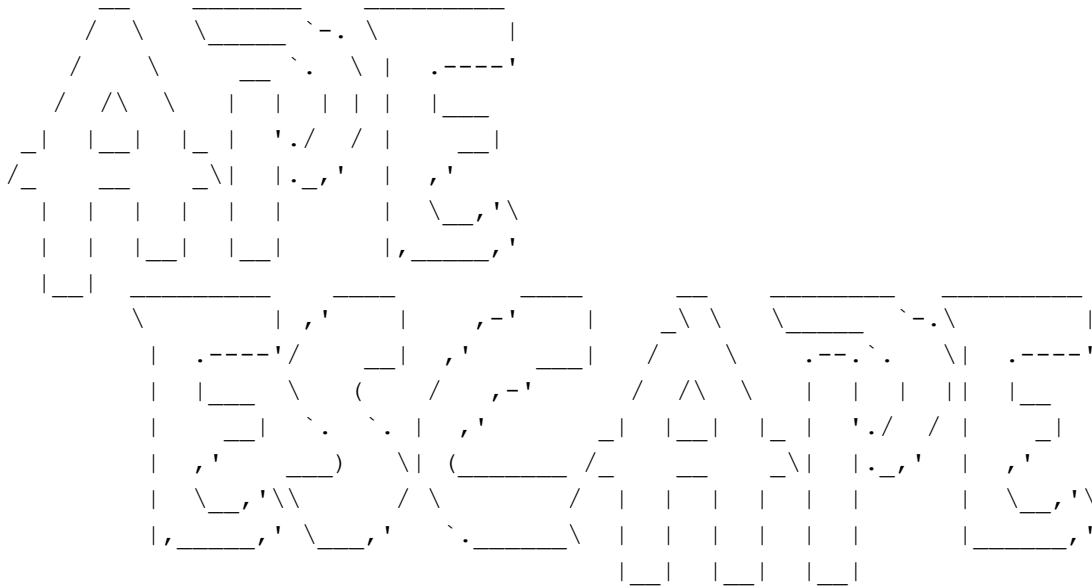


Ape Escape FAQ/Walkthrough

by Gbness

Updated to v0.9 on May 14, 2004



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Ape Escape FAQ/Walkthrough
Version 0.9
Copyright 2003-2004 Richard Beast
Email: richard_power1000@yahoo.com
  
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1) Version History
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This is the version history for this darned guide:

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11/20/03 - Version 0.8: Yes, I lied. I updated this to Version 0.8! Walkthrough
up to Sushi Temple, and the Monkey Book has been updated quite a bit. Format
has been improved to its maximum too, so I am 100% pleased!
  
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10/09/03 - Version 0.5: I am no longer putting more version histories here. Every time I do something in the guide, I might update it but no more shall be here. Until Version 1.0, of course.

9/24/03 - Version 0.35: More updated, and the Monkey Book was further done. I also did one of Jake's challenges and Coral Cave. I also tried new format. I won't update again until I finish more levels or my format is a failure.

9/22/03 - Version 0.25: I updated the guide and did a little more of the walkthrough and some gadget tests. Still not complete, but it's surely progress!

9/20/03 - Version 0.2: The first, quite incomplete version of this guide. A while less than half of the game is covered. I will update this guide soon, I promise.

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2) Introduction

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Ah, if it's not Richard Beast and another kid's game, Ape Escape, eh? Well, Ape Escape certainly isn't any kid's game. This is one of the most magnificent games I have ever played. If you've read my recently updated review for Ape Escape, you'll know all of my feelings on this wonderful gem of a game. Anyway, I am your host, Richard Beast. This is my fifteenth guide, and since there was definitely a little room for another Ape Escape guide on GameFAQs, I decided to do one. Well, enough babble, time to start the guide! Anyway, remember that there will be spoilers here so read at your own risk.

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3) Legal Disclaimer

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You are NOT permitted to put this FAQ on your site without my permission first. All you have to do is email me or IM me saying you want this FAQ on your site, then you can tell me your site and the chance is high that I'll let you. But if you put this FAQ on your site without my permission I swear you will regret it. If I let you, not ONE word should be changed from this FAQ! NOT ONE! Got it? Good. Also, make sure that no money is involved. If you want this FAQ to be sold on eBay, then just forget about it, man. And don't sell this guide either, or pay people to use it, or you'll be in such big trouble you don't want to think.

Another little note is that I will not have this guide hosted on many other web sites besides GameNotOver, GameFAQs, IGN, and Neoseeker. You need full-on permission if it's not one of the four above sites. I am sick of people ripping me off (I have been ripped off three times in the past), so if I don't like your site, I won't let my guide be posted on it. I am sorry, but this is how it has to be. If you ask politely and I like your site, you will definitely have the luck of getting it up there. Thank you very much.

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4) E-Mail Rules

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I love getting good emails, so you're free to email me with a question any time, and I will answer questions already answered in this FAQ. But these are

the rules:

1. Don't send me a question for something that this FAQ shouldn't list anyway.
2. If you email me try to make it neat. There's a much higher chance I won't respond to you if the email has ALL CAPS, no caps, and no short talk like i instead of I, ur instead of you're, etc.
3. Don't send me advertisements. They will be ignored and deleted.
4. No silly stuff.

If you follow these 4 rules there's a 99% chance I will respond to you within 12 hours.

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5) IM Rules
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I recently closed my AIM list, so you'll have to e-mail me to be added to it if you aren't one of my friends. Still, I may uncloze it sometime. I will update this guide when I end up doing so, so don't you worry. Oh, and if ya end up on my list, don't bother sending me IMs like "hey" and "hi" and asking me what games I have, what sites I go to, and stuff like that. Honestly, I am very busy often and don't have time to bother with all that stuff. You can still ask it to me, but don't ask it often or I could remove you from my list. Still, I am a good guy to talk to on AIM. My name is Rib292. Anyway, that's all you need to know about that.

UPDATE: it's closed. E-mail me to be added.

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6) Characters/Basics
=====

I'll start off with the characters and then everything you need to know to get yourself started.

Characters:

~*~*~
Spike
~*~*~

Spike is your hero, and the one who has to catch the monkeys. He looks a bit like a monkey himself, but he's 10 years old and don't judge him by his size! He may look like a runt to Specter or anyone else, but he contains true power.

~*~*~
Jake
~*~*~

Jake is Spike's rival but friend, and was transported back in time with Spike but reached Specter, where he gave in and was controlled and brainwashed. He challenges Spike to three races/battles during the game as well.

~*~*~*~
Natalie
~*~*~*~

Natalie is the Professor's grand-daughter, and she really gets mad easily. She is also 14 years old but doesn't play a huge role in the game.

~*~*~*~*~

Professor

~*~*~*~*~

The Professor was the one who made the Peak Point Helmet. He's a good person, but he's the reason why Specter is now evil and controlled. He makes all the gadgets for Spike, although he is 60 years old and doesn't play too much role.

~*~*~*~

Specter

~*~*~*~

Specter. He was an innocent little monkey before, but he found the Peak Point Helmet that the Professor had dropped. So he put it on and then became possessed and evil. He released all the monkeys at the amusement park he was in (204), and gave them duplicate helmets and then he went to the Professor's lab to go back in time and change history forever. He must be stopped.

Basics:

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CONTROLS

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The controls in Ape Escape are rather confusing, so here they are:

MOVING

Ape Escape was the very first game that took full advantage of the Dual Shock Analog Controller. And since there's so much stuff to do in this game and a lot of buttons required for that, Spike is moved with the Left Analog Stick. If you're pushing it just a tiny little bit, he will walk slowly. If you push it all the way, he will run. Running while you have the Super Hoop going will make you run REALLY darn fast!

JUMP

To jump, press R1. Yes, I know it is a silly button to press for jumping, but it is the button anyway. To do a double jump, press R1 for a regular jump and then press R1 in midair and that will end up being a double jump. Also, once you have the Sky Flyer, you can turn it when you are already in the air to get an even bigger jump! This is a very cool feature that they brought up, was it not? Not to mention in midair you can tilt the Right Analog Stick to land down, and the Stun Club goes down on the enemies.

PAUSE

To pause the game, press Start. If you press Triangle from there, you will go to the gadget menu, where you can choose the gadgets. By pressing O, you will get some details about the level, how many monkeys you have left to catch, time trial data and stuff like that. If you want to escape from the level or restart Time Trial, press [] (Square). X will allow you to continue.

CAMERA

The camera of Ape Escape can become very frustrating at times. Believe it or not, the D-Pad is used to move it. This is best used if you're at an area where you can't move very much and you want to see what is to your left or right without having risks of turning it around by moving. L1 will put the camera right in front of you, so you can always see where you're going. That pretty much wraps it up when it comes to that.

X: Weapon
O: Weapon
[]: Weapon
/\: Weapon
D-Pad: Move Camera
Start: Pause
Select: Gadgets
Left Analog Stick: Move
Right Analog Stick: Use Gadget
L1: Move Camera in Front
L2: Move Camera
R1: Jump
R2: Jump

++++++
MONKEYS
++++++

You may notice as you move through the game that the monkeys have different colored pants on. This lets you tell what kind of monkey he is.

Yellow: Normal ape, nothing special.
Light-Blue: Very gentle and usually doesn't attack.
Blue: Runs fast and is hard to catch.
Green: Very alert and powerful.
Red: Very aggressive.
Black: Mischevious and strong.
White: Extremely alert.

=====
7) Gadgets
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Here is a list of all the gadgets in the game, when you get them, what they do, blah blah blah.

Name: Stun Club
When: You have it at the beginning.
What: This is your basic weapon and what you're probably going to use throughout the game. Just throw the Analog Stick and it swings in that direction! Also, you can spin it to make it even more useful. Very good for those wheels, and it's a medium powered weapon.

Name: Time Net
When: You have it at the beginning.
What: Make sure you always have the Time Net while monkey hunting, because this is the most useful gadget in the game. No other gadget can capture the monkeys like the Time Net can so without the Time Net, you'd be helpless!

Name: Water Net

When: Before Primordial Ooze.

What: This also captures monkeys, but it's not a real gadget. When you dive in water, the gadget you currently have is replaced with the Water Net. By pressing R3 (pressing down the Right Analog Stick), you can fire at the monkeys and catch them!

Name: Monkey Radar

When: Before Thick Jungle.

What: You cannot attack with the Monkey Radar, but it's a very useful weapon when you're going for apes you can't see or blue-panted ones. You can use this gadget and if a monkey is nearby, it makes a noise. The closer you get to the monkey, the louder the noise. This is the only one gadget that you never need though, so I'd say it's the least useful gadget in the game.

Name: Slingback Shooter

When: Before Cryptic Relics.

What: Probably the most used weapon in the game besides the Stun Club, the Slingback Shooter is used to shoot at enemies. There are three kinds of bullets to fire. One is the normal bullet in which you have an infinite number of and don't need ammunition for. It is very weak. Another is the explosive bullet, and is very powerful and even some bosses will fall to the power of this weapon, but you have 7 of these at the default so you need ammunition dropped by enemies to use this, which is truly a pity. And the last is the tracking bullet, which is simply a missile that tracks on to the enemy or ape, and is of medium power but extremely useful while going for UFOs. Unfortunately though, it also needs ammo, but overall the Slingback Shooter is one of the most useful gadgets in the entire game.

Name: Super Hoop

When: Before Crabby Beach.

What: If you are going for Time Attacks or you have a switch right below you and a place you need to reach really quickly, the Super Hoop is here. You have to rotate your Right Analog Stick and the Super Hoop charges up and Spike starts running VERY quickly! Against apes in Time Attack mode, you must have the Super Hoop. Unfortunately though, you don't need it too often besides the Time Attacks. And I also forgot to mention that it can be used as a small attack against apes, but has a small power.

Name: Sky Flyer

When: Before Frosty Retreat.

What: Yet another incredibly useful gadget! Spike can turn the Sky Flyer and be levitated to a high area with it. Not only can you use this to jump high distances that you couldn't reach before, you can use it to jump long distances, and when you're in the air if you turn it longer you'll be going for a really long time, so you'll love this gadget a lot. It can also SOMETIMES be used as a weapon if you levitate right next to a monkey, but the power is very low.

Name: RC Car

When: Before City Park.

What: This is probably the coolest gadget in the whole game. Spike has a remote control and can move the car with it. In those places where even the Super Hoop can't you past a door, the RC Car can by putting it on the switch. Not only that, but in those cages with monkeys in them, you can frighten them out by putting the RC Car in there. You can also drive it to attack enemies, and it has a medium attack power. If you use it to attack an ape, it may attack the RC Car and destroy it. If the RC Car falls into a pit, it is destroyed but you can just use the button it's on to bring it back. If it explodes right next to an ape, that ape will take a lot of damage and stay down for a while. So therefore, the RC Car is an immensely useful gadget.

Name: Magic Punch

When: After Monkey Madness.

What: This weapon is ULTIMATELY powerful. Although you can't spin it on a wheel like you can with the Stun Club, this weapon is very powerful and will knock apes out for quite a while. It is so powerful that it can break through the various walls located in Ape Escape with monkeys behind them, and it even has a long distance! With this weapon, you'll hardly need any other method of attacking.

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8) Walkthrough
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Here's a complete walkthrough for Ape Escape. Enjoy it, it took a lot out of me.

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FOSSIL FIELD

Coins: 1

Monkeys Needed: 3

Monkeys: 4

Gadget(s) Needed: Sky Flyer
=====

Fossil Field is the very first level in the game, so if you can't beat this, you're doomed. ^_^ To the left, you will find a lot of trees, so I'd recommend climbing them. You'll find lots of chips up here, so you might as well get them. Also, you may find a Specter Coin on top of one of the trees. After you get it, try not to jump down but climb down the tree. To your right, you will find another monkey on top of a rock, but we need the Sky Flyer to get him/her. Basically all you have to do is catch the apes right to your left. It's as simple as that.

NOTE: Right before Primordial Ooze, you will have to go through the Water Net test. Refer to the Gadget Tests section for that.

=====
PRIMORDIAL OOZE

Coins: 1

Monkeys Needed: 4

Monkeys: 6

Gadget(s) Needed: N/A
=====

You may find at the start of this level that there's a rock in the water and you cannot jump to it. Well, you don't need the Sky Flyer for that! Just jump on top of the dinosaur in the water, and then from there you can jump to the rock and catch the monkey! He hardly even attacks. After you catch him, jump down and use your Water Net on the monkey right there. Up above, you may notice another ape. Get right next to that area and jump, and he may jump down here. In that case, use the Water Net and let him taste it. Now go back to the left. Deep in the water, you can find a Specter Coin and several chips. Get the Specter Coin and the chips and go back to land. Where you arrived, you'll find a bridge and a monkey on the other side. Hope he doesn't run away and catch him.

After you catch that monkey, Primordial Ooze will be cleared but there are still two more apes to catch and no other gadgets are needed to get them, so we might as well catch them. After you do that, go to the surface to the right of

there, and you'll find a rock with a monkey on top of it. This isn't hard to make, all you have to do is double jump and catch him. After that, get the chips and head right ahead. Three green monsters might poke their head out, so in that case use the Stun Club and kill them. Go ahead and you'll find the area where the third monkey was. Jump down into the water and go to the left. Jump up the steps and get to the top, then catch the monkey there. Now Primordial Ooze is completed!

=====
MOLTEN LAVA

Coins: 1

Monkeys Needed: 4

Monkeys: 7

Gadget(s) Needed: Slingback Shooter
=====

Molten Lava is harder than the previous levels, but it still isn't anything rather difficult. Get the chips up this little hill and go to the left. Take out the enemies here and you might see a waterfall. Jump behind it and you'll find another monkey. Catch him and get out of that room. Jump up the right step and you'll find two more green monsters. Another monkey can be located here. Catch him and to your right you will find a platform.

There are lots of chips surrounding this platform, so I would recommend getting them. Afterwards, jump on to it and go up. Right ahead, there's another monster. Take the two out and you'll see a Specter Coin up the hill. Simply jump up the steps and then go down the hill from the top (you'll slide down unless you do this), and grab it. You may now see some eggs...

The Pterodactyl in the sky is guarding the eggs, and do NOT get in its nest! If you do, it will grab Spike out of it and waste a lot of time. You may see that one of the eggs is shaking a little. When you find that, attack it and a monkey will come out of it. Now, catch him! Try not to waste time with him by having him get in the nest and in another egg. After catching him, go down two steps and jump to the highest step. You'll find the waterfall and a monkey right next to it. That completes the level.

I wouldn't recommend stopping now though. Return to this level and go to your left, up the step with the platform, then up the next steps past the Pterodactyl's nest, and you'll come to the molten lava itself. Go up the hill and you will find a T-Rex. It has a monkey on its back but you cannot hurt it with any of your gadgets. There are two ways to catch the monkey. The hard, long way is to stand in front of the rocks and get in sight of the T-Rex, then wait for it to roar and then get out of the way. If he hits his head hard enough, he'll drop the monkey. Only do this if you want to torture yourself. The easy way is to jump and catch the monkey while he is on the T-Rex's tail. Now, go to the upper-left rock and catch the monkey on top of it.

There is nothing more to do in Molten Lava yet, but there's one thing you should do after you get the Slingback Shooter. Near the entrance, there is a door leading to an area with a fence blocking off a Triceratops and a monkey. Use the Slingback Shooter and shoot the switch on the other side. The monkey on the Triceratops can be caught by letting him throw bombs. When they're on the ground, just use your Stun Club and it'll throw the bombs back at the Triceratops. It will rage now so if you're in the way get out of it. Hit it three times and that monkey will be dropped. Catch him and this level is completed.

NOTE: Before Thick Jungle, you will get the test for the Monkey Radar. Go to the Gadget Tests section for that.

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THICK JUNGLE

Coins: 4

Monkeys Needed: 6

Monkeys: 14

Gadgets Needed: Slingback Shooter, Sky Flyer

=====

Now, you may notice that the number of monkeys is a tad bit high in this level. Well, that's no problem. There are lots of bees and plants in this level that are very annoying, so watch your step here. The area right ahead of you is full of trampolines that we need the Sky Flyer to access, so don't bother going there. Take out the plants right ahead of you as well as the bee, and you'll soon find a monkey. Catch him, and then turn to your left.

Take out some more enemies to be found here, and you will find another monkey. Also, there's a little area to the left where you can swim into a tunnel. In there, you can find a UFO, but it's almost impossible to shoot down without the Slingback Shooter. If you want to catch him now though, just jump on the rock and do several jumps when he gets close and hope to catch him. There is very little chance.

If you went in there, head straight in the water and get to the surface, and then go to the left, or if you didn't go there, it's to the right. Either way, you'll led to another little area. You'll find a black-panted monkey here. Watch out for his gun and capturing him will be no problem. After getting him, just jump in the water and head into that tunnel.

We'll be in an area with a great deal of water and a rainbow in the sky. To your right, there's a monkey in the vines, but we need the Slingback Shooter for him and there's no way of getting around it. Period. You may still want to go over there because there is a Specter Coin as well as some chips there. And right ahead, you'll find two open Energy Chips and a rowboat, as well as a large, disgusting fish. I have never found any way to defeat the fish.

To get past this fish, you may want to use the rowboat. Let me warn you though that the controls for the rowboat are so horrible that you probably won't want to do that. Besides, you do not need it. What I would suggest is to just swim as fast as you can past it before it shocks you with its fins, and get to the pole. Climb it, and you'll see another monkey climbing vines.

Now this monkey, unlike the other few monkeys that we've met on vines, can be captured. Do a double jump and then use the Stun Club to knock him off. Then capture him. Jump back into the water and head straight ahead. We'll find one of those wheels and a closed gate. Take out the Stun Club and spin it with a full 360, and then QUICKLY jump into the water and get beyond the gate. Capture the monkey here, and go to the next area.

We will find another rowboat and yet another fish. This one is much smaller than the previous one and is down below so we don't have to deal with it. Ignore the rowboat and swim on. You can't kill the fish without the Slingback Shooter, so don't even try. Just swim right ahead and you'll find land. To your right, jump up and go up the steps. You will find another yellow monkey here. Catch him.

Now, it's time to get the big meat out of the way. Right ahead of him, you'll find yet another monkey. But he has a semi-boss to help him. You cannot catch him before fighting the tree he will escape to. I have tried by shooting explosive bullets with the Slingback Shooter and even crawling to him and using

the Time Net when I got close without him taking the slightest notice of me. It cannot be done, so we have to fight the tree.

Defeating it is pretty simple, although it is not very fun. Back there, there is a cookie jar so if you run low on health, just use it to get more back. The tree will guard itself with two trees. To defeat it, attack the trees and its body will be revealed. Hit it a few times with the Stun Club, and then a small wind will start. Immediately get back when this happens, and then wait for it to attack with the trees and then attack them when you can, and hit the tree. You'll have to do this four to five times. When it's down, catch the monkey.

After we catch that monkey, please do remember that our work is not done here yet. The stage will most likely be cleared by then, but we want everything, don't we? Once you get the Slingback Shooter, shoot down the monkeys that you couldn't before, and then go back to where we previously were. There is a small log bridge around here with some chips, two plants, and a monkey on vines. Take care of the plants and then hit the monkey with the Stun Club and capture him.

From where the monkey with the tree was, go back. You will see another area ahead of that. Make sure you have the Slingback Shooter. In the vines, a monkey can be seen. Get past all of the rocks, but do it carefully. Sometimes there's about a three second wait before all of them stop and sometimes three will roll very rapidly. Do that and then shoot at the darned monkey. Catch him, and we have only two more to go.

Alright, remember near the entrance where that area was right ahead of you? Just return back to the entrance when you have the Sky Flyer. A lot of trampolines can be seen right above. Use the Sky Flyer and lift yourself up to a red one. Bounce to a green platform and jump up. Take out the Stun Club and spin the wheel next to this door. When the door is up, run in and capture that monkey. He was Specter's favorite. =P After catching him, get the chips around here and head to the right.

Some pig-like enemies will await you. Take them out with your Stun Club and go right on. A light-blue panted monkey can be seen with one of those tree monsters. This one, however, can be crawled up to and captured. Just push in the Left Analog Stick and crawl to him, and try to catch him before he gets in the tree. After that, you may notice some small green steps below to your left. Go down these steps carefully as they are very small. Enter the cave right ahead of you from there, and you'll find some chips, a Specter Coin, and the last monkey. Get everything and this level is over.

=====
DARK RUINS
Coins: 4
Monkeys Needed: 6
Monkeys: 13
Gadgets Needed: Slingback Shooter
=====

Dark Ruins is another really long level, similar to Thick Jungle. Up on the ledge, you'll see a monkey with a gun, shooting at you. Unless you have the Sky Flyer, you can't reach him from down here. Right ahead of you, there's a blue-panted monkey. Take out the regular monsters around here (crawling up on them rules). You have to hit them twice. After you kill them, you might want to crawl up on the monkey as well. However, try to avoid him seeing you. To make yourself even less visible, press in the Right Analog Stick to pretend you're not there.

This monkey is very hard to catch. Since he wears blue pants, he is very fast

and you might want to leave him alone until you have the Super Hoop. Otherwise, wait until he starts running around the large fence. On the other side of the fence, there is a monkey and at the top of the large statue there, you can find a Specter Coin, but unfortunately we cannot get either of them yet. What a bummer. As for the blue-panted ape, just crawl and get to him. I've done this without his helmet even turning yellow.

After catching him, go to the left of the fence. You'll see a slightly delicate floor and a pillar up above. There's a block on top of it, but we can't reach that yet, and we cannot break the floor without using the block, so ignore that for now. Take out the enemies around here with the Stun Club, and you'll soon reach a sort of temple to your right. Well, let's enter that, shall we?

You will find a small purple beast jumping around here. Hit it to make it turn into two small beasts. Hit one of them to make it two tiny beasts, so that's four of them. Kill them all for the cookies they drop, and then just go on ahead. Above a slippery white ramp, you'll see some vines and a monkey on them. We need the Slingback Shooter for him, so don't bother. Head to the right, and for heaven's sakes AVOID THOSE FREAKING FLOORS THAT JUST GO DOWN. There are more purple beasts here.

After killing those beasts, you may want to see that monkey on the other side of the fence. He'll fire at you, so stay clear. After a little time, he'll step on the button and you will go down a white ramp. Note that this is not the white ramp that we saw a little earlier with the vines and the monkey. After you reach the floor, just go on and you'll see an elevator to the right. Jump on it and it'll take you up.

Up there, turn to your right and take out the statues here. You'll find the monkey that we saw on the other side of the fence here. Catch him and that's him taken care of. Take out the statues to his left and right, and then go to your right. You'll find another elevator. Jump on it and it'll taken you to the top of the first white slippery ramp with the vines. We can't get the monkey yet (rats' behind), so just slide down the ramp and get the Specter Coin and go past where the fence was to the exit of this place.

At the top of this place, you will see a monkey with a gun and that block that we noticed earlier. Run around here and catch the monkey and then go to the block. Get up close to it and push the Left Analog Stick forward to the right and it'll break the delicate floor on the ground. Now do NOT jump to get off here, or you're likely to fall off. Just walk off, and do try not to fall into the area below the delicate floor. If you do, you will almost definitely take damage. Get the chips and enter the area below where the delicate floor was.

You'll find a new enemy in here. It's a hard to hit flaming monster that loves to circle around and explode, doing some damage to Spike. You'll want to use the Stun Club to blow them up. Destroy them, and go to your right. Walk up that wall there, and find the monkey there. Capture him and then jump down to the floor. Right ahead of you, you'll find a green-panted monkey along with some flaming monsters, some switches, and a huge fan.

Okay, this monkey is a BIG PAIN IN THE NECK. Green-panted monkeys are very hard to catch and this monkey is no exception. He can shoot missiles at Spike and do some damage, but worse of all there's the fan. The two switches will operate the fan and it'll pull you away from the monkey. The flaming enemies are a large distraction and to make things worse even so, he could probably see you from halfway across the whole room.

Well, there's a new tactic that we can use in this place. You'll definitely have to crawl up on this monkey unless you're really talented and have the

Super Hoop with you to go SUPER fast to get to him. What you need to do is crawl up on him, but when he stops, always press R3 (push in the Right Analog Stick). Eventually he will probably see you, but by then you will most likely be close enough to him to catch him. Do so and then step on one of the switches and pull yourself away with the fan.

After you've caught him, you've probably cleared Dark Ruins. The rest of this level's walkthrough will cover the rest of this level. In this room, there is a Specter Coin. But to get it, you will have to walk across a VERY small, thin, and narrow path, and it is pretty long. In fact, I even recommend not getting it now and waiting until you have the Sky Flyer. When you have it, you can just get up there from below it. Anyway, Specter Coin or not, go to the room opposite the entrance and get out of this place.

You're now on the other side of the fence in the beginning of the level. That obviously means there's another monkey in here. Catch him and then you might notice a Specter Coin high above. This doesn't require the Sky Flyer but it requires some talent and skill. Jump up the step to your right and climb up the pole. Jump up and climb to the top and grab the Specter Coin. Then, you might want to sacrifice a cookie and just over the fence, or it'll be a great deal of work going through that area back there and making your way back to the other side of the fence.

Now, there's another area in Dark Ruins that we need to take care of. Go back to where the first temple that we found was, and to the left of it you will see some platforms. Flying monsters of green will be around here, so hit them with the Stun Club when they charge and be careful not to get hit. Don't jump to the high piece of land you'll see right ahead, just go to the right. You'll find yourself at a platform with a light blue-panted monkey there. He is extremely easy to catch. Jump back across the platforms.

Go to the high piece of land that I mentioned a little earlier, and then go up the steps there. You'll find the REAL temple. To the left of it, there is a button to open the door. Hit it and then the door will open. Get in there and you'll see a brown elevator. Do NOT go down there yet because it takes ages for it to go down and there's another priority. Go to the door opposite of the entrance and enter, then you'll find yourself at another high area. Jump right down and you'll find yourself at the ape that was too high to reach at the beginning. Get him and jump down.

Make your way back to the high piece of land and the temple, and then re-enter. Now use the brown elevator and go down. Okay, here is where you will definitely want the Super Hoop. Take out the statues here, and then go to the right. A blue-panted monkey is here. It's almost impossible to crawl up to him before he jumps across the platforms in the water. Once they're jumped on, they will sink until you go back here the long way. To get across the water with the strong current in which the monkey will probably jump across, there are two ways.

One way is to just go across the water. This is quicker but it's slightly harder. The other one is to just cross those super thin and narrow areas on the sides of this place. Do keep in mind that you the walls might push you off if you aren't careful. Walk across and try to find that monkey. Keep in mind that in the water, you might notice a Specter Coin. There's another impossible monkey in here, beware. Ahead of this place, you'll find a green-panted monkey and some platforms in midair. This monkey is harder to catch than the blue one because of his missiles. If the platforms go down, some purple ones will appear to jump across.

I will leave the rest up to you to capture these monkeys. I recommend using the Super Hoop once you get it. After you've got them, there's still one more left.

Between where the blue and green panted monkeys are, there's a jump to your right. Jump there, and you will find a room with four cookies and a spinning statue. It breathes fire and spins around with all of its heads, and it is very dangerous. What I'd recommend is staying on the floor where the flame can't hit you. Then, just take down the statue and an area will open up and you can catch the monkey inside it. Once you've done that, this level is finally over.

NOTE: Right before Cryptic Relics, you will get the test for the Slingback Shooter. Go to the Gadget Tests section for that.

=====

CRYPTIC RELICS

Coins: 1

Monkeys Needed: 5

Monkeys: 8

Gadgets Needed: N/A (not even the RC Car)

=====

This is one of my very favorite levels in the game. ^_^ At the beginning, just go on. Ignore the bridge to the right and jump across the wheel things in the air. They will spin and could take you down, so be very careful not to let that happen. Jump across them, and you will find some yellow-brown enemies. Take them out in one hit. Right ahead and to your right, you'll also see a monkey and a block, not to mention that the monkey is behind a wall and there's a switch. Push the block on the switch and the wall go up and you can catch the monkey.

After catching him, go back to where you're faced with the pit and the red flying monster. Use the Slingback Shooter to hit the switch, and a bridge will appear. Take out the red monster, and then head to the moving platform. Jump on it and when it gets close to the monkey and the switch, shoot the switch and then get to where the monkey is. Catch him and then drop down to the ground.

Down there, you'll find two flying red monsters and a switch. Hit the switch and planks for a bridge will come down. After all of them come down, cross the bridge that they make and you'll find two purple monsters on the other side. Hit them three times until they back off and then hit them again to destroy them. They give a lot of cookies so if you're low on health, it's best to hit them. There are two doors here. Go through that first one...

You'll be in a dark area. Step forward and two yellow-brown beasts will appear. Just kill them and go forward. On the other side of an abyss, there's a switch and a monkey. How perfectly simple. Just take out the Slingback Shooter and hit the switch on the other side and cross the bridge that appears. Cross it and catch the monkey. Go back through this room to the area with the purple enemies, and go to your right and hit the switch, then go through there.

In here, just go to your left. In there, go to the right and you'll find another wall and a switch. Use the Slingback Shooter and hit the switch. After you've done that, catch the monkey there. You can see him where you come in this certain place, but you can't catch him from behind the wall there unless you have the Magic Punch. (Note that I'm referring to where we came in.) After you've caught the monkey, go on and you'll find a green room and a place to your left. Go to the left and spin on the wheel and catch the monkey near the water.

After you've caught that monkey, you've likely completed Cryptic Relics but we have to go for everything. Go back to where you were but when you get the choice of going to your left and to the water or into the green room, choose the latter. You'll be in a dark area. Ahead you will find a large pillar and a

monkey. Hit the pillar with the Stun Club nine times, and it will completely break. After that, the monkey will fall.

It is the next part of the level that will confuse most people into thinking that they need the RC Car. Well, you don't. I am deadly serious. Around where you entered, there's a pole and some water. Jump across the water and climb up the pole, and then take out the monsters in the way. In there you will find a cage with a monkey in it. Make sure you have some time, and just let the monkey know you're there. This may take a while to get him out, but stand there and scare him until he comes out, and then catch him.

After you've caught him, go back to where the room with the water was. Once you're there, jump into the water and go to your left. You will find a part of the floor there with a pole on it. Climb on it and get the Specter Coin on the wall, and jump down to the water. Head to the end of this place, and then go to the right. Behind a delicate wall, there's a switch. Hit the wall three times and then get the switch.

After doing so, turn back and go to the water. Jump onto the left piece of land, and you'll find some flaming red monsters. Use the Slingback Shooter and kill them, and cross the thin blue bridge. Take more of these monsters out, and you will come to a room with a drawing that a monkey put on the right. Catch the monkey in here. If you haven't completed this level yet, there's a switch in the room you can hit to go back, but otherwise this level is complete!

NOTE: Before Crabby Beach, you will get the test for the Super Hoop. Go to the Gadget Tests section for that.

Once Cryptic Relics is finished, none other than Jake challenges you to a race, the winner earning five Specter coins. You're a man. Don't turn it down. Even if you lose, the story will still progress and you don't ever have to complete it. You can come back whenever you want.

#1 - AFTER CRYPTIC RELICS

Difficulty: Easy

Gadgets Used: Water Net

This one isn't too hard, but it could prove a challenge. Jump right into the water and go as fast as you can across. You should be leading Jake now. Turn right and jump across these platforms on the lava. In fact, it might even be quicker to jump in the lava, but I don't recommend it. Usually for me, Jake catches up and gets ahead. Follow him but pay attention when he gets to the slope. He slides down normally but it takes him a long while to get up. Alright you jackass Jake, you lost for that.

When you get to the bottom, jump over Jake and don't spend a long while getting up. Go to the left and swim across this large body of water. If you're swimming as fast as you can, there should be no way Jake should catch up. Okay, now for the hard part. These spiked balls moving across will stun Spike for a few seconds if they hit you and they move very quickly, so... avoid them. When you get to the end, you probably should have beaten Jake if you didn't run into any spiked balls.

=====

CRABBY BEACH

Coins: 1

Monkeys Needed: 5

Monkeys: 8

Gadgets Needed: Sky Flyer

=====
At the beginning of the level, just head up and then go to the left and you'll find a lot of monkeys right in sight! Take out your Time Net and find the one lying down on the left. Catch him and then find the one building the sand castle. Catch him as well. Now, you might just find a regular one walking around as well. Collect him to your Time Net (got sick of saying "catch him"). Now the door on the upper-left side will open. You can get a message that you need three monkeys to open it.

Before going through there, go to the water. You may also find a monkey swimming in it. If you find him, shoot him with the Water Net. Sometimes he's outside the water as well though. After finding him, just go beyond that and go to the left, through the door. Inside, you'll find a cliff on the left. Right now we'd need the Sky Flyer but there's a path that can take you up there. Continue and you'll find some bridges falling. Use the Super Hoop and get across quickly before you fall off. If you do, climb back up with the pole.

Higher up and farther along, you can see a bridge created by a switch, and two monkeys. Now, this could get tricky. One of them makes a bridge, and one of them gets in a UFO. You might want to use the Slingback Shooter and get at the one in the UFO, since 5 monkeys is all you need (I believe) and you probably have captured the previous four. If you have, capture the one in the UFO just in case you want to come back and get a few more monkeys. That way, the other monkey will be on the switch, and you can cross without the Sky Flyer.

And then assuming you do indeed have the Sky Flyer a little later... return to the bridge, but don't cross. Instead, look at the cliff on the right. See that monkey there? It's like monkeys dropping on your head... although he doesn't drop on your head, he spies on you. The pesky little rat, just use the Sky Flyer to get up and capture him. Now jump down below, without crossing the bridge. We now want the one on the cliff at the beginning of this place, but if you have the Sky Flyer you can just fly to him and capture him.

Anyway, assuming that you don't want to do that... go to the left and you'll find an elevator. Jump on and go to the top. Collect the Specter Coin high above and now you'll see a switch and a door. Go to the switch, and then get the Super Hoop ready! As soon as you stand on it, just activate the Super Hoop, go back through and to the left, and then you'll find yourself on the cliff where that monkey on the cliff was! Be careful not to fall off. Just use the Time Net on him and that does it!

===== CORAL CAVE

Coins: 1

Monkeys Needed: 5

Monkeys: 8

Gadgets Needed: N/A (Sky Flyer might be...)
=====

Opening up the level, you will notice an ape on one of the sharks in the water. Jump into the water, and use the Water Net on him. This may take a few tries due to how the shark is very agile and has a nasty bite. After finding him, find the green slope on the left of this lake. Climb up and now let us start locating those monkeys at the very top of this place, shall we? If you look up, you might see two monkeys. But now to get to them.

Take out a few of the enemies here and get to the wheel. Use the Stun Club and spin it until the bridge at the top goes down. Avoid the flying creature up

there, and cross the bridge. On the other side, use your net and capture both monkeys. It is possible if you spend too much time on one of them that the other one will jump into the water, and this is something you don't want, as there's the shark there... now, ready for Coral Cave's true challenge?

Jump back into the water and turn right. Get to where the next door is, but do not go through. Instead, descend and go to the right side and forward through there, then let yourself travel up, and it's another new area. You'll find a cookie jar, vines, and some monsters here. You might need the cookie jar by now so get some cookies if necessary. Now on to what the real challenge of Coral Cave truly was...

The monsters are no problem, just jump to hit them and then you'll likely fall in the water, but just jump back up. If you go to the end of this place, you can see a monkey out of your reach. I have never caught this monkey without the Sky Flyer, and that's why I believe it can be done with the vines. However, it is extremely difficult if at all possible. You'll have to be on the vine while facing the monkey, otherwise there is absolutely no chance. Anyway, if you manage, capture him.

If you manage to do so, get back to around where we were we started the level. If you have been reading this walkthrough at all, you know where the next place we need to go is. Get past the sharks (for the third and final time!) and then go to the passage at the end. You'll find two green monsters in the ground. Take both of them out before they shoot at you. Now at this fork, turn right. You'll find two things made of steel swinging. Avoid them and cross this path to the end, and capture the monkey.

Now supposing you captured the monkey on the cliff, you've gotten all the monkeys needed, but why not stay and collect some more? Return to the fork, and go left this time. You'll find a monkey in a tank, and a few cookies. Get to the tank and hit it. Whenever you hit it, you will slide off of the little slope the tank is on. It'll take about six hits before blowing up. The injured monkey will be in the tank, ready to be caught.

After catching him, go deeper into the water and a bit further to find a Specter Coin. Now get a little closer to the tank so you can jump out, and return to the surface. Cross the waterfall, and be very careful while doing so because you could fall into the water if you're not careful! Get past that, and take out the green creature and go up. You'll find another monkey here. Now as for the last monkey, it is probably the hardest to catch...

Jump around to the ridge, where you can climb across and get to the other side. Getting on it may take several attempts, so be a little careful. When you get to the end, jump inside and you'll find a red-panted monkey in here. Now this monkey is a little bit tricky, because he has a gun, missiles, and bombs to fire at Spike. This will slow him down, and the monkey is also very agile! I recommend staying a good distance away from him, and then crawling. After that, you've finished this level!

=====
DEXTER'S ISLAND

Coins: 3

Monkeys Needed: 6

Monkeys: 12

Gadgets Needed: Magic Punch
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To begin this level, advance forward and take out some of the enemies here, and then go to the door. Hit it three times with the Stun Club, and then kill the

monster in the air. Capture the monkey and then hit the switch on the left side of the room. A turtle inside a prison at the back side will be released. Get out of the cave and to the dock, and jump on the turtle. Let it take you to the boat. Jump and get the Specter Coin, and then circle the monkey. Since he wears blue pants, he'll be hard to catch. Try and stay in one place, but let the monkey know you're there.

Now... you might be wondering where to go next. See the red creature? The red creature is called Dexter, but seeing as how big it is, you'd think it's an enemy one. Anyway, it's not. Hit Dexter with the Stun Club and he'll open his mouth. Now enter his mouth and we're entering his body. On entering it, we'll be sliding down his tongue. I especially wouldn't want to be Spike in this case, where'd I be on some creature's tongue where it's full of spit and slime and garbage like that. Go figure.

Slide down to the bottom of the room and go to the right side. Jump across two of Dexter's bones, and then take out the larva creatures. If you were running low on cookies, they're good enemies to take out if you want some more. Now find the log a little further and to the left. Jump on and now make your way up this slope. Barrels will be falling from the top, so be careful to get hit, or you'll fall to the bottom! Once you get to the top of that, make perhaps the biggest normal jump in the game, from there to the purple ledge. I warn you that this could get very difficult, so jump at the very edge.

When you get to the purple area, catch the monkey and then jump to the green water below. Swim below the wooden slope and you'll find a Specter Coin! Not bad... return to around the log area and go further from that through the door a few steps beyond. Hit the phone in the next room and you'll be warned there's a maze inside Dexter's body. Jump on the slope to your left and slide to the bottom and into the water. Swim further, until you get to the purple steps. Now, it's time to fight with a semi-boss.

Fighting the semi-boss is a little difficult, but still simple. Take out the Stun Club and hit it. When it moves back, run away because then it's going to attack you. After about eight hits with the Stun Club, it will die and move up, allowing you to travel up an elevator. Get on the elevator at first chance, because it goes a long, LONG, L-O-N-G way up. If it gets up without you, you'll have to wait almost a whole minute for it to come back down. This really pesters me why they had to do that. I take that for one of Dexter's mouth muscles, because you'd have some to have such a filthy, disgusting system inside it.

At the top, collect the two coins and go through the next passage. Jump into the water, and then go down. Travel a little further through it, and get to the end of the underwater tunnel and go up to see three white-panted monkeys. White-panted ones have supreme vision and could see you before you had jumped in the water! Anyway, bring out the Slingback Shooter and fire it at all three of them. If you've caught all I've been mentioning, you should have cleared Dexter's Island, but now assuming you have not... I'll just guide you through this.

Go back to around the slime area, at the entrance of Dexter's body. Swim to the other side, across the log, and you'll see a light-pink crystal looking room. A red-panted monkey is here, but he is perhaps the hardest to catch ape that we have met thus far. The little maniac will be shooting like crazy, firing missiles, and throwing bombs one-by-one. Try to use the crystals in the room as shields, and just try and avoid being hit! Once you get close to the little ape, catch him! Now that we've taken care of him, go back to where the three white-panted monkeys were.

You might also be wondering why I put that monkey one paragraph ago instead of five paragraphs ago. Well, it really makes a person mad when they miss out on that ONE monkey that's up there. Trust me, that's just rotten. Anyway, turn right and stand on the switch. Activate the Super Hoop, and dash past the door before it closes on you, or you won't be able to make it through, and that's not exactly something that I am very fond of. On the other side, you'll find a room with boulders, and even more white-panted monkeys! Not to mention they need to get moving more often. =P

In that room, there are two boulders, going up and down. I highly recommend avoiding them, because a boulder making you part of the floor won't make you bolder (alright, that's a horrible pun). Anyway, the monkeys will commonly play around and slide down the left and right sides of the room or get hit by the boulders. Either way, when they reach the ground that's when to catch them. When they're stuck there, they will be stunned for several seconds, so that's obviously the time that you will want to catch them. There are about three of them.

After catching them, it's time to tackle one of Dexter's Island's other true challenge. See the sign with the five monkeys on it and the door above it? If you have five monkeys, the door will open. Enter that area, and then go to the right and up the slopes. Collect all the chips you can. When you reach the top, you'll see a monkey in some kind of creature. It will then summon four tentacle creatures. Remember these from right behind the huge elevator, in the beginning of the "maze"? These are almost exactly the same!

Or maybe they're not. You might notice if you hit them, they die instantly. However, they're still equally powerful. They will hit you from a good distance, and that is really going to hurt. The proper way to go around doing this is get to where one of the four tentacles land, then instantly hit it, get away from their attacks, then hit two others. After that, just get up on one of them, and attack it and then the large creature with the monkey in it will land. Hit it like crazy! You probably won't be able to do it in one go-around so you'll have to repeat the process again. Catch the monkey when it dies.

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SNOWY MAMMOTH

Coins: 1

Monkeys Needed: 5

Monkeys: 6

Gadgets Needed: N/A

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First of all you will probably be looking up there and noticing how few monkeys there are in Snowy Mammoth compared to previous levels. Well, don't underestimate this level, cuz it isn't easy. You'll get information that if you get in the ice, it won't be good for you. So... well, avoid it at all costs. Get to the end of the snow path, and jump to the other side. The flying blue enemies around here are real nuisances, because you have to hit them three times for them to die. After suffering through that, go to the igloos. It's just a few steps further.

There is a monkey here, but there are also four igloos to protect him. While he is out of them, go out and catch him. However, it's not exactly that easy. He can go from one to another while he's in one of them, so if he runs into one and you're guarding it so he doesn't get out, don't expect to catch him like that. After you do manage to catch him, proceed to the upper-left. Slide down to the bottom, and you'll find a light-blue panted monkey. You should have no problems catching him... compared to the next one anyway.

Climb up the pole to your right and jump to get some chips and a Specter Coin. On the other side, you'll see a wooly mammoth and a red-panted monkey in a cage on his back. Now don't go running over to the mammoth, expecting to get the monkey that easily. You need the Slingback Shooter. Stay on the pole and take out the Slingback Shooter and shoot at the cage. The monkey will get mad and shoot at you. When this happens, jump into the air to avoid being hit. Try not to hit the mammoth if you want to do this by ground, because he gets mad too and smashes the ground.

After repeating this process, the monkey will fall out of the cage. Go over to him and capture him. He won't attack. Now advance further, and go to the left while trying not to jump into the blue creature. Now you will have to fight some really strong winds. Get the Super Hoop and spin it as fast as you can, past the winds. Once you reach the other side, turn to the left and you will see a platform high up with a powerful propeller on it. Turn the switch with the Stun Club, and then jump on the platform. STAY AWAY FROM THE PROPELLER. IT IS VERY DEADLY. STAY AWAY FROM IT!!

Once it is at the top again, jump off to find a light-blue panted monkey working the propeller. Capture him for punishment, and then hit his computer and the propeller will break. Jump onto the hazard-free platform now, and jump to the small bridge and capture the monkey here. Now... you have completed Snowy Mammoth but if you want to get this place over with, enter it again and return to where you captured that monkey. Go over to the left, and you'll be at a long path. There's a monkey on the other side, but he won't even notice you unless you stay there for a long time. Capture him, and this level is complete!

NOTE: Before Frosty Retreat, you will get the test for the Sky Flyer. Go to the Gadget Tests section for that.

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FROSTY RETREAT

Coins: 3

Monkeys Needed: 6

Monkeys: 9

Gadgets Needed: N/A

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This is one of the single most annoying levels in the entire game. Never have I felt such frustration coming from a level in Ape Escape. Anyway, you may see enhanced versions of the green enemies that puffed their cheeks out from the first few levels and certain areas in Oceana. They are now blue, and twice as dangerous. What makes them dangerous now is that they go underground constantly and then appear in a new area. Unlike the green kind, they don't have a set location. So take out the Slingback Shooter and sling it at them for some cookies/coins.

Glide to the other side with the Sky Flyer and you'll see another one of those blue creatures flying above the ground. Let him have it with the Slingback Shooter. Now you'll have to be careful right here. There's a very thin bridge of ice right ahead of you, and if you go too fast you might end up down, down, down. Or rather, dead. So try not to let that happen. On the other side, you'll find two monkeys in this room. Catch both of them. Since this is a small room, you should have no problems.

Leave the room and then go back to around where the blue flyer was. Use the Sky Flyer to get up the cliff, and just avoid the sucker on top of it. Get up and quickly get to the room right ahead of you. Also, don't bother going near the puffing monsters to the left, it's a waste of time if you don't have the Slingback Shooter. In the next, icy room, get down to the floor and climb up

the stairs. Hope that the monkey doesn't see you and then capture him. Then use the Slingback Shooter and shoot the puffing enemies ahead of you, then continue. Go down the stairs to your right.

You'll find a room with some water in it. If you didn't catch the last monkey, he'll likely be in here. To the left, you can also find a Specter Coin. After collecting it, leave this room and go up the cliff next to you with the Sky Flyer. Avoid the icy spikes (this is not a pun) right ahead of you by all means, since taking them to the face is painful. Fly up and shoot the blue puffer, and then just go to the left. And avoid the rolling boulders, but you shouldn't have too many problems dodging them.

At the top, enter the room on the left to find a red-panted monkey. He's nothing next to most monkeys of his type, so let him have it. Afterwards, go to the next room right in front of you (to the right, anyway) and you'll be outside, with lots of freezing cold water here. =) Jump into the water (don't bother with the boat) and then head into the small tunnel a little below yourself, and then wait for Spike to go up. You'll be in a room with a green-panted monkey. He's a bit hard to catch, but try to stop him from entering the UFOs. Now for real UFO business. Get out of there and back to the lake.

On the right there will be an island with a yellow-panted monkey on it. Before going onto the island, go deeper into the lake and you'll see a Specter Coin. Try to avoid the jellyfish, because they move around a lot and getting shocked hurts.. Afterwards, on to that island to the monkey. He just has to get into his UFO, doesn't he...? Anyway, UFOs are no problem now since you have the Slingback Shooter. Once his UFO crashes, capture him and you should have Frosty Retreat cleared. If you want to though, go back to Frosty Retreat to capture more monkeys. If you choose to do so, be my guest.

The reason that I didn't mention an earlier monkey is to make things easier and not have to bother with the UFO. Go to the cave in the middle and jump on the ledge at the top to find a monkey, so catch him. Just return exactly to where you were when you cleared the level. Use the Slingback Shooter and shoot the two puffers ahead of you and catch the monkey nearby, and then go around to that area. Shoot more of these blasted buffoons, and you should find a light-blue panted monkey hiding. Catch him and we'll see a narrow path ahead of us. A monkey and a puffer are ahead. Shoot the puffer and then cross a little of this narrow path. Then get across and capture the monkey. Complete!

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HOT SPRINGS
Coins: 2
Monkeys Needed: 6
Monkeys: 9
Gadgets Needed: N/A
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To begin this level out, jump to the ground below. Don't do it in one whole jump though, or you could end up with an injury. =P Anyway, when you land on the ground, capture the monkey. Now just jump into the water, and swim under the huge rock, and then go up to find a red-panted monkey. He'll be a little hard to capture though, due to the fact he's nuts and shooting a gun. Try to avoid it and perhaps jump on him; that'll really get him in that net. After that, swim out of there and get back to the island that we started this on. Time to start action.

There's a dangerous snowman on the left that needs hitting three times to defeat. It's fast and furious, so just smack it till it's destroyed. If it, or

the monkey gave you some trouble, there are some cookies on the ground as well. When you're ready to advance, jump back up the cliff that you jumped down from at the beginning of the level and then get to the top, and jump off to find a long ice bridge. Now, this is not nice. If you stand on the ice, it will break. Not to mention two spiked, steel balls are circling around the bridge. Try to use the Sky Flyer around half of it, then get quickly across a little more and use the Sky Flyer again.

Across, you'll find a monkey and two puffers. Just ignore all of them, you'll thank me a little later when you're coming back here. Go to the right after that, and take out the blue flying monster. Just go on a little bit and you'll find a few more puffers. Give them a taste of your Stun Club or Slingback Shooter. After that, go to the right and use the Sky Flyer some more to find a monkey. This one, we can catch. Skip the next two paragraphs if you want to find out right now why you should capture this one now and leave the last one there.

Eventually, you should make it to the top, to find another ice bridge. We now have two ways to cross. We can cross normally by the bridge, or you can swim across the waterfall on the right. If you use the waterfall on the right, you'll also get an extra life in the water on the far right. I recommend using the waterfall, but push hard to the right so you don't fall off. If you go to the left too much, you'll fall out of the water and end up at the beginning of the level. This is something you probably don't want to happen. Anyway, get across and head in the rather bright passage.

Go to the left and you'll find a monkey in black pants. This is one of the most harmless black-panted monkeys in the game, so you needn't worry too much about capturing him. From up the stairs on the left, jump back down to the ground and head upward to find a light-blue panted monkey hiding behind a waterfall. Add him to your net by capturing him (hehe), and then just go back a little bit, and you'll shortly find a yellow-panted monkey. Capture him, and then you'll have 6 monkeys, which means you've automatically completed Hot Springs. But if you want to capture the other few...

Once again, head up the rocks on the left and climb up, and then once again, cross the ice bridge. When you get across, shoot down the puffers with the Slingback Shooter, and then find the monkey. Capture him, and then go back down below the cliff and go to the right of it. Slightly visible is a black cave. Head in, and you'll be in a very snowy cave. You CANNOT go forward, because it's blocked off. Instead, just go to the right and you'll be in a small room with a large polar bear. Not exactly the kinda place where I would want to be though.

There are a lot of columns in this room, so you're going to want to break them down. To break them, the polar bear has to ram them three times. To get him to do this, just shoot him with a bullet or hit him, and he goes backwards and hits something really hard. If he does this to a column three times, you can pass through it. To start out with, hit him and have him go at the leftmost column three times, and then you'll be in a room with tons of computers and an ape. Capture the ape and then return to the room with the polar bear to proceed onward.

Have him destroy the column right ahead of the entrance to this room. In the next room, you'll find yet another polar bear, but only one column on the right. Attack the polar bear and get him to ram the column three times, and then it'll break down to reveal the closed off area from the beginning of this cave! A Specter Coin is also plain in view to collect. The monkey should provide no difficulty in catching. Alright, now we've beaten New Freezeland. And now the Professor has found Specter, which means after a few more fights,

he awaits.

After that, there's another race with Jake that must be made. Are you ready to do it, cowboy?

#2 - AFTER HOT SPRINGS

Difficulty: Medium

Gadgets Used: Sky Flyer

It may seem to be hard at first, but the race after Hot Springs is really pretty easy. You'll have to use the Sky Flyer a LOT here. You'd better be quite used to it by now, or else you stand no chance. Start out by gliding up the two ledges that you'll start out with, and then make your way up the next wall. Now, here is where Jake screws up: he'll slide down a ramp, be delayed, then have to take the long way to the next area. Go down the first ramp, immediately jump to the second and then jump off at the end and you have no delays whatsoever!

Take a right and cross a bit of the narrow path (avoid the spiked balls, the Sky Flyer is great help for that) then Sky Fly up the uncrossable blue path and continue. You'll find several platforms circling a larger one. Do NOT follow them if they head to the left before you get on them; that is just a pure waste of time. Instead, patiently wait for another one to come by, and jump to the ledge in the middle and continue to the end. As long as you don't make the mistake Jake makes, you can goof around all you want and you'll still win.

Enjoy another five Specter Coins! By now you should definitely have unlocked Specter Boxing.

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SUSHI TEMPLE

Coins: 3

Monkeys Needed: 7

Monkeys: 12

Gadgets Needed: N/A

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Directly upstairs, you will meet three apes who seem to be talking to each other. Hmm, I didn't know that monkeys could speak English. Anyway, try to crawl on them until you're about halfway there. When you reach that point, give them a nice trip to your net, or just capture them. Then take out the Slingback Shooter and fire at the monkey on the roof of the temple. He'll fall off, enabling you to capture him, making four captured apes already! Not bad. Now go to the left and you'll find a Specter Coin.

Go to the right of this place and you'll find a well. Climb inside and you'll be in a... rather hot place. There's burning lava below, so mind you don't jump in it. Two monkeys are around here, so capture the both of them. You may want to creep up on them because they jump around this place quite a bit, making them hard to capture. You'll probably want to use the Sky Flyer a little bit around here too... after doing that, you might see a statue of Specter right ahead. There's a little something behind it.

Before doing anything else though, go to the top-left of this room and jump up the statue, and you'll find a rope leading to a little space with a Specter Coin. Be careful, however, because while climbing there, you'll have to do a lot of jumps, and you will also need to jump perfectly onto the vines to hang on to them, otherwise you'll fall to the bottom. After collecting the Specter

Coin, find the switch at the top-right side of this room and shoot it. Then, a statue will move. A light-blue panted monkey is behind it. Capture him and we've got the monkeys!

When you return to Sushi Temple, just go into the temple itself. It's right near the entrance and really big, so you can't miss it. Inside, go upstairs a little bit and then turn to the left to find a monkey sitting on a huge statue. A black-panted ape, so just jump up a bit, let him see you, have him jump off, and then get to the top of the statue to collect a Specter Coin. Now just go a little further and drop to the bottom of the floor, and you'll find two monkeys: one with with green pants and one with yellow pants. Neither are extremely difficult to catch.

The last two monkeys are probably the hardest to catch though. On the bottom floor, look for the statues, and use the Sky Flyer to climb up them. Now just use it to get up, up, up to the ceiling. Up here, two monkeys can be found roaming around. One of them wears light blue pants, and the other wears normal blue. With the light blue one, you should have absolutely no problems. He's slow and everything like that, so he's definitely not the one you'll want to worry about. With the blue one, you'll want to creep up. DON'T use the Super Hoop, because you're bound to fall off.

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WABI SABI WALL

Coins: 3

Monkeys Needed: 8

Monkeys: 10

Gadgets Needed: N/A

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Wabi Sabi Wall is one of the most difficult and one of the biggest levels in the entire game. Anyway, to start this off, go forward a bit, and then use the Sky Flyer to get to the island on the left. You'll find some Energy Chips and a Specter Coin, sweet. Get to the top of this small island, and then Sky Fly back. Head even further, and you'll be greeted by a platform with spikes popping out, so obviously this is something you'll want to avoid. The Sky Flyer is your friend.

At the other side, you'll find an propeller enemy, so take it out. It drops bombs on your head, which is never a nice thing. Go down a little after taking it out, jump on the small bridge, and then use the Sky Flyer on the rotating plates. On the other side, a monkey will be awaiting you. Unfortunately for him, he's on standby and can't see you at all unless you stand still for about ten whole seconds! Just like the monkey from Snowy Mammoth. Anyway, just capture him and hop on the platform next to him.

Take this platform across and you'll find yourself on a small ledge below an area above. There's another monkey here, so put him in your net. Get back on the platform and take it up. Get off and then head up this ramp. Be very careful of the propeller enemies, and time it so you don't fall off. When you get to the top, turn right and you'll find some barrels you have to jump across. I recommend using the Sky Flyer twice to get across here. When you get to the other side, just enter through the door ahead to find three white-panted monkeys.

This part here is VERY tough. We have three monkeys to catch, and they will be jumping all around and they'll just be tough to catch. The two bad parts are that they can also bring weapons from the ceiling down to crush you, using the gong in the middle of the room and that they can hide using the trapdoors on the sides of the room, and they use them to appear at a different part of the

room as well! Man, it's just so darn annoying. You'll want to focus on using the Super Hoop and trying to get them away from trapdoors. Anyway, after caught, some stairs open up and a Specter Coin will be revealed.

Head upstairs after they open, and then head out the door. You'll see a platform ahead of you. First of all, fire a Guided Bullet to the left to make it start moving. Wait until it gets close to you, and then jump onto it and wait for it to carry you to the other side. Use the Sky Flyer to jump to the ledge on the right, and then head forward until you drop to where you can see a good old cookie jar and a monkey. Capture him (he's very easy) and then look for ledges to climb up, then use the Sky Flyer to ascend. Once you reach the top, follow the path until you reach a lever.

Whack this lever several times with the stun club and then four wooden logs will appear, making a bridge to a temple. Jump across them very carefully. If you jump too fast, you will fall into the abyss below. Use the Sky Flyer across them if you have to. Inside the temple, take a left and you'll find another lever. Cross the bridge that appears as quickly as you can (it disappears quickly, the Super Hoop comes in handy here). Then you will find a second lever. This one will create a bridge to cross, and be warned that it disappears quickly. Do NOT use the Super Hoop, since it disappears around the middle.

Just continue using the Stun Club on the lever until the bridge doesn't disappear, and then you should be able to cross it with ease. After doing that, follow the looping path to the right up. You'll then find a pole between a ledge you need to get to and your current area, with two bullseyes on it. Hit either one, and then cross the pole and you'll find a dangerous monkey with black pants. Capture him quickly and carefully. Now, instead of going into the room in front of you, since that was monkey 7/8, just jump to the bottom of the floor (the next room is better left for later).

Go to the rightside of the floor and you will find a monkey sleeping, apparently having gotten into the area he's in by crawling through the small hole. Although many people believe that you need the RC Car to get him, you in fact do not need it. Stand in front of the hole so that he can see you, and then let him run out. It's best to capture him with the net as soon as he appears, though. After you catch him you'll have 8/10 monkeys captured. However, the remaining two can be captured right now. Head all the way back up to the area with the black monkey and head through the door we haven't used yet.

You'll find a rail in front of you. Walk right under it and jump, and then Spike will be taken forward. Beware of the bird that will try and charge at Spike on the way though, since it will knock you off. You'll then see a monkey with red pants, going into the room on the right. Do not try to catch him now, because for some reason even if you could get right up on him (he's very fast), the game wouldn't let you get him now. He will then climb the wall in the room on the right. Just ignore him and follow the main path, WAY UP to the top.

Don't cross it too carefully though, because falling boulders will frequently make their faces shown, although they don't have faces themselves. First, a large boulder will roll down from the right, then the left, then the right, etc. Just avoid them and once you're at the top, you'll find a monkey who will then hop into a UFO. When he gets inside, immediately fire several normal Slingback Shooter bullets repeatedly, and sooner or later he'll die, and a hole in the ground will open. Catch the monkey, and then jump into the hole. You'll then find that red-panted monkey that you saw earlier. Capture him before he can attack, and this level is over at last!

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CRUMBLING CASTLE

Coins: 4

Monkeys Needed: Specter

Monkeys: 20

Gadgets Needed: Magic Punch

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The first thing you'll notice in this level is that you needn't catch apes. In fact, there's a door that won't open until you have five apes, but besides that you could ignore every other ape in this whole place. You just have to find Specter and catch him. Still, I'll tell you how to capture most to all of the apes here. Another thing you need to take note of is that this level is the second longest in the game. Prepare yourself, and it's all good. You'll notice some of the monsters you fought 'way back in Dark Ruins here. Rip them a new one with the Stun Club.

Instead of following the path up, drop down the steps to the left. You'll find some more familiar enemies, and eventually a green-panted monkey. As usual, they're dangerous, so you may wanna sneak up on this one. After you've bagged him, just head forward and eventually the upper path and the area you are right now will meet up. A yellow-panted monkey will also await you around here. Catch him as well, and then head uphill to reach a large castle... you know this is Specter's castle.

The gate in front of you will only open if you catch five monkeys. Alright, start off by heading to the door on the left. The monkey there enjoys hopping into bells and then jumping out, making him very hard to catch. Just crawl to him and put him in the net, and then go to the left. You'll find a wheel you need to turn with the Stun Club there! Turn it and then when the platforms appear to the left, jump on them and then get to the pillar.

Jump to the ramp on the right, and barrels will start rolling down to try and crush you. That is bad, methinks. The Super Hoop is recommended for getting to the top fairly quickly. Do not enter the door in front of you yet. Instead, look to the right and you'll find a pillar with a monkey there. Use the Sky Flyer to get there, and then capture him. Then head back to the top of the ramp and head out the door, and you'll find a switch nearby. Hit it, and three steps will appear which make a shortcut to this area from the beginning.

There's also a monkey around here to catch, so as soon as you've got him, there are five you've got, which will open the door we found earlier. Jump down to the beginning, and then head back in through the gates. That door is now open! Enter to find a monkey in black pants, best to be creeped up to. Looks like we've still got a long way to go until Specter. Jump to the right and then head up the large set of stairs, and along the way you'll find a monkey. After you've got him, jump the set of pillars on the left.

After a few of them you'll immediately find a path to follow. In the next room is a Specter coin and a monkey who won't even notice you. After you catch him, return to where you were and continue on the path to find an elevator and a door below. If you take the elevator all the way, you'll be right back at the beginning. That's a waste of time. Jump to the door on the left when you're able to, and enter. Slide down the ramp in front of you and jump to the ledge with the monkey, and CAPTURE!

Once he's bagged, use the Sky Flyer to get to the ledge on the lower left and you'll be in a small dungeon. Capture another monkey in here and then jump to the ground. You'll see a red platform above with a Specter Coin on it! Use the platform around here to head back up, and then use the Sky Flyer to get down to that red trampoline, and get the Specter Coin. Then head to the right and you'll find a door, no less than four cookies, and a knight.

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CITY PARK

Coins: 3

Monkeys Needed: 8

Monkeys: 13

Gadgets Needed: N/A

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Head upstairs, and you'll find a really large cage, with a monkey inside. Two openings will allow your trusty, undusty RC Car to enter and chase the monkey out. Chase the monkey out and then capture him, and then ignore the stairs to the left for now, since you'll need three monkeys to enter the energy store house. Continue on the path to the right and you'll find some wood to jump onto, with some bees flying around. If the bees bother you, hit them with your Stun Club, and then enter the room above to find an ape to capture.

Jump back down and continue to find a monkey and a robot guarding him. Handle the robot first by getting near it, attacking, jumping over his attack, attacking, avoiding, repeat. Then get the extra life it drops, as well as that monkey, and then YOU CAN ENTER THE ENERGY HOUSE! Go to the path I mentioned earlier and drop inside, and we'll get some good music, since man was I seriously getting sick of the silence. Head along the path to the right, and ignore the red panted monkey above, you cannot get to him with the Sky Flyer, I have tried about twenty times.

Further on is a box with an opening. Drive the RC Car into it and then move it to the switch to open the door. In the next room, first destroy the purple blob, because it will be very annoying. Then go below the stairs (to the right) to find a monkey in another huge cage. He's very hard to catch, since he only comes out when absolutely necessary. Stay near one opening, where you drive the RC Car in, and chase him out through the other, and when he comes out, IMMEDIATELY capture him, and you've gotten one of the hardest apes.

Now use the Sky Flyer to quickly get up the stairs, and then take a right instead of dipping into the pool. There's an opening in the large gate, as well as a switch, and a huge ramp you can't walk across. This is much easier than you might think it would be; drive the RC Car into the opening and get it on the switch to form four platforms. Jump to the ledge above and take a right. Make sure you're standing on the purple floor, and take out the RC Car.

Drive the RC Car through the opening and then slowly drive it across the bridge on the left, since it's extremely narrow. You'll get several chips, a Specter Coin, and a switch that lowers the purple floor that you're standing on! And then you'll get your reward: that black-panted monkey. Catch him and then jump down. Having to do that small puzzle and then having to go back to the pool a little bit back is more than worth it for a Specter Coin and a monkey. Return to the pool and swim into the passage.

Everything from hereon is easy, only extremely annoying. Wait for a barrel to roll down from where you are. Then jump to it, and just to be safe use the Sky Flyer to get to the platform. Do not try to catch the monkey behind the gate, because you can't; it only opens from the inside. Now, rather than proceeding, Sky Flyer down to the bottom to land on a ledge with another ape. After catching him, return to where you were, and then wait until three barrels roll by. Jump across them and then you'll land on the ledge on the other side.

Catch the monkey and kill the annoying purple blob, then climb up the platforms in front of you to find yet another monkey above. You've now cleared City Park, but there's five more monkeys to catch! When you return to City Park, go back to the area with the falling barrels, and then swim to the wall on the left.

Hug it and then descend to find a passage to go through! Swim forward and take a left, and on the way, capture the monkey with the Water Net.

If you took too much time to capture that monkey and drown, it's no problem since you should have plenty of lives by now. Head forward and then immediately ascend to solid ground with everything you've got left. You'll be on the other side of the cage we noticed earlier, along with the monkey, so spank him! ;) Actually, capture him, and then jump across the falling barrels again to reach the ledge on the other side.

Return to the room with the water, and this time take a right into the next room and you'll find a couple of windmills blocking the next room. When a blade just gets past you, walk under it (try and take a small left) and then get past the next one (get rid of those annoying purple blobs too) and take a dip into the pool! OH EM GEE. To the left are also some small ledges you can climb up. Jump to the first, Sky Fly a bit back and then immediately forward to get up the next ledge.

At the top is another ape in which is ripe for the catchin'. Jump back into the water and then look to the right. There's an underwater hole you can pass through! After going through, you'll find yourself back in the park, near that black panted monkey we couldn't catch earlier. First of all, get the nearby Specter Coin, and then get the monkey. And at last, we have COMPLETED TEH CITY PARK!!!

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SPECTER FACTORY

Coins: 2
Monkeys Needed: 7
Monkeys: 10
Gadgets Needed: N/A

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TV TOWER

Coins: 2
Monkeys Needed: Specter
Monkeys: 12
Gadgets Needed: Magic Punch

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MONKEY MADNESS

Coins: 10
Monkeys Needed: N/A
Monkeys: 24
Gadgets Needed: Magic Punch

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HOLY **** MAN THIS STAGE IS HUGE! I'm talkin' twice as big as Crumbling Castle, folks. There's a reason that ten coins and 24 monkeys can fit inside. Okay, for the first part of this level we're not after Specter quite yet. Instead, we're after Natalie and the professor. Let us start out by going to the Western house up the stairs to the left. Just head over to the fountain and enter from the left and you'll find yourself in a barn! One with four monkeys and a Specter Coin though.

Walk over to the house in front of you and three monkeys might come out. This is where the Slingback Shooter comes to use. Wait for one to come out by watching one window, and when he does, shoot him and he'll fall out. Make sure

you capture him quickly before he enters the house again, because otherwise he'll just get back inside! Repeat with all three of them, and if you *gasp* need them, walk a bit back and collect the cookies behind you. After that, check the house on the right this time!

He's even easier to catch than the last three were. Shoot him when you get a good opportunity, and then he'll fall down for you to catch him. Now return to the entrance and glide to the top of the structure and you'll get a Specter Coin. Now leave the building and head downstairs again and take a right into the Haunted Coaster. You'll find a roller coaster on the right to take, but don't immediately do that.

Go down the stairs and take a right, and you'll have to make a series of timed jumps across moving platforms. Just so long as you use the Sky Flyer to get past them, you will not have any trouble whatsoever with them. At the end of the line you'll find a monkey to catch. After you've got him, just jump into the pits to return to the Haunted Coaster. You should have plenty of lives by now, so throwing one away won't hurt you a bit. When you're ready to go, JUMP ON THE COASTER!

You'll start off going a bit slow, but it'll speed up quickly. I'm not going to waste my time giving you a full walkthrough for getting past obstacles on a stupid roller coaster, but just jump over the barriers in the way and until you collect/see a Specter Coin, try not to jump a lot. When you get the Specter Coin straight ahead of you, jump as much as possible for the rest of the coaster. The next Specter Coin (in the air) can be found in the place with the rainbow.

Eventually you'll crash into a scary haunted house. :(I WANT MY MUMMY HAHA I'M SO FUNNY, FEAR ME. Jump off and head to the left and then you'll find Natalie! She's trapped inside a cage! I guess it's time to go free her then. Head through the door on the left and on the way you'll get several ghosts coming out of windows to try and make your life miserable. As long as you've got the Stun Club, you need nails driven through your head if you have problems.

There will be a HUGE sword that falls down and blocks the way forward just a bit ahead, so Sky Fly over it just to be safe. Then head into the next room to find a bunch of small ghosts... man, I get tougher stuff out of my neighbor's cat's litter box. However, not far after that is a bottle containing a ghost. o_o Hit and shoot at the ghost all you want, you can't kill it. If you destroy the bottle, it disappears. Very weird.

A wooden wall is behind the bottle with the ghost, in which you can smash down if you fail to capture a monkey a little bit ahead. This method is more fun anyway, so smash down the wall. You'll see another ghost in a bottle. Destroy it and continue to the right and you'll go up stairs breaking bottles. Bahaha! Eventually, you'll be walking down a narrow path. Tiptoe up ahead and drop into the cage with the ape and capture him, and stand on the switch to the left and you'll see platforms rising. Hmmm...

Stand on the other switch to open the cage, and use the Super Hoop to get out. Now return to where you found the first ghost in a bottle, and take a left into the room where the platforms arose. Use the Sky Flyer and collect the Specter Coin way above (it's hidden) and carefully jump the platforms to enter a room with three white-panted monkeys and a cage in the air. Please don't tell me that you don't know who's in it, because you do.

For the mentally challenged, it's Natalie. Anyway, capturing these three monkeys can actually be a challenge, since they're extremely fast, can see you behind a door, and keep hiding in coffins. Not to mention they've also got a

bunch of ghosts to help them fight with you. I can't really give too much advice here, but just stay near the coffins and wait for the monkeys to come near you, and quickly get them in your net.

After all three are captured, the cage with Natalie in it falls and breaks, releasing her. After seeing a rather amusing cutscene, you'll find a door that will lead back to the first room of the haunted house, and the rolling coaster is ready to take you back! Jump into it to head back to the amusement park, and then head over to the right and you'll find yourself in a circus! Come on, you knew there'd be a circus here. Trust me, you KNEW there would. For anything that's useful, the professor's trapped! Help him out by getting to the top.

Follow the path on the right and jump to the bouncy platforms... boinga-boinga! Keep jumping across and you'll find some bombs that will come storming at you! Hit 'em and they'll explode, so they're not anything that you'll have difficulty with. I'm not going to give you a walkthrough for the circus, since it'd be a bore, a snore, and a total waste of time, so as long as you time platform jumps and don't act stupid or anything, you'll reach the top.

Up here you'll have to fight with a really evil clown, who spends half of the time trying to balance on a freakin' ball. He has a LOT of bombs to try and rage at you, but that's all he's got. Spin your Stun Club around to take care of the bombs, and after they're all gone and the clown has to struggle to stand on his own two legs, fire a Slingshot explosive bullet at him. Eventually, after a bit of hitting, he'll be weakened and the floor below him starts to shake. GET OFF OF THE CENTER AND GET TO THE EDGE IMMEDIATELY!

The fall from the pit you see is equal to how high you've come to the very bottom of the circus. Obviously, I can't see how Spike wouldn't break his leg. But he doesn't, he just gets damaged and loses a cookie! To avoid that, just use the Sky Flyer to lower yourself into the pit, to find that the clown hasn't given up. He's now gonna go for you and the professor by charging at you. It looks like his plans aren't thoroughly sorted out...

Dash out of the way when he crashes into the wall, and then hit him with the Stun Club. After a few hits, that clown (aren't clowns supposed to be friendly, and funny?) is dead and the professor is free! Watch the cutscene and leave, and then back in the amusement park, Specter will tell Spike to head to the Go room, where "his friend" is. Guess who it is? Anyway, head upstairs to the right and you'll find the Go Room. Take a right into the next room, and the still possessed Jake will want a battle with Spike! Teach him some manners.

#3 - MONKEY MADNESS

Difficulty: Medium

Gadgets Used: N/A

This isn't a race like the previous challenges from Jake were. This is a full on battle, although Jake is driving a car. Isn't he like 10 or so? Does he have a license? Anyway, he'll make clones of your RC Car drive at you to damage you, unless you're standing on the red pad to the left. Keep a distance from the car and use the Stun Club to get them out of your way, and walk over to the pad and stay there for a second. Jake will patiently wait for his cars to explode, and then he charges at you at lightning fast speed! Now get behind his car real fast and hit the green switch at the back. To easily win this fight, hit it several times while he's over there and it'll explode in no time.

After that battle, Jake is finally free from Specter's curse. Watch the cutscene; Specter tells you that the door to his castle is now open. So this is

where the level really begins. Leave the Go room and head back to the amusement park, and in the very northern end of it you'll find a gate open. That's Specter's castle. As Spike runs in, it starts flying and the first part of it crumbles to pieces! This is just a small delay, nothing that will distract you.

First thing you'll notice is the silence... where the hell is the music?! Well, it just remains quiet for now. Head forward and use the Sky Flyer to get to the platform on the right. Go just a bit onward and fly to the next one, and after a few more you'll find an ape lying down, waiting for you to capture him, despite wearing black pants. Jump to the very bottom, and then use the Sky Flyer again to reach the top of the machine in the center, and you'll get a Specter Coin!

Return to the ground and then step on either of the two switches to open a portal in the machine. Hop in and ride the elevator over to the castle itself. But the door is locked, how do we open it? You need two monkeys that aren't here yet, I officially win. Whatever. Take a right and jump in the air to collect another easy Specter Coin and you'll see a door to enter, and a path to follow down. A monkey will immediately detect you and ring a bell of warning, activating every machine in this room!

Quiet as it was earlier, there's now loud music playing! I love the music here, so feel free to relax a bit, and continue down the path. Jump onto the small ledge at the end of the path, then just Sky Fly back a little bit to get onto the next one, and then you'll reach the top of the wall easily. Ignore the barrels of stuff being rolled by the conveyor belt behind the glass, since it's completely pointless. When you reach the end of the path, turn around and shoot at the switch with your Slingback Shooter.

This opens a seal on the floor, and you'll find the monkey that detected you and turned on the machines. Before hopping back down, use the Sky Flyer to get to the switch you just activated, and fly up to the Specter Coin above to collect it! Back on the floor, enter the area you just opened and catch the monkey before he causes any serious trouble (baha) and glide out of there and head outside the way you came in the first place.

Remember the gate that wouldn't open unless you caught two monkeys that weren't around? They're here now, with UFOs. Take down the UFOs just the way you took them down in Thick Jungle, Crabby Beach, Wabi Sabi Wall, etc., with the Stun Club and Slingback Shooter, and capture the apes when they come out. And then the entrance to the castle opens. Inside are a bunch of the enemies with the steel armor that dash at you. You're used to them by now, aren't you?

Before going upstairs, take a right into the room over there. You'll find a platform moving back and forth, behind and in front of the glass wall to the right with an opening... ;) Use your RC Car to get through the opening, and when the moving platform is right next to you, drive the car onto it and when it's at the other side, move it just a bit forward, just off the platform. Then when it gets close to you again, jump on to the next ledge, and get the RC Car on the switch to open the door.

Enter the room you've just opened to find a monkey playing pool with himself, how the heck is that done? Get him in the net and leave that room and continue into one with an ape to catch. After getting him, there's nothing left to do in this room... yet, anyway, since you'll come back to it at the end of the castle. Head back into the previous room and use the platform to get back, and return to the one where you first entered the "real" castle.

See that picture of Specter in front of the entrance? Remember that! For now, just head up the stairs and take a left. Head through the door and then take a

right and you'll find a switch to press. After hitting it, do not yet return to the room we were just in. It's totally pointless and we'll be back there soon anyway. Take out the RC Car and Super Hoop, if they aren't already on your quick select, and stand on one of the two switches in the middle of the room, and drive the RC Car onto the other. The door will open!

The only problem is that it instantly closes if you get off of a switch. Use the Super Hoop to get through, and you'll find a couple more enemies to smack a few blows into. Totally ignore the stairs to the right for now and enter the next room through the monkey's mouth. WTF is that for a door? Meh, who cares, for that matters. If you're low on health, grab a few cookies. By the way, sorry, but the next monkey isn't a door, so you can't head forward in. ;) For now, take a right.

Drop into the gap on the right and head down and further to the right. Make sure you've got the Stun Club and Super Hoop ready, and spin the switch at the other side. Now prepare your Sky Flyer too. Dang it, since your Time Net should ALWAYS be on the quick select, how many more changes are we gonna have to make? Anyways, enough of my ranting. After the eyes of the monkey are pulled out as FAR as possible (an ugly thought if it were alive) quickly return to where you came into this drop. Jump back up the trampoline.

Quickly use the Super Hoop to head up the ramp on the right, and jump onto the eyes. Carefully jump, because you don't wanna have to repeat what you just did. Go into the next room and to the left you'll find a switch! Hit it... why did it go off FIVE freakin' times? But the electricity in the previous room (up the stairs we have yet to go to) has gone off. I guess that's another adventure on Spike's list.

Before you go, you have an opportunity to catch the hardest monkey in the entire game now. He's in the huge cage across this room. First of all, you've got to have the Super Hoop, RC Car, and Time Net all on the ring if you plan to get him. You'll have to chase him out of the cage with the car while carefully avoiding the pits (and yes, he can spin the car and destroy it) and then when he's out, IMMEDIATELY catch him, with the Super Hoop helping. It honestly took me about thirteen tries to catch this ape, good luck.

Now return to the previous room, but do not jump back to the floor yet! Instead, jump onto the very top of the monkey's head, and spin the red glass at the top and it'll break open. Head forward a bit to find a monkey who will hardly even see you, the usual. Now use the Sky Flyer and grab the Specter Coin and return to the room with the stairs (in which we have yet to take up). Take them up and then remember this: the rest of the castle is a huge dungeon.

In that next room, you'll find a free extra life in a piece of glass. This room is absolutely gigantic, so I feel it best to split this into four parts. Part One is where the floor is yellow, part two when it's red, part three when it's green, and the rest is part four. Of course, you'll start in Part One (duh). Grab it and then take a right forward. Ignore any and all huge robots in this room, they take FAR too much time and Slingback Shooter ammunition to destroy, there will just be more, and they're already almost harmless.

Avoid the few enemies that will get in your way, and then eventually you'll find an extremely narrow path leading to Part Two, the longest of the four parts. A very cheap way to get across this strip of floor is to Sky Fly across it. Baha, you're worth a few cents at most. Aside from my jokes now. Head to the right and ignore the next big robot that tries to attack. You'll find a bridge which will frequently go up and down. When it's down, cross it.

There's also a conveyor belt which will carry you down. Avoid it by all

circumstances and to a ledge on the left, you'll find an ape. Glide over and bag him quickly, then return to where you just were. Continue on the path and you'll part three. Follow the path, you're in part four instantly, just so long as you have no problems with those big robots! There also happens to be a monkey in here, so catch him quickly and take the path on the right. ANOTHER robot attacks, but as usual, a squirrel is more deadly.

Yanno, when I first played Ape Escape in good old '99, I completely forgot that I was still in Monkey Madness by this point. Don't worry though, since you're probably sick of this level by now. Anyway, there's another piece of glass here to burst open, which has an extra life in it. Anyway, head to the right and you'll find some platforms to jump across, as well as a steel ball which will try to hinder you. Eh well, God said, "Let there be the Sky Flyer!" and there was.

On the other side, once again use the Sky Flyer to help cross the platforms. You can also Sky Fly to the platform straight ahead of you to collect another monkey. Then Sky Fly to the platform above and to the right, you'll find a large box with three switches in it. One of them creates a useless bridge in the back, one raises the box, the other creates a useless bridge in the front. First of all, raise the box.

You're apparently supposed to use the bridge to first cross and then jump to the next ledge, but I used the Sky Flyer for the whole thing. ^_^ Over on the next ledge, when the bar to grab onto gets on your side, grab it and cross to the next side. Then turn to the left and grab your Slingback Shooter and pop a bullet at the switch above to make three stairs appear, although they quickly return in. My recommendation is to quickly jump up and then continue to the next ledge. That tactic gets the Richard Beast Seal of Approval!

And when you're here there's another narrow path to cross, this one being way at the top, so you can end up with a great, deadly fall if you're not careful. I advise using the Sky Flyer as much as possible to cross it. Several trampolines will then go back and forth, and jumping on them will bounce you to the ledge above. The Sky Flyer (god bless it, how many times has it helped us in Monkey Madness?) is very handy for this. One thing I should also make known is a bit below, there's a platform with a Specter Coin and a monkey. Sky Fly down and capture him, and take the way back up.

Take a left and you'll find two switches to turn with your Stun Club. There will also be several platforms flying over to the ledge you're on. Stand in the middle, and when one goes to either side, head over to that side. Immediately spin that switch, and then the platform will stop and go much slower. Jump on the platform during that short time, and then jump to the next ledge and take a left upstairs, and grab some cookies along the way! yum yum... but you've got a very, very hard boss to fight now!

Just kidding, it's not a boss, it's an extremely easy robot. Hit it with the Stun Club, it'll never counterattack, and its attacks have the accuracy of a mouse trying to throw nuts at your nose. Take a right into the small room there and whack the switch and you'll return to that room we were in a lot earlier! Remember, where we used a platform to cross to and used the RC Car to get to an ape who was playing pool? The picture of Specter I mentioned earlier now reveals Specter's lair, but don't go in there immediately.

Remember that there were three switches in that room a little bit onward, two in which were used to open the door, and one in which was used to open a door in here? Head forward and you'll find a door that we saw a little earlier is now open. Enter and then bounce using the trampoline for fun, some cookies, and the 10th Specter Coin! You should have all but one monkey (you can't get him

firing more lasers at the floor, this time at two pieces of it.

Make sure that the lasers the robot fires are aimed at the ones on the side. I mean, who wants to have the center one destroyed, be isolated at one side, and when the light comes on in its body, have to be damaged by the lava below? Anyway, after two hits to the body, you'll see that it's in critical status by the fact it starts flashing red. This time it'll fire two laser beams at the floor. Unless you use the Super Hoop, the middle one will always be destroyed, but oh well. After it turns on, just jump over to it and hit it and then the whole robot explodes, and you don't even take damage! XD

After that battle, you'll see a cutscene as Spike returns to Jake, the Professor, and Natalie and the credits will roll. But it's not over yet. You have yet to get the final gadget, and there are still monkeys out there! Anyway, after you get the Magic Punch, return to every stage and catch every monkey you have yet to catch! If you need, my guide has the location of all of them. When you're done, watch another cutscene, and the final area opens up.

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PEAK POINT MATRIX

Coins: N/A

Monkeys Needed: Specter

Monkeys: N/A

Gadgets Needed: N/A

=====

This is the Peak Point MATRIX? Where's Neo? Where's Trinity? Where's Morpheus? Where's, even more importantly, Specter? It turns out that he starts right in front of you, LOL. Of course, he hasn't got any more friendly with Spike than he was in Crumbling Castle, TV Tower, or Monkey Madness. He's ready for the final battle, one that will define who the stronger one is!

#5 - ULTIMATE SPECTER

Difficulty: Medium

Location: Peak Point Matrix

Specter, this time around, is hardly ultimate. Alright, there are four gadgets you'll need in this fight: the Slingback Shooter, the Sky Flyer, the Magic Punch, and after he's beaten, the Time Net (duh). This fight has two parts: one in which Specter is in his chair, and one in which it is destroyed. First of all, Specter will appear and disappear between the computers a few times, and then he'll charge up a really big energy blast!

With this, you can't just jump over it, the aftermath of that energy blast is so great that the Sky Flyer is needed to get over it. After that, Specter will be stunned for a moment. Use the Slingback Shooter (explosive bullets) and fire a good one at him and he'll be worse off than earlier. After hitting him a few times with nice explosions, his chair will be destroyed and he'll be on the floor next to you. Unfortunately, you can't net him yet. This is the second part of the fight!

Now that he's lost his chair, Specter is a big wuss. He has an energy shield up all the time and will run around the room all the time firing energy spheres at you, trying to keep away from you! It's times like these where you can't fault the Magic Punch's range. Avoid those aimed spheres and get close to him, just enough so that your Magic Punch can hit him. After his energy shield takes a few hits, it goes down! Hit Specter a few times and then he'll be weakened, and you can catch him! You'll know it when Spike yells, "GOTCHA GOTCHA GOTCHA!"

Congratulations, you've beaten Ape Escape. Now sit back, grab some chips or cookies, give yourself a pat on the back, and enjoy the real ending!

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9) Jake's Challenges
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After Cryptic Relics and Hot Springs, Jake will challenge you to a race. In Monkey Madness, he will also challenge Spike to a one-on-one fight. Okay, on to these little challenges of his...

#1 - AFTER CRYPTIC RELICS

Difficulty: Easy
Gadgets Used: Water Net

This one isn't too hard, but it could prove a challenge. Jump right into the water and go as fast as you can across. You should be leading Jake now. Turn right and jump across these platforms on the lava. In fact, it might even be quicker to jump in the lava, but I don't recommend it. Usually for me, Jake catches up and gets ahead. Follow him but pay attention when he gets to the slope. He slides down normally but it takes him a long while to get up. Alright you jackass Jake, you lost for that.

When you get to the bottom, jump over Jake and don't spend a long while getting up. Go to the left and swim across this large body of water. If you're swimming as fast as you can, there should be no way Jake should catch up. Okay, now for the hard part. These spiked balls moving across will stun Spike for a few seconds if they hit you and they move very quickly, so... avoid them. When you get to the end, you probably should have beaten Jake if you didn't run into any spiked balls.

#2 - AFTER HOT SPRINGS

Difficulty: Medium
Gadgets Used: Sky Flyer

It may seem to be hard at first, but the race after Hot Springs is really pretty easy. You'll have to use the Sky Flyer a LOT here. You'd better be quite used to it by now, or else you stand no chance. Start out by gliding up the two ledges that you'll start out with, and then make your way up the next wall. Now, here is where Jake screws up: he'll slide down a ramp, be delayed, then have to take the long way to the next area. Go down the first ramp, immediately jump to the second and then jump off at the end and you have no delays whatsoever!

Take a right and cross a bit of the narrow path (avoid the spiked balls, the Sky Flyer is great help for that) then Sky Fly up the uncrossable blue path and continue. You'll find several platforms circling a larger one. Do NOT follow them if they head to the left before you get on them; that is just a pure waste of time. Instead, patiently wait for another one to come by, and jump to the ledge in the middle and continue to the end. As long as you don't make the mistake Jake makes, you can goof around all you want and you'll still win.

#3 - MONKEY MADNESS

Difficulty: Medium

Gadgets Used: N/A

This isn't a race like the previous challenges from Jake were. This is a full on battle, although Jake is driving a car. Isn't he like 10 or so? Does he have a license? Anyway, he'll make clones of your RC Car drive at you to damage you, unless you're standing on the red pad to the left. Keep a distance from the car and use the Stun Club to get them out of your way, and walk over to the pad and stay there for a second. Jake will patiently wait for his cars to explode, and then he charges at you at lightning fast speed! Now get behind his car real fast and hit the green switch at the back. To easily win this fight, hit it several times while he's over there and it'll explode in no time.

10) Specter Battles

Four times in the game, you'll have to match off with Specter (well, only once will you fight face-to-face in a duel) and this is where you can quickly find strategies to all four boss fights.

#1 - DARK KNIGHT

Difficulty: Easy

Location: Crumbling Castle

This fight is similar to the one that you fought about halfway through the stage, guarding the gate to the dungeon. It's a bit tougher though, mainly because you can only damage the knight when his shield is down. Despite the fact the area you have to move is small, he moves at the speed of a snail. Avoid his sword attacks and wait until his shield goes down, and attack. You don't really need a strategy, just so long as you keep moving and don't get hit too much. Cookies will appear frequently if you make an accident.

#2 - BATTLE SHIP

Difficulty: Medium

Location: TV Tower

Specter's ship, here we are. Well, what can I say. Specter's ship has three attacks at the beginning of the assault. It can fire missiles with deadly tracking at you, although they're not hard to avoid, since they don't really come back for you. His worst attack is firing UFOs at you, and since he throws about four at you, and they all take two hits to take down, it's not a very friendly attack. That's not to mention that simultaneously he'll fan you away, making it easier work for the UFOs.

He can also fire a large red blast of fire at you, and then he'll act goofy and reveal a green switch in the ship. Switch to your Slingback Shooter and then switch (okay, that was the worst pun ever) his health to a lower amount! Don't worry about explosive Slingshot ammo, since the Stun Club will also damage the switch, and missiles will drop ammunition sometimes. Specter only gets one more attack (when his ship starts looking like it's in bad shape), dropping a bomb in the middle of the arena. Get away from it and/or Sky Fly over it if that happens. Repeat firing at the ship and watch the pretty explosion!

#3 - TANK HEAD

Difficulty: Easy

Location: Monkey Madness

The Tank Head is just a preparation for the fight coming up. Specter's got a cannon with a built in lock-on feature in which he'll try to aim at you, and he can launch a ring of fire at you now and then, but that's all he's got. The hardest part about this fight is that it's hard to see yourself, since the view is set through Specter's camera. Walk up to him walking as "crooked" as you can so that the cannon will have less chance of hitting you, and then hit the cannon with your Stun Club. Then it'll repel you to where you were a second ago. Just repeat this process four times and jump over the flame if he sets it on you.

#4 - GIANT ROBOT

Difficulty: Hard

Location: Monkey Madness

This would be the toughest fight in Ape Escape, but it's not as bad as it could lead one to believe. To destroy the robot, you'll have to hit it seven times. But you have to hit it in one of three different areas, two of which you can hit for the first part of the fight, and one for the second part of the fight, only when they turn on. Did you understand what I just said? I think not. Anyway, the giant robot will start out by firing some bullets into the air and making the land at you, and just gunning you, not any trouble at all.

There are some small bots in the air which will fire lasers at you but drop cookies at the same time, be sure to grab them! After the robot itself gets done shooting you, it'll rest up a bit and a light comes on in one of his arms. Hit the green switch that appears, and that's how to damage it! The robot can also try and smash you now and then, but after you've hit it a couple times (remember, you're hitting it in the arms ^_^) it'll stop doing this, since would you want to smash your arms on the ground if one of them was damaged? I think not.

You'll have to hit each arm twice to destroy it; it's not hard. After both arms are destroyed, something strange happens: all of its armor comes off. Did we damage its body so much that that had to happen? Anyway, the bots will fire lasers rather infrequently now, which is, all-in-all, a disadvantage. The robot now attacks by firing a laser at the floor to destroy one of the three pieces of it. After that, a light in its body comes on. Hit it, and then it'll start firing more lasers at the floor, this time at two pieces of it.

Make sure that the lasers the robot fires are aimed at the ones on the side. I mean, who wants to have the center one destroyed, be isolated at one side, and when the light comes on in its body, have to be damaged by the lava below? Anyway, after two hits to the body, you'll see that it's in critical status by the fact it starts flashing red. This time it'll fire two laser beams at the floor. Unless you use the Super Hoop, the middle one will always be destroyed, but oh well. After it turns on, just jump over to it and hit it and then the whole robot explodes, and you don't even take damage! XD

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Location: Peak Point Matrix

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Now that he's lost his chair, Specter is a big wuss. He has an energy shield up all the time and will run around the room all the time firing energy spheres at you, trying to keep away from you! It's times like these where you can't fault the Magic Punch's range. Avoid those aimed spheres and get close to him, just enough so that your Magic Punch can hit him. After his energy shield takes a few hits, it goes down! Hit Specter a few times and then he'll be weakened, and you can catch him! You'll know it when Spike yells, "GOTCHA GOTCHA GOTCHA!"

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11) Mini Games
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Here's a list of all the mini-games to be found in Ape Escape, a little bit of detail on them all, and overall the things you are going to need to know before taking them on.

=====
1. Ski Kids Racing

Coins: 10

My Rating: ***
=====

This is personally my least favorite of the three mini-games. Maybe it is cause I blow at this level or because the music gets VERY annoying after you hear it lots of times, but this just isn't my favorite. Anyway, it's a skiing race game. You can play as five characters: Spike, Jake, Natalie, the Professor, and a monkey. Out in the races themselves, Jake and the monkey are the best characters. Spike is average, and Natalie and the Professor are no good. Just... well, don't pick them, okay? I almost always choose Jake when I play Ski Kids racing.

There are two kinds of races: the qualifications and the real races. In the qualifications, you will be racing to get a good spot. When you finish a lap, you will get a certain place. In the real race, you will start in that place. For example, if you finish 2nd in the qualifications, you will be 2nd in line at the real race. If you are having lots of trouble, I definitely recommend doing that to get the 1st place so you can get way ahead of everyone and race to your victory. You can qualify over and over again, only the place you get when you finish it counts.

Now, I'll tell you exactly how to control yourself here. I don't mind admitting that the controls are pretty shoddy. Pulling both Analog Sticks allow the player to move. If you hold both of them together in opposite directions (simply, the Left Analog Stick to the upper-right and the Right Analog Stick to

the upper-left), the two skis will move together and you will receive a major speed boost. If you move them as far apart from each other (Left Analog Stick to the left and Right Analog Stick to the right), you will do a rather steady move. You'll never have to use this though.

---MORE COMING SOON---

=====
12) Gadget Tests
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Here are all of the gadgets in the game and a guide for all of them, helping you through them! None of these tests are very long, but I figure that together they each deserve a section here.

WATER NET

The start of this challenge is easy enough. Just hop in the water and swim across to the other side, and you'll find another message. Go further and you'll find a wall blocking the way to going across. Hold L3 (hold down Left Analog Stick) and go down, then swim under there and beyond, then ascend. On the other side, just go to the left and you'll find a monkey in the water. Now we have to try and catch him with the Water Net. Just get in there and push L3 to catch him.

MONKEY RADAR

This one gets a bit tricky at times... three of the boxes have monkeys in them and three have bombs. We want the ones with monkeys, but definitely not the bombs! Use the Monkey Radar near the boxes and if it makes a silent sound, forget it. If it goes "beeeeeeeep" then you know it's a monkey. The switches right near the boxes will open the box up. So obviously what you have to do is find the monkeys to open the door at the other side of the room.

SLINGBACK SHOOTER

Right ahead of you in this one, there are some normal enemies. Press L2 and aim at them, then fire. After finishing them, go through the door on the right side and take the Slingback Shooter, then aim at the switch at the top of the room. The door below it will then open. Go through and we'll see more enemies. Here, we should try out the new guided bullets and explosive ammo. Try them if you want, but use L2 because it'll be much harder without it. Finish them off and exit this test.

SUPER HOOP

At the entrance, three blue creatures await you. Use the Super Hoop and charge all of them, and then go to the right side. Step on the switch, and then the gate will open. The rest of this challenge involves more dangerous gates and a few more enemies. All of the rest of this challenge is pretty easy and perfectly straightforward, so you don't need any more walkthrough for that, since it's all just the same anyway.

SKY FLYER

This is by far the hardest Gadget Test, but it's still not difficult. Turn the Sky Flyer by rotating the Right Analog Stick to go up one step in front of you, and then proceed, and Natalie will mention on the phone that the Sky Flyer is useful for making large jumps. You will then have to use the Sky Flyer against two huge jumps, and if you are a beginner, you will definitely have trouble. Try to keep it turning in as high midair as possible. At the end, you'll get the same hint I gave you. ^_^

RC CAR

Now this test is FUN! Get the car ready and go through the door right ahead. You can see enemies right ahead. Let the RC Car go and drive through all of them. After that, put the RC Car on the switch right behind the door, and then go through. By the time you can get the RC Car through the door before it closes, the door will probably have closed and locked the RC Car out or crashed down on it, so press R3 to summon it back. Now put it through the hole on the gate and put it on the switch at the other side to open the gate. The end of that!

MAGIC PUNCH

Finally, the ultimate gadget. Find the blue enemies in here, and give them a punch to blow them into oblivion. Proceed forward, and then find the two switches at your side. This is the hardest part of the test. You'll have to be at the very tip of the sides of this bridge to get them. After you hit them both, go through the door that opens and you'll find some more enemies. On taking them out, find the radio and it'll tell you to get all the rest of the monkeys. Step through the door and go where you wanted to!

=====
13) Monkey Book
=====

Here are all of the monkeys in the game and just about everything that you'll probably need to know about them. Enjoy. ;)

FOSSIL FIELD:

Name: Noonan
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Has helmet hair problems.

Name: Jorjy

Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Wants to watch wrestling.

Name: Nati
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Dances to loud music.

Name: Tray C.
Pants: Light-Blue
Level: 3
Attack: 1
Speed: 1
Alert: 1
Description: Hides from danger.

PRIMORDIAL OOZE:

Name: Shay
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Just chillin'.

Name: Dr. Monk
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Wondering when lunch is.

Name: Ah-choo
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Afraid of dinosaurs.

Name: Grunt
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Enjoying the view.

Name: Tyrone

Pants: Light-Blue
Level: 3
Attack: 1
Speed: 1
Alert: 1
Description: Needs a bath!

Name: Gornif
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Sleeps underwater.

MOLTEN LAVA:

Name: Scotty
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Won't go out in the rain.

Name: Coco
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Can handstand for days.

Name: J. Thomas
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Coming out of his shell.

Name: Moggan
Pants: Light-Blue
Level: 3
Attack: 1
Speed: 1
Alert: 1
Description: Afraid of heights.

Name: Barney
Pants: Yellow
Level: 2
Attack: 1
Speed: 1
Alert: 1
Description: Can't get down.

Name: Mattie

Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Could be dino's next meal.

Name: Rocky
Pants: Yellow
Level: 3
Attack: 1
Speed: 1
Alert: 1
Description: Triceratops wrangler.

THICK JUNGLE

Name: Marquez
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Knows great hiding places.

Name: Livinston
Pants: Light-Blue
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Can disappear in a flash.

Name: George
Pants: Black
Level: 2
Attack: 2
Speed: 1
Alert: 1
Description: Seriously on the lookout.

Name: Gonzo
Pants: Yellow
Level: 3
Attack: 1
Speed: 1
Alert: 1
Description: Specter's favorite.

Name: Zanzibar
Pants: Yellow
Level: 4
Attack: 2
Speed: 1
Alert: 1
Description: A great barbecue chef.

Name: Alphonse

Pants: Light-Blue
Level: 4
Attack: 1
Speed: 1
Alert: 1
Descriptions: Dreams of being Specter.

Name: Maki
Pants: Yellow
Level: 3
Attack: 2
Speed: 1
Alert: 3
Description: Mixes work with play.

Name: Herb
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Fools around too much.

Name: Dilweed
Pants: Light-Blue
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Lazy little guy.

Name: Stoddy
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Existential philosopher.

Name: Mitong
Pants: Yellow
Level: 1
Attack: 2
Speed: 2
Alert: 1
Description: Attracted to shiny things.

Name: Nasus
Pants: Yellow
Level: 2
Attack: 2
Speed: 1
Alert: 1
Description: Can read your mind.

Name: Elechin
Pants: Yellow
Level: 2
Attack: 1
Speed: 2

Alert: 2

Description: Flies UFO for fun.

Name: Selur

Pants: Light-Blue

Level: 3

Attack: 1

Speed: 1

Alert: 1

Description: Feels safe in the trees.

DARK RUINS

Name: Kyle

Pants: Yellow

Level: 3

Attack: 2

Speed: 1

Alert: 2

Description: Fun, sun, shiny new gun.

Name: Stan

Pants: Yellow

Level: 1

Attack: 1

Speed: 1

Alert: 1

Description: Searching for gold

Name: Kenny

Pants: Yellow

Level: 1

Attack: 2

Speed: 1

Alert: 1

Description: Guarding the entrance

Name: Cratman

Pants: Light-Blue

Level: 2

Attack: 1

Speed: 1

Alert: 1

Description: Too afraid to look down

Name: Mooshy

Pants: Blue

Level: 3

Attack: 1

Speed: 4

Alert: 3

Description: Worn out from running.

Name: Nuzzy

Pants: Green

Level: 3

Attack: 3

Speed: 2

Alert: 4
Description: His short legs are speedy

Name: Mav
Pants: Yellow
Level: 2
Attack: 2
Speed: 1
Alert: 1
Description: Dreams about being a star

Name: Papou
Pants: Yellow
Level: 1
Attack: 2
Speed: 1
Alert: 1
Description: Crazy from solitude

Name: Trance
Pants: Yellow
Level: 3
Attack: 2
Speed: 1
Alert: 1
Description: Has a really big mouth

Name: Bernt
Pants: Yellow
Level: 3
Attack: 2
Speed: 1
Alert: 1
Description: Has too much fun to care

Name: Runt
Pants: Blue
Level: 3
Attack: 1
Speed: 4
Alert: 3
Description: Slippery fast runner

Name: Hoolah
Pants: Light-Blue
Level: 2
Attack: 1
Speed: 1
Alert: 1
Description: Playing dead.

Name: Chino
Pants: Green
Level: 3
Attack: 3
Speed: 2
Alert: 4
Description: Watches TV in his goggles

CRYPTIC RELICS

Name: Bazzle
Pants: Light-Blue
Level: 2
Attack: 1
Speed: 1
Alert: 1
Description: Lamenting his lost love.

Name: Freeto
Pants: Yellow
Level: 2
Attack: 2
Speed: 2
Alert: 1
Description: Needs clean underwear.

Name: Troopa
Pants: Yellow
Level: 2
Attack: 2
Speed: 1
Alert: 1
Description: Pushy little dude.

Name: Stymie
Pants: Yellow
Level: 2
Attack: 2
Speed: 1
Alert: 1
Description: Shot a hole in his foot.

Name: Spanky
Pants: Light-Blue
Level: 2
Attack: 1
Speed: 1
Alert: 1
Description: Spineless and ruthless.

Name: Jesta
Pants: Yellow
Level: 2
Attack: 2
Speed: 1
Alert: 1
Description: Looks angry, acts mean.

Name: Pally
Pants: Yellow
Level: 2
Attack: 2
Speed: 1
Alert: 1
Description: Has the soul of a poet.

Name: Crash

Pants: Yellow
Level: 4
Attack: 1
Speed: 1
Alert: 1
Description: King of the Apes

CRABBY BEACH

Name: Cool Blue
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Ate pink seaweed at lunch.

Name: Sandy
Pants: Light-Blue
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Sand architect.

Name: Shell E.
Pants: Yellow
Level: 1
Speed: 1
Attack: 1
Alert: 1
Description: Catching some rays.

Name: Gidget
Pants: Yellow
Level: 1
Attack: 1
Speed: 1
Alert: 1
Description: Life is just a vacation.

Name: Shaka
Pants: Yellow
Level: 2
Attack: 2
Speed: 1
Alert: 1
Description: Too jumpy to stand still.

Name: Puka
Pants: Yellow
Level: 3
Attack: 2
Speed: 1
Alert: 1
Description: The island's best swimmer.

Name: MaxMahalo

Pants: Yellow
Level: 2
Speed: 1
Attack: 2
Alert: 1
Description: UFO Pilot and surfer.

Name: Moko
Pants: Yellow
Level: 3
Attack: 1
Speed: 1
Alert: 1
Description: Totally out of it.

CORAL CAVE

Name: Chip
Pants: Yellow
Level: 2
Attack: 1
Speed: 1
Alert: 1
Description: Little Juvenile Delinquent

---MORE COMING SOON---

=====
14) Time Attack Guide
=====

Here's a guide for the basics of Time Trial and strategies for all of the levels and just about every thing you need for Time Trial, which is definitely one of the most confusing aspects this game offers.

BASICS

Time Trial itself is pretty simple. You can start playing Time Trial as soon as you complete a level (you have to totally complete it with all monkeys), and then Time Trial opens. All you have to do is choose that level and press Start, and you are required to catch a number of monkeys within a certain amount of time. Sounds tough, eh? It can be tougher. To start out with, don't you dare enter Time Trial without Super Hoop. Super Hoop is mandatory. There are also three kinds you have to beat in Time Trial: Bronze, Silver, and Gold.

Bronze is a piece of cake, no trouble at all will be involved. Silver is a little harder but still isn't that hard. Gold can be easy in some places (City Park) but in some places (Molten Lava), it can be devastating, simply. There are also Ultra Times you can view by pausing the game and pressing O. To stop time during Time Trial, run over Energy Chips. Small ones stop the clock for one second, and big ones stop it for five seconds. Add these up and you can have the clock paused for minutes. You can also pause to stop it, but if you go to gadgets it will still be running.

LEVELS

I will not list the Bronze and Silver times because you probably are not going to need 'em. I will just post up the Gold times, so see how you can do!

=====
FOSSIL FIELD-----| TIME: 0:32-----| MONKEYS: 4
=====

Fossil Field, being the first level in the game, is extremely easy Time Trial-wise. Only problem is that you need to catch all four monkeys, not just three of them. Activate the Super Hoop, and go ahead to catch the first two monkeys ahead of you. The third is a little harder. You'll want to have the Super Hoop going and you want to jump up the steps at the same time, but if you rush it, you're going to fall off and you'll lose sight of the monkey. You also want to get as many chips as possible.

While going up the steps, don't get the Super Hoop going. It'll just make your job harder. Have it going UNTIL the steps, but once you get there, turn it off and collect as many chips as you can to pause time, and catch the monkey. Then Super Hoop down until you get to the large piece of cliff, and then use the Sky Flyer. At the top, just catch the final monkey. See? Fossil Field wasn't too hard. However, we are only just beginning...

=====
PRIMORDIAL OOZE-----| TIME: 0:35-----| MONKEYS: 4
=====

In Primordial Ooze, it's not hard to get every monkey but this time you have to make choices for yourself on which monkeys you want to catch. Just do yourself a favor and don't catch the monkey on top of the cliff. That leaves four out of five monkeys to choose from, and several paths and ways to get them. To start it out, use the Super Hoop and capture the monkey. Don't bother if he gets in the water though. After catching him, go to the big island across the water. This is where our other three monkeys await.

Try avoiding the hills while using the Super Hoop because if you make an accident you could slide down and have around two seconds of wasted time. Once you get to the hill, use the Sky Flyer or just do a normal double jump and capture the monkey on the rock. Return to the ground, and collect the large, open chips. Five seconds off the time apiece, and the green monsters around here help quite a lot. Just charge into them and you'll get even more chips. Very useful and very nice, I must say.

Go to the right to get to the sleeping monkey which you crawled on when you first came to Primordial Ooze, and capture him. Now for the tricky part. You'll want to use the Sky Flyer to get to the monkey on the rock in the water. Only problem is, the Sky Flyer is really slow and if you use the Super Hoop at the end of the hill, you will fall into the water, leaving you a whole lot of time to have to use the Sky Flyer and catch him. Sky Fly over to him carefully and make sure you do it quickly! This is a virtue. Once you get there, just catch him. That shouldn't have been very difficult.

=====
MOLTEN LAVA-----| TIME: 1:15-----| MONKEYS: 5
=====

Molten Lava is by far the hardest of the first three levels to get Gold in, and one of the hardest in the entire game, to tell you the truth. Head up the slope on the right and just ignore the Triceratops room. Jump into Scotty's room (behind the waterfall), while you get the Super Hoop going as much as possible,

- Supernova54321: (Duncan Hardy)
<http://www.gamefaqs.com/features/recognition/22472.html>
- Fox: (Martin Dale-Hench)
<http://www.gamefaqs.com/features/recognition/30730.html>
- Meowthnum1: (Trace Jackson)
<http://www.gamefaqs.com/features/recognition/11356.html>
- BSulpher: (Brian Sulpher)
<http://www.gamefaqs.com/features/recognition/19608.html>
- Crazyreyn: (Matthew Reynolds)
<http://www.gamefaqs.com/features/recognition/27600.html>
- Karpah: (Rebecca Skinner)
<http://www.gamefaqs.com/features/recognition/22431.html>
- AlaskaFox: (Ronan Murphy)
<http://www.gamefaqs.com/features/recognition/7818.html>
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<http://www.gamefaqs.com/features/recognition/10258.html>
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- SinirothX: (Nick Henson)
<http://www.gamefaqs.com/features/recognition/30775.html>
- Gbness: (Richard B.)
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