Flyer to reach the wooden ledge ahead to the right. Then, follow the path and you'll drop down to an area with some chips and a cookie jar. Again, use the Sky Flyer to ascend some ledges and you will end up in front of a series of moving wooden logs that lead to another temple. Cautiously jump across the logs and enter the temple.

Once inside, turn to the left and whack the tiller like there's no tomorrow. This will create a bridge that you should cross with haste. On the other side is a second tiller, so whack it a few times, as well. After crossing the bridge that this creates, you get to follow a winding path up to the top.

Up here, you need to whip out that slingshot of yours and shoot one of the bullseyes on the pole ahead. Doing so will cause it to spin around, giving you a safe way to cross. Beware of the ape who resides on the other side, however, as he is armed and dangerous. Don't bother trying to be sneaky with this guy; the most effective method is simply to race towards him and apply the bag.

Use the big red door and you'll be back outside again. Hop onto the bar ahead and it'll carry you across the chasm. An ape hanging around ahead will spot you and flee into a small area on the right. Pursuing him will do no good, so you need to instead make your way up the spiraling path that leads to the top. He'll probably hop into his UFO before you can nab him, so you'll have to shoot it down before you can bag this last guy.

When you return

~~~~~  
Make your way into the second indoor temple area. I'm not going to walk your lazy butt all the way over there, so I'm sure you can find your way just fine. Below where you enter the temple and to the right is a glass platform with an ape sleeping underneath. Chase him out with your RC Car, then give him the bag! Once he's in the bag, exit at the top of the temple.

Ride the bar ahead up and the last ape will spot you and escape into a room to the right. Don't follow him, though, as you won't be able to catch him. Instead, make your way to the top of the spiraling ramp and you'll find a hole in the roof. Drop through and you'll find the heavily-armed ape right below you. Bag him or die by his bombs. Your choice.

-- CRUMBLING CASTLE -----  
Monkeys Needed - None (Go catch Specter!)  
Total Monkeys - 20  
Required Gadgets - Magic Punch  
Specter Coins - 4

Your goal here is not actually to catch any apes, but rather to find Specter! So instead of my typical walkthrough here, I'll just tell you how to find him. Head into the castle ahead and you'll learn that you need to catch five apes before the door to Specter will open. With that knowledge in mind, head back outside and catch the two apes at the bottom of the hill near where you first began. They're both fairly conspicuous.

Return to the castle and enter the door on your left. There will be one ape right in front of you, so crawl over and bag him. After that, turn to the right and find the tiller. As you may guess, you have to whack it until it no longer has any effect. At that point, use the series of platforms above the tiller to reach the white pillar, then use that to access the ramp ahead.

Avoiding the barrels that are rolling from every which-way, make your way to the top, where you should use your Sky Flyer to get to the central pillar. Grab the ape over here, then return to the ledge you came from and enter the door. You'll now be on the castle rooftop, with an ape and a cookie jar just ahead. When you grab the monkey, the doors in the main hall will open up, so return there and head in.

Hmm...Doesn't look like Specter's around. Use the stairs on the right and enter the next room. Instead of hopping on the chandelier in the subsequent room, use your Sky Flyer to glide down to the door below. Go in and find your way to the bottom level. There's another door you need to go through down here, but it's guarded by a heavily-armored knight. Elude his downward sword attack and give him a few good strikes with your Stun Club and he'll go down.

Go through the door and head straight and hit the switch on the wall to the left. Dive into the water and swim around the corner to the wooden pier. Head forward and you'll come to a set of platforms over a pool of water with very strong currents. As long as you make good use of your Sky Flyer, getting past this area is a breeze.

Enter the next room and go to the right. Make your way up the stairs ahead, then turn off to the left and use the gears to reach the platform above. Hit the red wall switch on the other side and one last gear will be put to use, opening up a door on the roof. Find your way back there and enter.

Boss time! Of course, we're not at the end of the game just yet, so we don't actually get to fight Specter right now. We get some really big knight dude

instead. Pssh. That's weak. Anyway, avoid him at all costs when he's all charged up with energy, as touching him will cause damage. When he starts to attack with his axe, get as far away as you can, then turn around and nail him with a bullet from your Slingback Shooter (preferably a bullet of the flash variety). Rinse and repeat.

When you return

~~~~~

Okay, since we hardly caught any apes at all during our last visit to this place, we've got a lot to find right now. First of all, head towards the castle, but instead of going in go around to the right. You'll find a little guy hanging around by himself. He'll probably slide down the hill behind him when he spots you, so you'll need to follow him. Catching him shouldn't be a problem, though.

Return to the front of the castle and head inside. Enter the room directly ahead and catch the ape sitting on the throne. It seems he wants to be the king. Once you've got him, ascend the stairs on the right side of the room, but don't proceed into the subsequent chamber just yet. Take a look at the ceiling and you should spot another ape sitting on one of the chandeliers. Put him in the bag, then continue across the next chandelier and through the Hall into the next room, where you'll find a fourth ape as well as a Specter Coin. Snatch them both, then return to the room across the hall.

Go up the stairs in the throne room and enter the room of the right. Atop a platform above is an ape. Climb up there and grab him, then progress into the next room and hop down to the room on the right. On your left will be a slide. Pull out your Sky Flyer and hop on. When you near the bottom of the ramp, leap off and glide across to the platform with the guillotine, as there is yet another ape playing around with it.

From there, turn to your left and use the Sky Flyer a second time to soar over to the dungeon, where a spider and another monkey are anxiously awaiting your arrival. At this point, you'll want to glide over to the ramp on the opposite wall and slide down it. Be sure to jump towards the red platform with the Specter Coin atop it when you near the bottom, then bounce towards the platform with the guillotine. Why are these apes so fascinated with devices used to behead people? Who knows. Anyway, catch that ape and then drop to the bottom floor and head through the door after defeating the knight (same way as before).

Head forward and you'll find an ape locked in a prison cell on the right. Luckily, we can bust through the flashing area of the bars and capture the little bugger. Leave the cell and dive into the water ahead. Catch the ape swimming around, then take a right turn and head for another swimming simian. He'll probably jump onto the platform ahead before you can nab him, though, so you won't be able to catch him using the Water Net. Continue onwards past the little obstacle course and enter the next room.

You should see an ape directly ahead, so run around and the water and up the stairs towards him. You'll have to pursue him across the turning gears, but it isn't too difficult of a task, so you shouldn't have much trouble catching him. There is another ape up here, but he'll probably jump into the pool below before you can get close to him. Just follow him down and bag him with that Water Net of yours!

Return to the castle entrance and go through the door to the left. Raise the pillar using the tiller, then make your way to the top of the ramp, all the while eluding the barrels rolling towards you. Stand right in front of the

door, but don't go through it just yet. Instead, drop down to the right and you'll land on a platform with the second-to-last ape in this area. Grab him, then use the door at the top of this room to access the castle rooftop. The final ape is concealed inside a flashing box to the right of the door that lead to the boss the first time you were here. Bust open the box with the Magic Punch and he's all yours!

=====
f. Futurama
=====

Sorry, but Bender is no where to be found. ;)

-- GADGET TRAINING -----

By now you're probably ready to receive the coolest gadget in the entire game, right? Good, because here comes the RC Car! After playing around with the car for a bit, take it up the ramp and into the next room. Run over all of the enemies in here, then park it on the red switch to open the door ahead. On the other side, drive the car through the small opening in the fence and drive onto the switch.

-- CITY PARK -----

Monkeys Needed - 8
Total Monkeys - 13
Required Gadgets - N/A
Specter Coins - 3

Ascend the stairs directly ahead and you'll spot a monkey in a cage to the left. Use your RC Car to drive around inside, then scare the monkey out and bag him. Just ahead of the cage are three trees. Use them to access the cave in the wall, where you'll find another ape who's practicing to become the next Muhammad Ali.

To the right of the said trees is a small pool of water. Run past it and underneath the pole above, avoiding the hails of bullets being fired at you. Just past the pole is a monkey sitting on a park bench. Unfortunately, some giant yellow robot guards him. I find it easier to simply run straight past him rather than trying to take him out somehow. Anyhoo, after catching that third ape, a gate leading ahead will open up. Find it up the stairs to the left of the three leafless trees and hop in.

Head down the ramp and, after taking out the bouncy pink enemy, head to the end of the hall. Use your RC Car to get into the caged-off box and hit the switch to open the gate ahead. In addition to another pink bouncer, you'll find two apes. The first will probably run off, so ignore him for now. Instead, turn to the right and use the RC Car to scare the ape out of his confinement and into your net.

Now, follow in the footsteps of that other monkey who run off and climb up the platforms. After you bag him, you can either proceed forward or dive into the water and grab the chips. After the chips are yours, head to the right and use your RC Car to enter the fenced-off area and hit the switch. This will create some platforms for you to use to ascend the very steep ramp.

At the top, there are some more pink bouncers that you'll want to dispose of. After that, use your car again to enter the caged area and collect some chips.

You'll also want to park it on the red switch. Doing that will cause the floor to collapse and turn into a slide, which will drop you onto the same platform as the heavily-armed ape that guards the entrance to these sewers. Bag him, then return to the area with the water and head into the pipe.

In this next room, you'll have to use the canisters rolling down the slick ramps to cross to the other side. What you'll want to do at first is get to the middle of the room, then hop onto one of the canisters and ride it all the way down. Just before falling into the pit below, you'll want to hop off and onto a small platform with an ape, some chips, and an extra man on it. Grab everything and use the elevator below to return to where you entered.

Again, cross into the middle of the room (the platform with the caged-off monkey). This time, however, you'll want to cross over to the pipe on the opposite side of the room, where another ape is hanging around. Capture him and it's off to Specter's factory.

When you return

~~~~~

There isn't a thing we can do outside (for now), so head straight into the sewers. Get through the first area and head into the pipe into the second portion of the sewers, with the ramps and the canisters rolling down from the top. Cross over to the opposite side of this immense chamber and enter the pipe up there. Defeat the pink bouncer, then dive into the water and swim towards the brown platform floating just ahead. Hop on, then use your Sky Flyer to reach the very top platform, where you can locate your first ape.

After that, dive back into the water and head for the pipe with the fans inside it. Get as close as you can to the blades, then dash through when one of them goes by. Defeat the pink bouncers before you move on past the next fan. When you've gotten past that, hop into the pool of water ahead and dive down. There's a small hole in the platform to the right that you should swim through.

You'll emerge back outside. Hop out of the pool and head for the ape on the pipe ahead, hopefully dodging the fire from his weapon. Nab him quickly, then return into the sewers via the way you exited. Just across from you should be a small ledge. Hop up and use your Sky Flyer to access it. At this point, you need to jump out and away from that ledge, then use your flyer again to fly up to the platform above. There's another vicious, gun-totin' ape up here. With any luck, you'll be able to bag him before he can shoot you down.

That done, head back through the fan-filled pipe and dive back into the waters. Below you, on the opposite wall is a tunnel way down at the bottom of this pool. Gather your breath and dive deep, heading through that tunnel. You need to swim as fast as humanly possible here, otherwise you'll soon run out of air. To do this, I highly recommend using Spike's butt stomp move (R3 while in the air) to start off your dive; it'll give you just a teeny bit more air. You'll probably see an ape swimming around down here. If you want, you can go for him right now, although it may cause you to lose a life. Swim to the other side and you'll find the last ape up on a platform to the left.

-- SPECTER'S FACTORY -----  
Monkeys Needed - 7  
Total Monkeys - 10  
Required Gadgets - Magic Punch  
Specter Coins - 2

From the beginning, head forward and hop into the tank. After getting a basic feel for the controls, shoot through the black and yellow striped boxes and proceed onwards. Take down some enemies, then blast through the wall to the right. The ape over here will hop into a UFO, so blast that down before you capture him. After that, head up the ramp and turn to the left. The ape hanging around over here will hop into a tank of his own, so you'll need to take it down with a few cannonballs. This will scare the ape out, so you can go bag him.

Leave the tank behind (boo hoo) and enter the factory via the red doors behind the destroyed monkey tank. Head straight up the stairs and ramps, then find the back door. Go on through and turn to the right. Pull out your RC Car and guide it through the glass tunnel. Park it on the red switch at the end, then use the platforms it creates to ascend onto the next platform.

Slide down the candy cane-looking pole ahead, then continue to guide your car ahead. To cross the gap, get it onto the first moving platform, then wait for it to line up with the second platform and quickly move it across. Park it on another red switch and use some more platforms to get to the other side of the wall.

Send your remote-controlled car into the next glass tunnel and stop it on the first red switch. Quickly run onto the platform it creates, then move the car onto the next switch and get onto the next platform as fast as you can. From there, race to the ground ahead and capture the missile-toting ape ahead. Park the car on the switch and exit this place via the same door you came in.

By now, the door that was previously blocked off will be open. Head through and step onto the gray platform. It will begin to move over the lava, towards the spiked blocks. Avoid them by moving to the opposite side of the platform. Drop into the area ahead and hit each tiller until they stop moving. Then, use the platforms you just raised to reach the high up platform before they fall down again.

Step onto the conveyor belt ahead and ride towards the other side of the room, avoiding the pendulum-like hammers. Enter the doors ahead and you'll find yourself atop the tower in the main room of the factory. Cross the bridge and hastily bag the ape, then nail the switch to activate the elevator.

Ride it down to the bottom level then hit the tiller as much as you can. This will lower the bridge on the tower, so ride back up to the top and cross over into the next room. Head forward and an ape controlling a giant mechanized robot suit will appear. Hit it in the back a total of five times and the ape inside will hop out, allowing you to grab him.

The next door is on the opposite side of the room from where you came in. If the robot didn't destroy the boxes blocking the way, you'll have to jump around them. Avoid the metal ballerina enemy in the next room, then hop onto the turning gear and cross to the other side of the lava, evading the spikes that will sprout out from the walls.

Around the next bend is a tiller, which you should strike with your Stun Club. Doing so will lower a pipe ahead that you should hop into. This will carry you to the platform above, where the sixth ape of this level awaits to be captured. After you grab him, do an about face and head for the pipe on the other side of the one you rode up here. Inside is a door that you should enter.

Collect what you need from the cookie jar, then use the conveyor belts and your Sky Flyer to climb up to the platform at the top of the room. Up here you'll

find another ape in a robot. Five more hits to the back will release this little guy and allow you to head for the final stage of Futurama.

When you return

~~~~~

Hop into the tank and pave a way to the factory's entrance. Make your way to the top area of the first room, then proceed back through the room filled with brown boxes to an area filled with lava, turning gears, and spikes. On the far side of that room is a tiller. On the opposite wall are some boxes that can be broken using the Magic Punch. Do just that and you'll find your first ape.

Leave that room and take a right. Jump down (avoiding landing in the lava) and you'll find an ape locked in a cage off to the right. Scare him out with the RC Car and chase him around until he's found a nice cozy place to sleep inside your Time Net. After you catch him, you get to make your way into that golden pipe above (use the tiller). Start climbing up the conveyor belts and you'll find the final ape sitting on a ledge on the left side of the room.

-- TV TOWER -----

Monkeys Needed - None (Go catch Specter!)
Total Monkeys - 12
Required Gadgets - Magic Punch
Specter Coins - 2

Like the Crumbling Castle, there is no absolute need to catch any apes here, so I'll tell you the way to Specter. First of all, enter the tower via the door directly in front of you. If you take the glass doors at the back of the lobby to the balcony, you'll find that you need to catch three apes before you can proceed.

The first simian is pretending to be a security guard, sitting at the desk to the right of the entrance to the building. Now, enter the glass doors as if you were going towards the monkey door, but instead use your Sky Flyer to soar up to the ledge on the right wall. You'll find a very aggressive ape in here, along with a red button. Capture the ape and hit the button. This will lower the water in the lobby, giving you access to a new area.

Jump down to where the water previously was and follow the new path. Enter the door and follow the path, collecting the chips as you go. You'll come to a pool of water with a dangerous electric machine in it, so you get to utilize another of those pretty yellow rafts! Hop in and row towards the monkey sitting on the platform ahead. Of course, he'll spot you and dive into the water, completely invulnerable to the electricity. Try to loop around him and chase him back to the platform on which he started so that you can bag him.

Now that the door in the lobby has opened up, I encourage you to head back there and go on in! Hop into the tank you find waiting for you (geez, with all these useful vehicles lying around, you'd think Specter wants you to find him!). Anyhow, ride along the path and blast through any toadstool-looking enemies that impede your path. When you reach the end of the road, you'll find a cookie jar and a door that'll remained locked until you capture three more furballs.

The first ape can be found standing around in plain sight on the lowest level of this area. Catching him shouldn't be a problem. The second monkey can be found if you take the path accessible from the three monkey door. Blast down the red-rimmed boxes and you'll find him sitting around and looking generally

unhappy. Of course, he'll probably hop into his tank before you can catch him, so you'll have to fire some cannonballs before bagging him.

The final ape is hiding in one of the red-rimmed boxes on the lowest level. It's one of the boxes on your left after you make the first turn on the original path you took (the one that leads to the three monkey door). Put him in the bag and you're free to enter the previously locked door, which leads the way to Specter...

After a melodramatic (and horribly-voiced) story sequence, it's boss time again! Specter's ship will start off by circling over you and sending some explosive missiles your way. You can easily avoid them by simply running around in circles. After that, he'll unleash a few UFOs after you. Again, just run around and you should be able to avoid them. His final attack is when he lets loose a blast of fiery energy which you should jump over. After this move, he'll reveal a green button on the front of his ship. Nail it with a flash bullet from your slingshot and he'll start the cycle over again (although he doesn't always go in the same order).

Don't worry if your stock of flash bullets runs dry; the missiles sometimes leave behind extra ammo or health cookies. You can also cause damage to the green button by whacking it with your Stun Club. After he takes a few hits, he'll also gain access to a bomb attack. If he drops a strange-looking device in the center of the battlefield, either get as far away as possible or prepare to jump over the blast.

When you return

~~~~~

First off, there is a flashing box that contains an ape within its confines to your left right at the start of this stage. Bust open the box with the Magic Punch and bag the ape. Enter the building and head forward. You have to drain the pool on the left the same way as before. Once that's done, jump down there and enter the door. Follow the path and you should see the ape you're looking for through the vented floor. Continue into the watery area and use the raft to cross the enemy-infested waters.

Take the first two lefts and hop out of your boat once you enter into the pipe. Whip out your Slingback Shooter and shoot the ape above so that he falls from the ceiling. Put him in the bag, then return to the lobby. Take the elevator on the right side of the lobby up to the next level, then hop into the tank ahead and start down the road. When you reach the area with the elevator and cookie jar, go to the left up the other road. Once you come to the green platform ahead, turn to the right and blast the white boxes to reveal the entrance to a new room.

In this next room, turn to the left and cross the red pipe to the platform on the other side. Break the glass covering the red switch, then press the switch to create some platforms to take you up to an above platform. Return to where you entered this room and use your new platforms and bridge to cross over to the far side of the room. Stepping onto the prominently-displayed red switch will cause the lift to rise, while not stepping on it will allow it to descend. What you want to do is wait for an ape to appear from below the lift and quickly grab it.

Catching those first two apes will open a secret door elsewhere in this room, so you need to let the elevator lower itself enough so that you can see it on the left wall. When you see it, break the glass with your slingshot, then quickly jump over before the fans blow you off. Inside you'll find another ape, whom you shouldn't hesitate to bag. Before returning to the elevator,

make sure you destroy all of the machines in here. Doing so will slow down the fans drastically. Hit the switch on the other side of this room and get back to the lift.

Ride the elevator back down to where the final monkey is lounging around. Wait for the lift to lower to his level and apply the bag; this level is done!

=====

g. Specter Land

=====

- MONKEY MADNESS -----
- Monkeys Needed - None (Go catch Specter!)
  - Total Monkeys - 24
  - Required Gadgets - Magic Punch
  - Specter Coins - 10

As Specter will explain, he's created this amusement park and hidden your friends Natalie and the Professor somewhere inside. Start off by heading forward into the park and into the Specter Circus, which is in the back.

Specter Circus

~~~~~

Head forward and you'll find the Professor, but he's locked away inside some tower. Turn to the right and use the bouncy platforms to cross the gap in the floor. Quickly whip out your slingshot and shoot down the two homing balloon bombs in this next area, otherwise they'll crash into you and possibly send you to your doom. Up ahead is a series of four more bouncy platforms. To cross them successfully, simply keep holding right and you'll make it. Shoot down three more balloon bombs.

Proceed up to the next platform using the Sky Flyer. After you fell another balloon bomb, make good use of Spike's shimmying skills and cross the two candy cane-colored horizontal poles ahead. After the second one, take down two more balloon bombers and refill your health at the cookie jar. Then, make your way to the roof of the tower using a few more bouncy platforms.

Up here, you'll have to defeat a clown mini-boss before you can rescue the Professor. He'll start by rolling towards you, so pepper him with shots from your Slingback Shooter. Before long, he'll retreat to the center of the arena and call upon four balloon bombers to surround him. Wait for them to home in on you, then pop them with some shots from your slingshot. Rinse and repeat, using the health cookies at the edge of the arena if need be. Once he's been defeated, he'll leave a gaping hole in the roof. Use your Sky Flyer to gently lower yourself inside.

Before you can help out the Professor, though, the clown returns for a second round! He'll now roll right towards you, so you have to double jump over him to avoid being steamrolled. If he misses you, he'll crash into the wall ahead and collapse. This is your cue and sprint over and smack him with that Stun Club of yours. Repeat the process until he's finished and the Professor will be freed!

Return to the main area of the park and find the entrance to the Coaster. This is where we'll find Natalie!

Coaster

~~~~~

Head forward and take the stairs on the right. Hop into the coaster and get ready for one wild ride! While in the coaster, all of your actions except for jumping don't work, so you won't be in control for the most part. In addition to jumping to grab chips, health cookies, and other goodies that may be floating above, you'll also want to jump whenever you see red "!" signs along the track. This means that there is some sort of hazard coming up in the track. Finally, there are gates with flashing red skulls on them all over the track. Be sure to leap over them, otherwise you'll sustain some heavy damage.

At the end of the ride, hop off and refill your health with the cookie jar, then head on up the stairs and through the doors to the right. Natalie will be locked in a cage, so you need to explore this haunted house some. Take the door left of where you came in from and take out the ghost that will attack. Also, be careful when you cross underneath the giant knife blade, as it will come down and chop you if you aren't careful. Enter the door at the end of the corridor and smash the urn on your left, then bust open the wooden door using your Stun Club.

Before heading up the staircase at the end of the hall, you'll need to take out three more urn ghosts. Easy stuff. Two more await you at the top. Defeat them, then cross the narrow bridge and jump into the jail cell. You don't absolutely HAVE to catch the ape in here, but doing so is definitely recommended. Hit one of the switches to raise some platforms in another room, then park your RC Car on the other and exit the room.

Head down the hall and enter the first room on the left. Now you can use your new platforms to cross over the misty pit of doom and into the next area, where you'll find three apes, some ghost enemies, and Natalie. Of course, to save Natalie you have to capture the three apes, so follow them into the pit filled with coffins.

The apes will emerge one at a time, a ghost coming with them. Just wait around and bag them when they pop out. After nagging at you for a bit, Natalie will run off and start screaming. Follow her and hop back onto the coaster; it'll take you back to the start of the area.

Now that you've freed your buddies, Specter will tell you to go to the Go-Cart area to face off with Jake. You heard the man, go to the Go-Cart!

## Go-Cart (Chariot Attack)

~~~~~

Take a right turn and Jake will show up in a souped-up Go-Cart. This boss battle will start off with Jake unleashing a few mini RC Cars that will charge towards you. The best way to dodge them is just to run around. If you happen to be standing in the red area that turns green when you stand in it, Jake will now rev up his engine and charge straight towards you. Just jump over him with the aid of the Sky Flyer and deliver a blow to the back of his vehicle. If you weren't standing in the red, then Jake will launch a barrage of missiles your way. Fortunately, dodging them is easier than eating a piece of cheese (which is something that typically tends to be a pretty simple task). Anyway, nail the green circle on the back of Jake's dope ride a few times and this battle will be over!

Specter will lose his control over Jake and everything seems to be all happy again. Until Specter tells you to come to his castle to settle things once and for all. Oh, boy. You can find Specter's castle in the middle of the park.

Specter's Castle

~~~~~

Okay, so this is it. The real deal. The final level. Call what ever you like. You might even equate it to Corona Mountain from Super Mario Sunshine. Or Gol and Maia's Citadel from Jak and Daxter. Or even that last place from Klonoa 2. If that doesn't tell you that this place is freaking HUGE, then I probably didn't do a very good job giving you examples of places that it's similar to. Just think of it as all the other levels in the rest of the game PUT TOGETHER. That's right. Big.

Anyhoo, start off by heading due north until you slide down onto a metal platform. From here, take a look to your right and you'll see another one. Get over there and continue using the metal platforms to reach the bottom of this basin. Hit the red switch on the ground and you'll activate some sort of warp thing. Step into the light and say hello to Specter's Castle.

Hop onto the golden platform directly in front of you and it'll shuttle you on up to the front courtyard. Of course, to enter into Specter's palatial home, you need to first round up two mangy furballs. Okay, no problem. Head right from where you first came in and you'll eventually come to a door. Go in.

Head down the ramp that spirals around the central tower and collect the chips at the bottom. Much to what should be your dismay (maybe you aren't dismayed, who knows?), some stupid ape will hit a switch that will do...something. Okay, so I have NO idea what that switch did, but it probably wasn't a good thing.

In any event, you'll see some very narrow yellow and black ledges up on the back wall. Use the Sky Flyer to scale that wall and grab the cookies to the right. Near the cookies, there is a gap in the fencing. See the red switch over there? Yes? Good. Shoot it with your slingshot and it'll open the path to that naughty little monkey who hit the switch before. Be especially rough to him when you bag him to teach him not to hit switches anymore.

Return to the area in front of the castle and you'll find that two stupid apes have decided that it would be fun to hop into some UFOs and wreak havoc. Take down their ships and capture each of the little troublemakers. Doing so will open the door that leads into the castle (for whatever reason, that other monkey we just caught doesn't count).

Once inside, avoid the two pairs of metal twinkletoe enemies and head for the stairs straight and to the left. Enter the door around the bend up here and step onto one of the red switches. Use your RC Car to activate the second switch, then charge up your Super Hoop and race into the next room before the door can lock you out.

The door above you is barred by electricity, so we can't do a thing with it just yet. Instead, head into the mouth of the giant monkey head (and you'll get some major cool points if you know which game character would say "that's the second biggest monkey head I've ever seen!" in this situation) and you'll appear in the subsequent room. Run on up the ramp ahead and you'll find another large monkey head. Unfortunately, this one's mouth is all blocked off, so we'll have to find another way to get past.

Turn to the right and drop off the ledge on the right. In addition to some chips, an extra man, and some fun bouncy stuff, there is also a tiller that you should definitely whack with your Stun Club. This will cause the monkey above's eyes to pop out, creating a nifty little bridge for you to use. Hustle back up to the main level and cross as quick as you can.

On the other side, head up the ramp and catch the monkey that's running free. What's that? Yeah, I know you don't HAVE to catch him, but you may as well since you're right here. Lazy bums. I tell ya, back in my day, we had to catch every ape we could whenever we had the opportunity, otherwise they'd disappear forever... What's that? Oh, I'm rambling again, am I? My bad.

There's also an ape in the cage that you'll want to scare out with your RC Car. With that taken care of, hit the red switch on the left side of the room and the electricity a few rooms back will go away, creating a new path for you. Backtrack to that very room and enter where the electricity previously blocked off your path.

On your left, you'll find a ramp leading upwards and an interesting-looking crystal. Smash the crystal and greedily snatch the extra man that materializes from it, all the while screaming: "I'll let no dishonorable overgrown dog that walks on two legs take my extra lives!" Okay, so there's no need to grab the life, but I'll be darned if you beat this game without screaming said phrase. I'm rambling again? Sorry.

Anyhoo, head up the series of ramps ahead and follow the paths, all the while dodging the giant robot's blasts of energy (you can take him down using flash ammo if you want, but I don't recommend it). When you come to the moving field of energy, wait for it to move to the far side, then drop onto the floor below and cross over to the next platform, making sure that it's safe before you jump up.

The ledges get narrower and narrower as you go higher, so you'll want to walk as slowly as humanly possible to make sure you don't fall off. At the top of the bright red platforms is a particularly springy platform that you need to utilize to cross a large gap in the floor. Another robot (or perhaps it's the same one, who knows?) will show up, so stay on the move. Up ahead is a platform that's moving up and down. Wait for it to lower itself, then you have the greenlight to cross to the other side.

Just before a series of conveyor belts, you'll undoubtedly see an ape hanging around on a ledge over to the left. Since we're here, we may as well use our Sky Flyer to glide over and nab him. Why? BECAUSE I SAID SO! Once he's in the bag, return to the main path and hop onto the blue-ish platform ahead. It'll take you up to a platform with a cookie jar. Refill your health, then continue on upwards.

Another robot will appear, so don't stall or he may just give you a taste of his energy cannons. Unless you're the type that would enjoy such a thing, I suggest pressing onwards. There's another energy field up ahead, but it's the exact same thing as the last one, so you shouldn't need to listen to the nonsense I have to say about it. After a duo of metal ballerina enemies, you'll come to an area with some sort of computer-looking thing and an ape. Do yourself a favor and catch the monkey before he shoots you with that shiny new gun of his.

The path will start to narrow again, but not so much as before, so you should be able to maintain your running speed. Just a few more ramps and you'll find some doors that lead outside. After grabbing the extra man from inside the crystal, use your Slingback Shooter to dispose of the flying baddies up ahead. Once they're history, proceed onwards, using the Sky Flyer to aid you up the rotating barrel-type things ahead. If you've got balls, you can go for the extra life hovering around in the middle of the chasm.

On the other side, you'll find another floating enemy that you should shoot down. With that taken care of, hop onto one of the spinning platforms ahead and



make it across to the platform on the other side, using the Sky Flyer if need be. Use your flyer to soar up to the ledge above you, then follow the path over to the area with the glass floor. Send your RC Car in and park it on the middle switch. This will cause your platform to rise, allowing you to hop off to the right and ride the moving horizontal pole over to a purple platform.

From here, you'll want to grab your slingshot and look for the red switch above. Nail it and some platforms will pop out of the wall, creating a nice little bridge that you should use to reach the above platform. The ledge ahead is very narrow, but you shouldn't have much trouble crossing it as long as you walk slowly enough.

When you reach the opposite side, you'll see two springboard platforms ahead. Wait for them to line up, then jump onto the first and hold forward to hit the second. With any amount of luck, you'll make it across with little trouble. Pull out that Slingback Shooter of yours and take out two more flying baddies, then proceed forward and whack one of the tillers until the purple-ish disc comes all the way over. When that happens, quickly hop onto it and it'll shuttle you across to the other side.

Jump up on the other side and use the golden-brown platform to access a cookie-filled platform. Replenish your health if you need to, and head forward. A robot will appear to impede your progress. Just nail it a couple of times with your Stun Club and he'll blow up and reveal a switch that you should hit without the slightest bit of hesitation. What's it do? It opens up a secret room hidden WAY back at the start of this whole area. Luckily, the platform you're standing on will carry you back, so you needn't get your lazy knickers in a knot.

Before you head to the main room to go through the painting, you may want to capture the ape that will be right in front of you. Of course, you don't HAVE to, but it will save you some valuable time if you want to totally complete this game. Either way, head straight through the door ahead and, after crossing the moving platform, make a right turn. The Specter painting is directly ahead, so go on through to meet your nemesis.

### The Fight Against Specter

~~~~~

This boss battle is so cool, it gets it's very own subsection. Oh yeah </macho>. Actually, you have to do a bit more running and jumping and such before you get to the battle itself. First of all, grab the extra man from the crystal and jump onto the red platform ahead. It'll take you up to a platform with a giant robot that fortunately isn't armed (for now, at least). Turn to the right and ride the red platform up to the battlefield. After another horribly-voiced, extra cheesy scene, the battle begins...

For this battle, you'll be seeing things from Specter's perspective. It sounds disorienting, but it's actually pretty cool. Anyway, just run around to evade his lock-on blasts. His only other attack is a shockwave that runs along the ground. Naturally, you can simply double jump right over it. You'll know he's about to use that move when you see charge some red energy in front of him. Whenever you get the chance, run towards Specter and give him a whack with your Stun Club. About five hits should be enough to take him down...

... Until he hops into that heavily-armed robot we saw earlier! Come on, did you really think it would be that easy? With this powerful now mech, Specter has a plethora of new attacks at his disposal. He'll pound the ground with both his arms and release a shockwave that you need to jump over, launch blasts of

energy into the air that you have to stay away from as they hit the ground, and fire energy beams at you which you should evade by running away. Finally, he can blast at you with his arm cannons. When he does this, you'll want to wait for him to stop firing, then turn around and hit the green button on the arm with a flash bullet. If you run dry of bullets or health cookies, the drones floating around beside him will leave some behind when they use their beam attack.

After you've taken down the first arm, start aiming for the second. Before long, both arms should go down. This will reduce Specter's power, but that evil monkey still has some fight left in him. Watch him and when he appears to be concentrating energy inside himself, head to one side of the room (anywhere but the middle) and stay there. He'll let loose a blast of energy that takes down the center of the floor. Whenever he uses this attack, make sure that you fire a flash bullet into the green light on his chest immediately after.

Of course, things aren't going to work out so nicely. Quickly get off of the area you were standing on, as he's about to completely obliterate it. After the blast, make sure you nail him in the chest. After sustaining a few hits, he'll decide that it's time to destroy two (that's right, TWO) of the three portions of the battlefield at once. When this happens, be sure that you don't start in the middle, otherwise you'll be stranded when he's preparing for the second blast. Keep hitting him in the chest, though, and he'll eventually take too much damage and run away, whining like a little baby.

Congratulations, you've just gotten Ape Escape's "fake" ending. That's right; this isn't the REAL ending. You don't get that until you catch every ape in the game and defeat Specter once and for all. The Professor will cough up the last tool you need to do this, so head back to the start of this walkthrough and get crackin'!

When you return

~~~~~

First of all, head left into Western Land. Since there was no need to come here on our first visit, there are quite a few apes hanging around in the wild west. When you first enter, you should spot a rootin', tootin', gun-totin' ape on the rooftop to the right. Knock him off with your slingshot, then run over and bag him. There are three other apes in this area, but they all reside in the "Western Hotel" on the far side of the level. Wait

for them to open up a window, then shoot them out before they can close it again. Chances are that you'll have to do a good bit of chasing before you nab all three of these pesky simians.

There aren't any apes in the circus or go-cart area, but there is one in the coaster area, so head on over there. Instead of turning right and hopping onto the coaster, run straight down a set of stairs and use your Sky Flyer and a moving platform to cross to a grassy platform below the coaster track. You'll find an ape in this super-cool, super-hidden arcade.

Now you get to head back into Specter's castle to collect the remaining apes. Instead of heading straight for the warp to the castle, however, you first need to curve around behind it and capture an ape hanging around on one of the metal platforms. He's all there is in the first area, though, so use the warp after you nab him. I do believe we've already captured all the apes in the courtyard, so you can head straight inside.

Directly to your left will be an ape concealed in a box that can only be broken through using the Magic Punch. Bust it, then grab the ape and move on!

Enter the door to the right when you first enter this castle. There will be a wall with a hole for your RC Car in it, so send in the little car and move it onto the platform that is moving back and forth between one side of the gap in the floor and the other (you should also step onto the platform). Get off on the other side along with the car, which you should park on the red floor switch. This will open the gate, allowing free access to the ape inside. He's all yours.

That's all there is down this hallway (for now), so return to the entrance and head up the purple stairs on the left. Hit the red wall switch in the orange room with two floor switches, then return to the end of the room to the right of the entrance. Since the previously-closed door is now wide open, you can head on through and use the warp pad ahead to get to the above ledge. Snag the ape up here, then hop down on the other side and continue onwards.

Make your way to the second room with the large monkey head in it. Using the same method as before, get to the platform on the left side of the room. When you reach that ledge, turn around and fire a slingshot bullet at the red light on the giant monkey's head. This will bust it open, revealing a secret doorway. Head through it and you'll find an extra man, a Specter Coin, and another ape. Make sure you turn off the electricity using the red switch in the room past the giant monkey head, otherwise you won't be able to progress.

Head up the stairs in the previous room and enter the doorway that used to be blocked by electricity. There aren't any apes remaining in this tall hallway full of narrow ledges and vicious robots, so make your way to the top and exit. The first ape you're looking for is sitting atop the door that you came out on, so use your Sky Flyer to glide over there from an above platform. The final ape can be located on the platform to the right when you use the glass platform as an elevator. Bag him and it's off to fight against Specter again!

-- GADGET TRAINING -----

Run forward and see what the mailbox has to say, then bust through the black and yellow striped boxes ahead with a powerful punch. In the next room, use the Magic Punch's range to strike either of the red switches to the side. This will open up a door leading forward, so head on through it. Defeat the many enemies up ahead, then break down some more boxes and exit this training test.

=====

h. Peak Point Matrix

=====

\*NOTE\* The final battle of this game will be unavailable until you capture all 204 apes in the game!

At the start of the battle, Specter position himself between two of the green computer panels above you and begin to charge up an energy blast. When he does this, head for the edge of the platform you're standing on and jump over the shockwave. Then, quickly fire a bullet at Specter with your slingshot, preferably one of the flash variety. Repeat this process until Specter's chair blows up.

Once he's on the ground, Specter will surround himself with a force field. Use your Magic Punch to disable the energy field, then avoid the blasts of energy that will home in on you by simply running around. When the energy spheres are gone, run in and smash that ape with your Magic Punch. When he's taken enough hits, Specter will fall onto his rear, so race over and introduce him to your







/ Nati - Lv. 1 \ / Dances to loud music \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Tray C - Lv. 3 \ / Hides from danger \
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /
~~~~~

-- PRIMORDIAL OOZE -----

/ Shay - Lv. 1 \ / Just chillin' \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Dr. Monk - Lv. 1 \ / Wondering when lunch is \
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /
~~~~~

/ Ah-choo - Lv. 1 \ / Afraid of dinosaurs \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Grunt - Lv.1 \ / Enjoying the view \
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /
~~~~~

/ Tyrone - Lv. 3 \ / Needs a bath! \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Gornit - Lv. 1 \ / Sleeps underwater \
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /
~~~~~

-- MOLTEN LAVA -----

/ Scotty - Lv. 1 \ / Won't go out in the rain \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Coco - Lv. 1 \ / Can handstand for days \
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /
~~~~~

/ J. Thomas - Lv. 1 \ / Coming out of his shell \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Moggan - Lv. 3 \ / Afraid of heights \

/ Dilweed - Lv. 1 \ / Lazy little guy \
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /
~~~~~

/ Stoddy - Lv. 1 \ / Existential philosopher \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Mitong - Lv. 1 \ / Attracted to shiny things \
\ Speed: 2 / \ Attack: 2 / \ Alert: 1 /
~~~~~

/ Nasus - Lv. 2 \ / Can read your mind \  
\ Speed: 1 / \ Attack: 2 / \ Alert: 1 /  
~~~~~

/ Elehcim - Lv. 2 \ / Flies UFO for fun \
\ Speed: 2 / \ Attack: 1 / \ Alert: 2 /
~~~~~

/ Selur - Lv. 3 \ / Feels safe in the trees \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

-- DARK RUINS -----

/ Kyle - Lv. 3 \ / Fun, sun, shiny new gun \
\ Speed: 1 / \ Attack: 2 / \ Alert: 1 /
~~~~~

/ Stan - Lv. 1 \ / Searching for gold \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Kenny - Lv. 1 \ / Guarding the entrance \
\ Speed: 1 / \ Attack: 2 / \ Alert: 1 /
~~~~~

/ Cratman - Lv. 2 \ / Too afraid to look down \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Mooshy - Lv.3 \ / Worn out from running \
\ Speed: 4 / \ Attack: 1 / \ Alert: 3 /
~~~~~

/ Nuzzy - Lv. 3 \ / His short legs are speedy \  
\ Speed: 2 / \ Attack: 3 / \ Alert: 4 /  
~~~~~

/ Mav - Lv.2 \ / Dreams about being a star \
\ Speed: 1 / \ Attack: 2 / \ Alert: 1 /
~~~~~

\_\_\_\_\_  
/ Papou - Lv. 1 \ / Crazy from solitude \  
\ Speed: 1 / \ Attack: 2 / \ Alert: 1 /  
~~~~~

/ Trance - Lv. 3 \ / Has a really big mouth \
\ Speed: 1 / \ Attack: 2 / \ Alert: 1 /
~~~~~

\_\_\_\_\_  
/ Bernt - Lv. 3 \ / Has too much fun to care \  
\ Speed: 1 / \ Attack: 2 / \ Alert: 1 /  
~~~~~

/ Runt - Lv. 3 \ / Slippery fast runner \
\ Speed: 4 / \ Attack: 1 / \ Alert: 3 /
~~~~~

\_\_\_\_\_  
/ Hoolah - Lv. 2 \ / Playing dead \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Chino - Lv. 3 \ / Watches TV in his goggles \
\ Speed: 2 / \ Attack: 3 / \ Alert: 4 /
~~~~~

-- CYPTIC RELICS -----

\_\_\_\_\_  
/ Bazzle - Lv. 2 \ / Lamenting his lost love \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Freeto - Lv. 2 \ / Needs clean underwear \
\ Speed: 2 / \ Attack: 2 / \ Alert: 1 /
~~~~~

\_\_\_\_\_  
/ Troopa - Lv. 2 \ / Pushy little dude \  
\ Speed: 1 / \ Attack: 2 / \ Alert: 1 /  
~~~~~

/ Stymie - Lv. 2 \ / Shot a hole in his foot \
\ Speed: 1 / \ Attack: 2 / \ Alert: 1 /
~~~~~

\_\_\_\_\_  
/ Spanky - Lv.2 \ / Spineless and ruthless \  
~~~~~


/ Murky - Lv. 2 \ / Sleeps on a trapeze \
\ Speed: 1 / \ Attack: 2 / \ Alert: 1 /
~~~~~

/ Horke - Lv. 3 \ / Has a black belt in judo \  
\ Speed: 2 / \ Attack: 3 / \ Alert: 4 /  
~~~~~

/ Howeerd - Lv. 2 \ / Witty and charming \
\ Speed: 1 / \ Attack: 2 / \ Alert: 5 /
~~~~~

/ Robbin - Lv. 2 \ / Skilled horseback rider \  
\ Speed: 1 / \ Attack: 2 / \ Alert: 5 /  
~~~~~

/ Jakke - Lv. 3 \ / Angry and unfunny \
\ Speed: 1 / \ Attack: 2 / \ Alert: 5 /
~~~~~

/ Frederic - Lv. 3 \ / Used to live on Mars \  
\ Speed: 1 / \ Attack: 2 / \ Alert: 5 /  
~~~~~

/ Baba - Lv. 3 \ / His teeth are way too big \
\ Speed: 1 / \ Attack: 2 / \ Alert: 5 /
~~~~~

/ Quirck - Lv. 5 \ / Antisocial misfit \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

-- SNOWY MAMMOTH -----

/ Popcicle - Lv. 2 \ / Sings in his sleep \
\ Speed: 3 / \ Attack: 2 / \ Alert: 2 /
~~~~~

/ Iced - Lv. 1 \ / Suffers from brain freeze \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Rickets - Lv. 4 \ / Smelling mammoth fumes \
\ Speed: 3 / \ Attack: 3 / \ Alert: 4 /
~~~~~

/ Skeens - Lv. 2 \ / His suit makes him itch \  
\ Speed: 3 / \ Attack: 3 / \ Alert: 1 /  
~~~~~


/ Xeeto - Lv. 3 \ / Writes haiku poems \
\ Speed: 2 / \ Attack: 2 / \ Alert: 5 /
~~~~~

/ Moops - Lv. 4 \ / Wants to rule the world \  
\ Speed: 4 / \ Attack: 2 / \ Alert: 5 /  
~~~~~

/ Zanabi - Lv. 4 \ / Hasn't planned his future \
\ Speed: 4 / \ Attack: 2 / \ Alert: 5 /
~~~~~

/ Doxs - Lv. 3 \ / Caged for his protection \  
\ Speed: 2 / \ Attack: 3 / \ Alert: 1 /  
~~~~~

/ Buddha - Lv. 5 \ / Looking for the true path \
\ Speed: 3 / \ Attack: 4 / \ Alert: 2 /
~~~~~

/ Foey - Lv. 3 \ / Acts on intuition \  
\ Speed: 5 / \ Attack: 1 / \ Alert: 3 /  
~~~~~

/ Kong - Lv. 4 \ / Gets lonely at the top \
\ Speed: 1 / \ Attack: 4 / \ Alert: 4 /
~~~~~

/ Phool - Lv. 5 \ / Has the scariest face \  
\ Speed: 5 / \ Attack: 4 / \ Alert: 4 /  
~~~~~

-- CRUMBLING CASTLE -----

/ Robart - Lv. 4 \ / Euro Techno junkie \
\ Speed: 2 / \ Attack: 3 / \ Alert: 5 /
~~~~~

/ Igor - Lv. 1 \ / Gets beat up a lot \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Naners - Lv. 4 \ / Orders everyone around \
\ Speed: 3 / \ Attack: 4 / \ Alert: 2 /
~~~~~

/ Neeners - Lv. 1 \ / Overly sensitive \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /





/ Dywan - Lv. 4 \ / Needs to prove himself \  
\ Speed: 3 / \ Attack: 3 / \ Alert: 1 /  
~~~~~

/ CK Hutch - Lv. 2 \ / Can't see straight \
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /
~~~~~

/ Winky - Lv. 4 \ / Has no time for girls \  
\ Speed: 3 / \ Attack: 3 / \ Alert: 1 /  
~~~~~

/ B Luv - Lv. 3 \ / On edge from the darkness \
\ Speed: 3 / \ Attack: 3 / \ Alert: 1 /
~~~~~

/ Camper - Lv. 5 \ / Uses 02 tan underwater \  
\ Speed: 4 / \ Attack: 2 / \ Alert: 5 /  
~~~~~

/ Huener - Lv. 5 \ / Won't put up with losers \
\ Speed: 3 / \ Attack: 4 / \ Alert: 2 /
~~~~~

-- SPECTER'S FACTORY -----

/ Big Show - Lv. 5 \ / Has a mean back itch \  
\ Speed: 3 / \ Attack: 2 / \ Alert: 4 /  
~~~~~

/ Dreos - Lv. 6 \ / Feeling tough in his tank \
\ Speed: 3 / \ Attack: 4 / \ Alert: 4 /
~~~~~

/ Reznor - Lv. 1 \ / Parited late last night \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Urkel - Lv. 4 \ / Totally screwed up \
\ Speed: 1 / \ Attack: 3 / \ Alert: 4 /
~~~~~

/ Vanilla S - Lv. 3 \ / Web master general \  
\ Speed: 1 / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Radd - Lv. 4 \ / Did his own brain surgery \
~~~~~



\_\_\_\_\_  
/ Danio - Lv. 6 \ / Dizzy from lack of oxygen \  
\ Speed: 3        / \ Attack: 3 / \ Alert: 4        /  
~~~~~

/ Roosta - Lv. 4 \ / Sleeps upside down \
\ Speed: 3 / \ Attack: 3 / \ Alert: 1 /
~~~~~

\_\_\_\_\_  
/ Tellis - Lv. 5 \ / Weak from fasting        \  
\ Speed: 3        / \ Attack: 1 / \ Alert: 1 /  
~~~~~

/ Whack - Lv. 4 \ / Fearless and powerful \
\ Speed: 3 / \ Attack: 3 / \ Alert: 1 /
~~~~~

\_\_\_\_\_  
/ Frostee - Lv. 2 \ / Awesome computer hacker \  
\ Speed: 1        / \ Attack: 1 / \ Alert: 1        /  
~~~~~

-- MONKEY MADNESS -----

/ Goopo - Lv.3 \ / Control freak \
\ Speed: 3 / \ Attack: 2 / \ Alert: 1 /
~~~~~

\_\_\_\_\_  
/ Porto - Lv. 4 \ / Talks to himself        \  
\ Speed: 3        / \ Attack: 2 / \ Alert: 1 /  
~~~~~

/ Slam - Lv. 5 \ / Terrified of ghosts \
\ Speed: 3 / \ Attack: 2 / \ Alert: 5 /
~~~~~

\_\_\_\_\_  
/ Junk - Lv. 5 \ / Excited by monsters        \  
\ Speed: 3        / \ Attack: 2 / \ Alert: 5 /  
~~~~~

/ Crib - Lv. 5 \ / Wants out immediately \
\ Speed: 3 / \ Attack: 2 / \ Alert: 5 /
~~~~~

\_\_\_\_\_  
/ Nak - Lv. 6 \ / Cool coolio        \  
\ Speed: 3        / \ Attack: 4 / \ Alert: 5 /  
~~~~~

/ Cloy - Lv. 6 \ / Can't stand the suspense \
\ Speed: 4 / \ Attack: 4 / \ Alert: 5 /

=====
Version 1.3 / March 13, 2005

Allowed <www.honestgamers.com> and <www.gamerhelp.com> to host this FAQ.

=====
PAST VERSIONS
=====

Version 1.3 / May 19, 2004

I decided to add in the codes found in the Codes section of GameFAQs. Enjoy!

Version 1.2 / April 17, 2004

Format adjustments and spell-checking, mostly.

Version 1.1 / January 5, 2004

Happy New Year, y'all! My gift to you is fixing up the Monkey Book section so that it looks a heckuva lot nicer. Enjoy!

Version 1.0 / November 12, 2003

Everything is complete, so all of your monker-wranglin' needs should be settled. Don't expect any more updates, unless it's just to fix up some errors or something.

Version .99 / November 11, 2003

The main walkthrough is complete, but I haven't got to the level return strategies yet. The mini-games, gadgets, and

This document is copyright Vash The Stampede15 and hosted by VGM with permission.