

# Monkey Hero FAQ/Walkthrough

by hand\_of\_g0d

Updated to v0.3 on Jun 27, 2001

```

11=====11
//      Monkey Hero Walkthrough/FAQ      //
//      Written by hand of g0d1         //
//      v0.3 - 06/27/01                 //
//                                     //
//      Monkey Hero 1998                 //
//      Take-Two Interactive Software, Inc. //
//      Blam! Video Game Development     //
//      Licensed by Sony (SCEA) for Playstation //
11=====11

```

--<[Contents]>-----

- I. Disclaimer
- II. Version History
- III. Introduction
- IV. Controls/Story
- V. Items, Enemies, and Moves
- VI. Walkthrough
- VII. Credits

--<[Disclaimer]>-----

The contents of this file are original material of the author, hand of g0d1. This file may not be altered, plagerized, or modified in any way. It may not be reproduced, or published for profitable gains. It may only be printed for personal use. It may not be used in part, or whole, on any website which will do so for profit. Webmasters, you MUST have my permission PRIOR to posting this guide on your website. Plagerism is a crime! Thank you.

--<[Version History]>-----

Next Revision: More walkthrough will be added. Maybe more FAQs.

06/27/01 - Walkthrough updated. Other bits here and there.

05/03/01 - FAQ Section added. Walkthrough updated. Adjustments to format.

05/02/01 - Initial Release. Game Controls, Partial Items/Enemies list, and the begining of the walkthrough.

--<[Introduction]>-----

I purchased this game back in the summer of 1999 for \$10. I figured, if it is trash, I wont be losing much. Well, it was well worth my 10 dollars. It's sort of childish in story-line, but so are a lot of fun games.

As of current, I have not found a single help file on this game. Not even the official strategy guide from Prima that was advertised in the games casing.

So here I am 2 years after I beat it wiping the dust off my case and writing a walkthrough/FAQ for it.

\*NOTE\* It really has been 2 years. I have been getting a ton of emails from people asking for help further into the game than this FAQ is written. I am not mad about this, but I don't remember much of this game, so anything that occurs after the point in the walkthrough where I stop, I probably don't

know. You are still free to email questions. I am actually happy that people are reading this. Sorry to those who I have not been able to help. I hope this helps anyone who may have this game.

-<[Controls/Story]>-----

DPad - Moves Monkey in desired direction, moves cursor for selecting items.  
[] (Square) - Uses item currently equipped.  
X (X Button) - Use staff, holding X charges for Hovering.  
/\ (Triangle) - Opens/Closes inventory screen  
( ) (Circle) - Action, Talk to characters, open chests, lift/throw, or push/pull and hold to use ramming attack.  
R1 - Cycles forward through equipable items  
L1 - Cycles backward through equipable items  
Select - Opens Map Screen (Once map is obtained)  
Start - Pause (Save & Quit or Continue Playing)

You assume the role of Monkey, a brave little ape who has great powers. You live in the Waking World, which is being torn apart by the Nightmare King. The Dream King has lost his balance of power now that the Magic Storybook of Dreams has been stolen! You must get this book and return balance to the 3 worlds.

Throughout this Walkthrough/FAQ I will be using some abbreviations, so here are what they mean:

-S- = South, -N- = North, -W- = West, -E- = East

-<[Items Enemies and Moves]>-----

Items:

Peach - Restores 1 peach of life meter.  
Big Peach - Adds 1 peach to total of life meter.  
Mushrooms - If you lose all life, this will revive you.  
Pie Slice - Restores health  
Gourd - Used to suck and hold fireflies.  
Grapple - Used to climb objects.  
Magic Statues - Each has a different ability. Costs you for each use.  
Candle - Source of light, can carry fires, etc.  
Spears - Throw them for a long range attack.  
Firecrackers - Use to destroy something or as a weapon.  
Hammer - Weapon, also crushes rocks, wooden posts, etc.  
Mega Bracelet - Allows you to push/pull heavier objects.  
Pie Tin - Holds Pie Slices for you  
World Map - Self explanatory  
Hover Scroll - Allows you to use your staff to hover over hazards.

Enemies:

Dive Bomber - Twoheaded bird will swoop down and peck you, Grapple can get rid of them. Another form of them drops eggs on you.  
Jellies - They look like chunks of jelly.  
Rockheads - Evil Fontunes will ram you with their thick heads.  
Tai Toads - They can jump over walls, so watch out  
Fire Elementals - You can light your candle with them.  
Nightmares - Basic enemy looks like a rabbit.  
Knife Throwers - Nightmares who throw knives.  
Bats - Hard to see, mostly in underground caves.  
There may be more, but I don't know their names/remember them.

Moves:

Staff - Press X to swing your staff.

Charge - Press and hold () to charge with your staff.  
Hover - Press and hold X to charge, release to hover.  
Push - Walk toward a pushable object to push it.  
Pull - Press () next to a pullable object and use the dpad to pull it.

--<[Walkthrough]>-----

Page 1:

After the opening sequence you will be dropped into a mine. Go -S-, then head all the way over to the -W- wall, and go -N- through the door. Continue -N-, then -E- through another door. There will be 2 crates to the -S- if you lift and throw them, they have peaches inside to recover any health you may have lost this far. Go -N- then -E- and talk to the monkey there. Go through the door then Up the stairs, press a lever to open the door. There is a Gold Key in the crate in the -N- section of this room, use it to unlock the Chest in the -S- section of this room. You will receive the Bamboo Staff! The two boulders will now move out of your way. Head through the door, then another. Roll the barrels that are there and it will kill most enemies in here. Kill the other 2 slugs in this room for a crate that will have 20 coins in it. Go -W- through the door. Stand at the edge next to the tracks and wait for the cart on the tracks to come back, now quickly get in front of it and cross the tracks. Go -S- through the door. Talk to Master Sage, he will give you a head band that lets him talk to you through telepathy, and tells you that you must go to the Library to get the Magic Storybook. Go to the -SE- corner of this screen and follow the path you will find there. Notice that patch of blue-ish turnips on the left, we will come here later on in the game. Continue -S- and you will come across a mushroom looking person. This is a Fortune. Talk to him and he will move and you can take that path to the -W- until you reach the library. Enter the library and talk to the Ghost Librarian, she will move the shelves for you. Go through and push the shelves over to make your way through until you reach a fountain. This will replenish your health. Go through the door to the -E-, knock over the shelves here to get the chest that has a Gold Key in it. Push the lever for the door to open. Kill all the enemies in this room and the Ghost Librarian will appear so talk to her. A door will open to the -S- open the chest in here with the Gold Key for the World Map. Go back and talk to the Ghost Librarian she will open the door on the right side of the room, open the -N- door and head down the steps. Push the 2 barrels and go up the steps where you will find a lever that unveils a chest, open it to get the Silver Key. Go through the door, Kill all of the enemies and open the door using the Silver Key. Knock over a shelf to use a lever which will show a chest that has a Gold Key in it. Go back to the open door and use the gold key to get the Scroll of Hovering. Go back through the door avoid the Rockhead, hover over to the door and go through. Push the barrels and go through the -W- door. There will be a large peach statue that you can push to get to the door. Move the crates use the steps go to the -E- door. Push the peach statues in the corner. Get the key, and open the door. Use the -S- steps to push the lever, now use the -N- steps to go through the door. Hover across and get the mushroom. Go back, use the -SW- door, and hover -E- then -S-, use the lever, go back for a chest with 5 coins in it. Go through the door. Pull the peach over the red button and head through the -W- door, now go down and hover. Move the crate, and hover -E-, push the lever, hover -W-, use the door move the crates, push the peach on the button, use the -E- door go down the steps, head -N-, push the peach into the corner and go through the door. Move another crate and you will come to the magic storybook! After a short scene, you will have to battle the Nightmare King, you can run to either side of the screen, and he will begin to (try to) suck you in, but just keep walking toward the wall until he stops. Then he will do one of two attacks, 1, spit out a fire like beam, or 2, spit out some Jellies! If its

the beam, just wait it out, if its the jellies, kill them as fast as he spits them out. After the beam is gone (or the jellies) hurry up and hit him with a staff swing then run back to the side. This will repeat. You only have to hit him 6 times. He will ruin the book and you must now collect 8 pages that are all over the land. The ghost librarian will give you 1 of them.

Page 2:

After all the talking you will be taken to the front door of the library. Take the path -E-, then -N-, then -W- to see Master Sage. Go in, go -W-, there will be a peach statue, push it to reveal a chest which holds a dream crystal. Head -NW- and go into the house. Talk to Sage and he will give you a Magical Big Peach. Leave and head -N- from here, go into the firecracker instruction house. You have to kill 5 enemies, and you only get 5 firecrackers, so if you mess up, leave and come back in. Push the /\ to open your inventory, select the firecracker and press /\ to exit this. Now press [] to light it. Press () to pick it up and again to throw it. Line up with the 1st one and stand next to the bar and throw. Do the same for the 2nd one, but this time take one step back from the bar. Kill the 3rd from the bar. The 4th moves but just take one step back from the bar and it will hit it. The 5th moves side to side. Line up with his right-most point, one step back from the bar, and wait for him to go to his left-most point, now throw and it will explode by the time he is back to his right-most point. Now you can use firecrackers. Leave, to the -N- is a library with some people to talk to but nothing important. Leave Master Sage's Dojo, back to the path. Head -NE- to the Mine.

In The Mine:

Hover over the chasm, a Rockhead awaits you so be careful. Hover again. Kill the cavemen-ish type people and head -N-. Stand on the ramp and wait for the cart to come, then run onto the cart it will carry you across. Now there will be another cart between to barrels, but ignore that for now and go -W- where there are 2 more barrels, stand between them and hover -N-, then -N- again, and again. Push the lever here, then make your way back. There will be a Dive Bomber so be careful. Once back go -S- into the room. Open the chest in here (which appear because of the lever) to get the Gold Key. Now go back to the 2nd cart and cross, then go -N-, walk onto the tracks and go -W- then -N- stop about half way across then hover over thru the opening in the wall. Open the chest here to get the Hammer. Try it out on the wooden posts right here. Now go -S- out of this room. And make your way out of the cave. After the 2 carts there will be a large metal crane type thing. Stop here, to your right there will be a large crack in the wall. You can use a firecracker on this to open the wall here and inside you will find a chest with a dream crystal. Go back to the Dojo. This time go -N- and pound the posts in with the Hammer and follow the path here. It will take you to a house with Sage inside. Talk to him, then leave. To the -S- of this house is a cave where you can buy a much better staff for 500 coins. Don't bother going in here yet since you probably don't have that much. Leave the Dojo area. Go -E-, then -S- and talk to the Monkey here. Say yes to him, and he will give you orders. Now head back -N- and hit the posts. Cross the bridge, then there will be a fork in the road. You can go -N- or -S-. For now we will head -S-, there will be a cave but don't bother with it yet. Keep going -S- as far as you can, then go -W- and enter Monkey Village. Go -S-, cross a bridge, talk to the Monkey Lieutenant he will give you more orders. Now head -N-, then -W-, along this path there will be a house, go into it. Talk to Ma Baker, she will give you the Magical Pie Tin. If you want to buy a slice or two, they cost 80 coins and they can be found in the next room. Leave and continue -W- over bridge. This will bring you into Town Square. Talk to everyone here. Go into the house in the -NW- corner, talk to Samuel, and his wife Rosie then leave. Go into the house in

the -NE- corner to learn how to use spears. Again only 5 spears for 5 bad guys, so no room for slip ups. Open inventory and select them. Use [] to throw them. Just line up with all of the first 4 and throw from any point. The 5th one moves side to side, but still easy, wait for him to line up with you then throw. Now you can use spears. Leave and head -W-, talk to the soldier, go up the stairs to the pub. Talk to everyone, then go through and talk to them again. Leave and go back to Town Square. This time head -S-. To the -W- is Pack Rat's shop. Peaches are 10 coins, Fire Crackers are 70 coins and spears are 50 coins. Fire crackers and spears come in 5 packs. To the -E- is Rolands house, go talk to him then go back to Town Square. Exit to the -N-. Once out of Monkey Village go the the -E- side of the exit to find a chest with 50 coins. Now follow the path -N- and hit those posts again. Cross the bridge, go -S-, then -E- and follow the path. You will come to some white and red trees, there is a cave here but ignore it for now. Take the path at the -NE- corner, then hit the posts to the -N- and enter. Talk to Pig and say Yes. There will be four of these guys. Swing your staff at them and while they are stunned hold the () to use a ramming attack, it will ram them into the wall and kill them. If not just hit them a few more times. Your prize for beating them is 250 coins! Now leave. There will be a sign but ignore it and go to the -E- and talk to the scared monkey. Go off the path to the -NE- and hit the posts to free the monkeys. Go in and it's a trap. Kill off the nightmares and now the monkeys are free. Hit the posts behind them for a chest with 100 coins. Head back to the sign I told you to ignore and go -S-, then go -SE- and you're in Fortune Village. Enter the 1st house the the -N- and talk. Then the 2nd house and talk. Sounds like you should go to Bamboo Grove! So leave the village and immidiately go -N-. Talk to the Fontune at the entrance and he tells you to move the 4 peaches back. This place is a maze so here are the directions. Go in, go -W-, break the rock with your hammer. -S-, -W-, -N-, hammer rock to the -E-, hammer rock to the -N-, hammer posts to the -E-, go -S-, hammer posts, move peach number one. Go back to the 2nd rock you broke and go -E-, hammer another rock, -S-, -E-, -S-, -W-, -E-, -N-, move peach number two. Go -S-, -E-, -N-, take the first -W-, -N-, -W- all the way over, -N-, -E-, hammer a rock, hammer a rock, -S-, -W-, hit post, move peach number 3. Go -E-, -N-, -W-, -S-, all the way, -E-, take the first -N-, take the first -E-, pass the entrance, hammer a rock, -N-, hit posts, hammer a rock, -W-, move peach number 4. Go -E-, -S-, -W-, talk to the Fontune at the entrance. Go back in, go -W-, -S-, -W-, -N-, -E-, -S-, -E-, -N-, -W- at the peach and enter the cave.

#### Inside The Cave:

Read the sign, hit the beehive looking thing and fireflys will come out and light up the room. Follow the path, and talk to the Fontune who will give you firecrackers. Use one at the end of the path to open the wall and contine. Stay on the path and go -N- at the end of the path. You will be in a dark room. Head to the -NE- corner and go through the door. Roll the barrels. Go in the -W- door, follow the path and go in the -NW- corner's door. Use the hammer on the skulls twice to get rid of them. Go through the door and roll both barrels, it should kill all of the enemies and make a chest appear. If not kill them yourself. Get the Silver Key from the chest and the door will have unlocked, so leave. Go to the -SE- corner and hit the skulls, then go to the -NE- corner door. Use the key on the -E- door. Cross the steps and go to the -SE- corner, and use a firecracker on the wall to get another dream crystal. Leave that and go down the steps. Go down the steps in here and hit the firefly nest, then go back up. Hover across, there are 10 coins in the chest, go through the door. Kill all the enemies and the door will open. Read the sign and go through the -NE- door. Break 3 skulls and a chest will appear with a Gold Key. Leave this room, leave this room, drop down and use the steps, and use the steps again. Open the chest with the Gold Key and you will get the Gourd. You can use this to capture Fireflys by pressing the [] button near them. Pressing [] again releases them. Go back down the steps, and down again. Catch the fireflys here, then hover across.

Go through the door and stand near the large crystal ball thing. Release the fireflies while facing the crystal ball and they will go in and unlock the door. In here there are some Rockheads, use your hammer on them to kill them and a chest will appear with a Silver Key. Use the Silver Key with the door. Throw the crates at the mushrooms to kill them, giving you a chest with 20 coins and unlocking the doors. Use the -N- door, kill the Rockhead, and use the skulls on in here as an arrow. Follow them to the -E-, there will be a Rockhead here too. Kill him, and hover -S-, break 2 skulls, then hover -N- then hover -S- again and open the 2 chests, each with 50 coins. No go all the way back to the room before, and use the -S- door. Put the fireflies in the jar, a 50 coin chest will appear, use the -W- door. Throw crates to kill the mushrooms, which opens a door to the -N-, which obviously you will use. But not before you get some fireflies in your gourd! Now use the door, and smash the skull right there. Put the fireflies in the jar to get a Gold Key. Go through the -S- door. Now use the -E- door, then the -N- door. Use the firefly to see and bash the posts to the gold door, on the -E- wall and capture the firefly again. Now use the door, and push the barrel -S-, which should kill the nightmare. Then there will be a nightmare but no barrel. Now push the 2nd barrel -S- as well. Put the firefly in the jar to the -N- and use the -S- door. In here kill 3 slugs to get a magic big peach! Use the -W- door, here there will be a post to the -N- for you to bash. Walk to the -W- killing enemies, and you will come to 2 posts, bash them. Now continue on, until you find the last post and, you guessed it, bash it. This opens the door to the -W- so use it. Get fireflies in here, and roll the barrels to kill the slugs. Now go through the -W- door to get to the BOSS:

Walk up to the small mushroom at the -N- of the screen and talk to it. It will grow into the Mushroom Creature. He attacks by hovering over you then smashing down. Stand over a red spot, once his shadow stops moving run to the post and smash it causing steam to come from the red spot, hurting him. Continue doing that until he stops and throws a glowing green spore at you try to avoid it, if you get hit things will get VERY blurry. They clear up in just a few seconds though. He will also try to grab you and throw you down. After a few hits with the steam he is finished and guess what you get for all your hard work? That's right another book page.

Page 3:

You will be transported back to the surface, in the maze of Bamboo Grove. Leave here, and go to Fontune Village and go in the first house to the -N- to talk to Little Lord Fontuneleroy or something like that. He gives you a mushroom bag. Now you can carry up to three mushrooms to save your life. Leave the village and go -W- until you come to a sign that reads about Pig Pen, Bamboo Grove, and Fontune Village. No go to the -SW- corner of the screen. You should still have 2 fireflies in your gourd. Walk down the bridge and put the flies in the jars to gain access. In here you will talk to Rumpel who will give you 5 explosive spears! If you leave and come back you will here his true plan. By now you should have saved up 500 coins to buy the dragon bone staff. So head to Master Sages Dojo and go in the cave. Hover over to a monkey who will sell it to you. This lets you hover longer and takes less hits to kill enemies. Head -S- from here to go to the Beach. That's it game over you win! Just kidding... but that's all for now, more updates to come. Although I can't promise how soon.

-<[FAQ]>-----

Why do I need these dream crystals?

- Once you get 20 you can take them to Master Sage for the Dream Staff, but it's possible to defeat the game without this so it's up to you.

Why can't I hover over some of the chasms in the game?

- You probably can. Some of them are meant to be crossed by other means, but if you get a better staff, then you can hover longer.

Where can I get the Magical Pie Tin?

- From Ma Baker in Monkey Village. You can also buy pie slices from her.

Now where do I go?

- Once you have the World Map, just press Select to bring up the map screen and head to the area that has a book page on it. Note- this game is not really non-linear, so see the walkthrough if you are really stuck.

What is that cloud rock thing by Master Sages?

- These are called cloud pedestals. By stepping on them and pressing the circle button you activate them. They can be used to teleport through the world.

How do I teleport?

- You can only teleport to a point you've activated, and you need to get the cloud icon. You can use this like any other item in your inventory and it will take you to a destination selection screen.

How many cloud pedestal points are there?

- Eight.

How do I get the Grapple?

- I don't remember yet. Answer soon to come.. I hope :)

Any other questions can be emailed to me directly. If they are asked enough I will probably add them to this section.

-<[Credits]>-----

Written by hand of g0d1, with (very, very small amounts of) information from the Monkey Hero Instruction Manual.

You can contact me at handofg0d@crackdealer.com

I would like to thank:

CJayC for posting my FAQ

Sony, Take-Two, and Blam!, for making this game.

GameFAQs.com for running the best gaming website out there.

Cheat Code Central (www.cheatcc.com) for their support

FAQ Authors, for inspiring, and helping me.

©2001 hand of g0d1

-<[End Of Document]>-----