

Monkey Hero FAQ/Walkthrough

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Monkey Hero
FFXTIDUSFFX
Version 0.3
Last Updated: Jan.23th, 2002
Full Walkthrough (Not completed yet)
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Updates:

Jan.23th, 2002 - Version 0.3 -- It isn't as big of an update as I wanted it to be but anyway. I'll add a bigger update in 2-5 days.

Jan.11th, 2002 - Version 0.25 -- Sup? Nothing big here. Just finished the library and boss battle. Oh, and I added a two new tips. I haven't been playing much. I've been addicted to Lunar 2: Eternal Blue since I got it for Christmas. I'll probably not update until a few weeks but once I do it'll be a bigger one. Peace.

Jan.5th, 2002 - Version 0.2 -- Updated sooner then expected. Walkthrough started. Beware of this game PS2 only users -- this game only works on the original Playstation and PSOne console. Hopefully I can submit this version correctly.

Jan.4th, 2002 - Version 0.1 -- This is my first faq. I just got Monkey Hero today (traded friend Ball Breakers for it) and I saw Monkey Hero on the request list. Even though I haven't even played the game at all yet, my friend said it is pretty easy, so as I progress, I'll add accurate date to the Walkthrough section. So far all I have added is information from the instruction booklet.

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Chapter I: Story (From Instruction Book) --

Monkey, listen closely, for this is your destiny.

(Told by Master Sage)

The Past

Long ago, there existed not one, but three worlds... the Dream World, the Waking World, and the Nightmare World. These three worlds remained in balance, each serving its purpose in the lives of all creatures... The main reason this balance was kept was The Magic Storybook of Dreams. This book kept the people of the waking world safe from the constant invasion of the Nightmare King. The Nightmare King, determined to destroy the order of the worlds, knew that if he stole this book, he could fill the Waking World with evil nightmares and create total chaos. Having anticipated this attack, the Dream King fashioned a hero out of stone and sent him to the Waking World for the sake of the good people. This hero was found by a pair of kindly villagers who raised him until he was ready for his dangerous quest.

The Present

Monkey, you have spent many years under my guidance and teaching. The time has come for me to tell you of your destiny... I have been training you for a great journey, you are the Monkey Hero that the Dream King created to defeat the evil Nightmare King! You must retrieve The Magic Storybook of Dreams from the Nightmare King to restore balance to the three worlds. I hope I have taught you everything you will need to complete the upcoming challenges... I know not all of what you will be facing, or what paths you will need to take, but I have written down everything I think you will need to know in this book. I hope it proves helpful!

The Future

Harmony must be restored. It is up to you to find the missing eight pages of the magic story book and defeat all the Nightmare Lords. The events to come will no doubt test each and every ability I have taught you. You will need to be strong and always keep a clear focus on your goal. You will be faced with many difficult puzzles and enemies, but no matter how hard

it becomes you must never give up. You are our only hope, Monkey...

Chapter II: Basic Gameplay (Told by Master Sage)

----- Monkey Moves -----

You will need to travel and explore many different areas of the three worlds. You'll be faced with many different puzzles and situations that you will need to figure out and overcome. I hope you remember all that I have taught you Monkey.

Moving Around the Screen -- Use the Directional Buttons or the Left Analog Stick to move yourself around the screen. You will move in any direction you press the Directional Buttons or the Left Analog Stick. You must be close to an object to interact with it.

Pushing Objects -- Throughout your quest you will need to move certain objects around to uncover certain items and areas. You can do this by moving next to the desired object, when you are close enough to it, press the Directional Buttons or Left Analog Stick in the desired direction and you will lean against the object and either push it over or slide it across the ground to where you wish. To stop pushing the object, either stop moving or move in the opposite direction.

Pulling Objects -- Pulling objects is much like pushing objects. To pull an object, move next to the object, and then press and hold the "O" button. You can then pull it in the direction, you press the Directional Buttons or Left Analog Stick. Note: Not all objects can be pushed or pulled. You must experiment with what is around you to find out what best fits the situation.

Picking up and throwing objects -- There are many objects in the world that can be picked up and used as weapons by throwing them, you may also find valuable items inside these objects after they break. To pick up an object such as a plant, move next to the desired object and press the "O" button to lift it over your head. While carrying the object, you can still move around using the directional buttons or analog stick. To throw the item you are carrying, press the "O" button again. You will always throw the object in the direction you are facing so you must position yourself facing the direction you want to throw.

Opening Chests -- Throughout your adventure you'll come across many chests containing important items. There are two different kinds of chests, small and large. Small chests can be opened by moving next to

the chest, and pressing the "O" button. Once the chest is open you will automatically pick up the item and put it in your inventory. Large chests are opened the same way as small ones, the only difference is, a gold key is required to be in your inventory to access the chest.

Conversation -- There are certain characters in the game that you can talk to, many of which have valuable information for you. To talk to a character, move next to the desired person and press the "O" button, press the "O" button again to continue the conversation and end it.

Hovering Technique -- Once you find the "Hover Scroll", you are capable of using your staff to hover over chasms and places where normal walking is not possible. Your hovering power (the amount of time in which you can stay in the air) is determined by the kind of staff you are using. In other words, the more powerful the staff, the more hover power you have. You can perform this maneuver by holding the "X" button until the staff charges, when fully charged, you will twirl the staff, creating lift. You control your hover direction the same as if you were walking, press the Directional Buttons or Left Analog Stick in the direction you wish to move.

Staff Attack -- Your Standard attack. Once you find a staff you can press the "X" button to swing your staff directly in front of you. You can use this attack as many times as you wish. You should practice the correct distance you need to be away from the enemies to hit them. Also, you can perform a charge attack by pressing and holding the "O" button for 1 second. To stop running, press the directional buttons or left analog stick in the opposite direction. Although your main attack is with your staff, you will find other objects in the world that may be useful as weapons, so experiment.

Staying Alive

In order to fulfill your destiny of defeating Nightmare King, you are going to have to stay in good shape. I feel as if you are my own soon and it would break my heart to see you die. Here is all I can teach you about staying alive....

The amount of health you have is shown with peaches, which are displayed in a row on the tip of the action screen. Every time you take damage you lose either a half or whole peach, if you run out of peaches, and have no mushrooms, you die.

Small Peach: Restore 1 peach of life and are automatically used when picked up.

Magic Big Peach: Restores full peaches and adds 1 to your maximum.

Mushrooms: Mushrooms, when obtained, will restore all of your life if you happen to lose all of your peaches. Mushrooms can be obtained from Fontunes.

Using Items you find

You will find many useful items along the way. These items will allow you to gain access to new areas and give you new abilities. Most of these items will be very well hidden or held by foes you will encounter. You must try your best to locate them, for they will prove to be a great help. I have even heard of an item that will give you telepathic powers so that I may better help you in the later stages of your quest. Either way, here are some of the important items that I know about...

Equipable Items

Equipable Items are selected from the inventory screen. Press the "Triangle" button to access the inventory screen. Use the directional buttons or left analog stick to move to the desired item, press "Triangle" again to select the item and return to the game. Once back in the game, you can also use the R1 and L1 buttons to so a quick switch between all available equipable items. Once you have selected an item you can press "Square" to use it. The usable items I know are:

Gourd -- Can be used to suck in and hold fireflies that you will find flying around. To capture fireflies, select the Gourd as your equipped item and hold "Square" down. You can now walk around and capture fireflies if you want. You can release them by pressing "Square" whenever you want.

Grapple -- Allows you to gain altitude by grappling on to objects. Effective against flying enemies and hard to reach spots.

Magic Statues -- Statues have different abilities when used, depending on their type. Because of their strength they consume coins every time you use them.

Candle -- Has a couple of uses, but mostly as a source of light. It must be lit by a torch to use. When you get hit, the flame will go out.

Spears -- Long range attack. You will come across a variety of spears in your travels. You can throw your spear in the direction you are facing at any time by pressing the "Square" button.

Firecrackers -- These little explosive buggers can be used as both a weapon and for causing destruction to certain objects. When selected as your equipped item, you will drop a firecracker every time you press the "square" button. You can then pick it up by pressing the "O" button, and then throw it by pressing the "O" button again. It will explode 3 seconds after you 1st dropped it.

Hammer -- Can be used to smash your enemies to a pulp, but is also used to pound other objects.

Auto-use items

These types of items, once picked up, will give you special abilities and other attributes. Once you have the Hover Scroll, for example, you are able to hover from then on. These are the auto-use items I know about:

Mega Bracelet -- Allows you to pull and push heavier objects

Pie Tin -- Allows you to store peach pie slices for later use

World Map -- Lets Monkey see a map of the world. Pressing the select button will bring up this map.

Hover Scroll -- Gives you the ability to use your staff hover across chasms and hard to reach spots.

----- The World Around You -----

You have a long and dangerous trip ahead of you. I'm sure at times you will get lost and confused as where to go or what to do next. Don't fear little one, I will help you as best as I can. Here is some information that you should find interesting.

(Remember, this dude is not me, it is Master Sage, a character in the game. I don't want 50 e-mails saying I sound like a retard)

World Map

The Over World Map is accessed when you press the Select button when not in a dungeon. If you are inside a house, the map will not come up. You must first find the map in which you are in. The map will show your whereabouts and the location of any dungeons or other special places that people have told you about.

Clouds & Cloud Pedestals -- The combination of Clouds and Cloud Pedestals allow you to teleport throughout the world. There are 8 Cloud Pedestals with a cloud graphic on them sprinkled through the game. You have to activate these pedestals with the "O" button.

Activated Cloud Pedestals will become a destination on the World Map. Once you collect the cloud icon, use it in your inventory like any other object (such as a hammer) and you'll be lifted up and sent to the World Map where yellow blinking dots will show Cloud Pedestal points. If you have set any landing points you can warp to them (when you get the cloud, you'll get the first landing point automatically.).

Enemies

When I was a young adventurer, I came across many of the evil creatures you will be facing. I know that there are much bigger and powerful bosses, and I am sorry I don't know more about them. I will tell you what I remember though, hopefully it will be useful.

Dive Bomber - These two headed flying pests swoop down and try to peck you to death. Use the grapple on them to dispose them quickly.

Jellies - Leftovers from the Nightmare King's dinner table. They shake a few times before jumping on you.

Rockheads - Armless but deadly. These creatures are fontones serving the Nightmare King.

Tai Toads - Their jumping ability makes them able to get over barriers you can't get over.

Fire Elementals - You can light your candle on their bodies!

Chapter III: Tips

Instructions Tips

1.) Be sure to save your game at the beginning of every dungeon and after collecting a Book Page.

2.) There is no way to retreat to if you can trap an enemy to the corner. Once that happens, strike quickly with your staff and bid the Nightmare King drone good riddance.

3.) Whenever you're low on health, spears, money, or firecrackers, be sure to check all of the crates and jars in that area. Remember, you can always walk out of the room and back in to restore those smashable objects.

4.) When dealing with Knife-Throwing Nightmare guards, stand to the left or right of its line of fire and approach it until it's backed into a wall or object. Once trapped, you should be standing diagonal to it

and will easily defeat it with a few swift swings from your trusty staff.

5.) Once you've obtained the Mushroom Bag from the Fortunes, you should visit the Shop Keeper in the south-west of the Fortune Village and buy more mushrooms. It's always a good idea to carry at least three mushrooms.

6.) Before entering a dungeon to retrieve a lost book page, be sure to visit Ma Baker and stock up on some Peach Pie Slices! A tasty pie slice halfway through a dungeon will revive your health meter.

My Tips

1.) If you don't know where to go explore the bottom a little bit -- sometimes there is a room to enter there, you just can't see it from the bad camera angle.

2.) Make sure you use your Mushrooms when low on health.

3.) Make sure when you are finished you go to Save and Quit. I had to start over two times now for forgetting to do this.

Chapter IV: Walkthrough

Here is my walkthrough for Monkey Hero. It contains a lot of spoilers so BEWARE.

Cave

Key Items -- Bamboo Staff

After a small earth quake, you fall down a well and into a cave. Make your way left, you can destroy the worm enemy if you want. Just press "O" to pick up a box, and then "O" again at the worm. The enemy is destroyed. It could have a peach life or donut. Make your way to the room far east. You enter a room filled with crate. Pick up the crates and throw them out of your way so you can make your way through. Run into a barrel to destroy a few worms. Destroy all of the other worms using the tactics above and then make your way into another room. Get there by going North and then West. You'll get there in another room. Talk to the man and avoid the other for now and enter the door -- you can't unlock the treasure chest in this room just yet so go ahead and enter the other room. There is a small treasure chest in this room. This is the key for the big treasure chest. To open it, just press the "O" button. You get a Bamboo Staff! Enter the room you were in before. The statues move out of your way. You can now destroy the worms with your Bamboo Staff

just by pressing "X". Make your way into the next room east. You are outside. Well sort off. Don't fall off the ledge or else you'll lose a peach. Go up the stairs, push the barrel into the worm. Advance left, destroy some worms, and then enter the next room. The room has a moving crate on Railroad tracks. To get by, you must go as far to the left without falling off the ledge, and then down and left again through the railroad tracks when the crate goes as far right as it can go. The confusing camera angle doesn't give you an angle to the next door, just go down the other rail road. This leads you outside.

Outside
Key Items -- Head Band

Talk to Master Sage. The Nightmare King as already started his attack and now you must head south to the Library. After talking with Master Sage, he gives you a head band. Now, Master Sage can talk to you telepathicley! Head a little east, then south. You'll encounter two new creatures that can be destroyed with two swings of the Bamboo Staff. Keep going south, and then west. Talk to fonty (the guy with the weird hair) and he'll tell you he's a fonotune and will lead you to the library. Attack the one guy with the weird looking weapon, continue west, and then enter the Library.

Library
Key Items -- World Map, Hover Magic, Big Peach, Magic Storybook Page #1

Destroy all the enemies and the Libirian comes up! Talk to her by pressing "O". After you listen to her short speech, the passage unlocks as the books blocking your path move out of the way.Go North. You enter a room with shelves of books. Knock down the ones West and East to collect 2 donuts and peaches. Knock down the shelves of books north. Press "O" at the fountain. You'll get all of your peaches back if you do so. Go east. Destroy some monsters to clear a path. Keep knocking down the shelves of books to the far east and you'll eventually get to a treasure chest with a key inside. Press the switch by walking up to it, and then enter the next door. Bash down all of the monsters and then the librian reappears. She talks about the world map and says she lost the key to the treasure chest that has the World Map in it. Don't worry though -- you've all ready found it in the past room (if you did what I said to do). The door north is locked so make your way south. There is a door there -- you just can't see it. Get the boxes out of your way and then unlock the treasure chest. You've found the World Map! Now when you press select outside you'll see an overview of Waking World. Go back to the other room. Talk to the Libirian again. After the conversation, the north door unlocks. Press the north

switch to unlock the next door. Defeat the first two monsters and then head east. Knock down the barrels to destroy the rest of the enemies. Hit the switch. A treasure chest appears and the door opens. Get the silver key from the chest and then proceed to the easy door. Avoid everything and continue easy to a new door. Knock down a few book shelves -- eventually you'll come to a treasure chest with a gold key. Go back to the previous room. Pick up the box in the middle of the room. Destroy the 3 enemies in there with your staff and the door north opens. Jump down, then go up the stairs, use the key you got from before, and the big chest unlocks. Inside is Magic that lets you Hover! Without falling, go far off to the ledge, then hold "X" and then let go of "X". Once the stars turn to light blue you can hover your jump. Hover your way back into the other. Then go east again. Continue your way east and go to the next room. Avoid the toads, you can't kill them. Go between the two statues and use your hover jump to make your way into the next room. Go ahead and knock down every single barrel to the south -- you'll destroy all of the enemies that way. You can't do anything here yet so make your way south and then west into the next room. Push the peach shaped statue north so you can proceed. Destroy the two enemies and then enter the next room. Throw a block out of your way so you can make your way south. Avoid the toad and climb up the stairs. If you want, go as North-West as you can without falling off the ledge. Use your hover across the next platform. Pull the switch and a small treasure chest pops out with 20 donuts. Destroy a few enemies and then go to the next room. Push the peach shaped statue north. Go south, then east, and destroy an enemy. Then push that peach shaped statue east. A small treasure chest pops up. Jump down the stairs and open the chest. You get a Silver Key to advance to the next door! In the next room, climb up the stairs to the south. Pull the switch and then go to the north stairs. Look familiar? Hover your way across to the small treasure chest. If you fall, you have to do this all over again. Unlock the chest and get a toad. Hover your way back to the room you just came from. Go West, and then down. There is a door there. It took me awhile to figure it out because of the camera angle. In there, destroy a few worms. The door southwest is locked so hover across the stairs to where the other worm is. It is real hard to see because the screen is real dark. If you fall you lose a peach. Hover below and flip the switch. Open the treasure chest to get 5 coins. Pull the peach statue on the switch then enter the next room. Pull the statue by the two treasure chests out of your way. Open them to find a gold key and 10 donuts. Go to the previous room. Pull the statue on the switch again and enter the east room. Hover east and then go up the stairs. Use your key to enter the next room. Go up, then right when you see four crates. Throw them out of your way and open the treasure chest to get a big peach. Now you have five peach lives instead of four. Enter the north room.

Throw the crates out of your way and then hover west. Throw a crate southwest and then hover across again. Hover eastward, flip the switch, and then enter the next room. Push the peaches to the west+east switches. Don't worry about the one in the middle -- it just sends up a few enemies. Enter the next room. Destroy all of the enemies and then enter the next room west. Jump down. Push the north statue west and then into the next room. Run up to the Magic Storybook and then you'll end up in a conversation. Next thing you know you fall to the platform below. Your up against your first boss battle.

Boss
Nightmare King

This guy is real easy. Attack him after he does his wind attack with the staff. To make his attack not work, run the opposite direction the wind blows. Destroy the purple enemies he sends out. They only take one hit to kill. Next thing you know he is defeated. Grab the book. Nightmare King has scattered all of the pages all around the world leaving you to find them all. Talk to the Iberian. She gives you your first book page! And next thing you know you are back outside.

Outside (2)

Go ahead and explore the world around you a bit. When you are ready, go North and then West. Talk with Master Sage and then enter the entrance. Immediately go east and push the peach statue. You'll get your first magic crystal of 20. Enter the 1st house you see and Master Sage appears in mid-air. Talk with him. He'll tell you about the 20 crystals. Once you collect all 20, return back to this house. Then, after the conversation, he gives you a big peach. Go to the other house a small ways north. Talk to the instructor and then say yes to his question. Press *Square* to drop a fire cracker, then press "O" to pick it up, and then "O" again to throw the firecracker at the enemies. After you complete is somewhat difficult task, you can now use fire crackers. He now gives you five firecrackers to start out with. Go north to the next screen and then enter the huge house. Talk to the two people in there. One tells your next location and where a hammer is found. Leave the whole area. Outside of the area, head a little east, then north. Then go North-East and you'll find the secret mine with a hammer in it.

Secret Mine
Key Items: Hammer

Hover your way north through the two jumps. Enter the next room. Fight off the two never-before-seen enemies. In the next room, you'll see a moving crate. You must go up the small ramp, then once you see the crate move toward your area, run onto it to get to the next platform. Go west and then south to enter a little door. Open the treasure chest to get a gold key. Ignore the moving crate for a minute, and hover to the other platform. Keep doing this until you come upon a switch. Press the switch and then go back to the crate. Do the same thing you did with the other crate, and enter the next room. Go around the cart tracks until you find an open platform. Open up the treasure chest and inside is the hammer. Equip it, and then head out of the secret mine and back outside.

Outside (3)
Key Items: Power Staff

Keep going south about three or four screen loads and then you'll eventually come to a broken bridge. Hover across it and enter the area south. Immediately enter the first house you see and accept the girl's favor. Go as south as possible, then a little west to enter a little ship. Destroy the first enemy, and then roll the barrel out of your way. A few of them don't move, so your going to have to try a few. Pick up some boxes west and throw them out of your way. Move a little block with an attack by the hammer and then open up the treasure chest. Inside is yet another big peach life and a little map. The monkey guy talks about memorizing the "X" spot on the map. Go all the way back to Trixies house right by the main entrance. After you talk with her, hunt her sister down. Just go a little south, then keep head west to another load screen. Then just head west until you come upon her house. Keep saying "No" to all of her questions and she'll get a little frusterated and tell you to go back to Trixies house. Go back to Trixies and talk with her. She'll give you a new stronger staff!.

More Coming In Next Update!!!

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