Donkey Kong: Jungle Beat FAQ/Walkthrough

by nuclearlemons

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Updated to v0.11 on Jun 24, 2005



Hi, and welcome to my Donkey Kong Jungle Beat FAQ! ASCII art above complements of me, Tom Farello. Okay, here's the deal. I cannot be classified as an expert at this game, and, alas, I just finished my first playthrough, but, I know a lot of the places for good combos and other such things. So, I will do my best to give you the most detailed and helpful information that I can with my limited knowledge. Obviously, as time passes, I will become more of an expert and will be able to help you to a higher degree. But for now, you will have to live with this FAQ.

P.S.: I will be gone until Sunday (April 24), because up north, we don't get spring break; instead we get February break and April break, so I'm going to be visiting colleges for the next few days. And therefore I will not be here. So don't try to send me too much stuff over the next week, okay?

Sidenote: This FAQ is written only for those who use the DK bongos; if you are one who uses the controller (shame on you), read the instruction manual (blasphemy!) to translate controller-language into bongo-language.

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well as any corrections, questions, or constructive criticism is greatly appreciated. Please do not dump tons of info in my mailbox if I don't ask for it. I don't want my mailbox flooded with facts I was about to get myself. Also, if you are going to criticize my FAQ, make sure that you use constructive criticism only! If you send me an email that says, "You are a moron. You suck at life.", I will block your email address. And that wouldn't be good when you actually have a serious question for me and your email gets bounced back to you, now would it? Other than that PLEASE criticize my FAQ. This is my second FAQ and I would like to know how I have done. When you send me an email, make sure the title bar says: DK Jungle Beat - gravy229. If it does not say anthing about Donkey Kong or does not have a title, I will not read it. Here is my list of stuff I will be accepting in emails:

Comments, questions, corrections, concerns, construcitve criticism, high scores

| \| |/ / | | \ | /-----Glossary \ c. [GLSRY] | /| |\ \------Here is a list of all of the strange terms I will use throughout this FAQ: L: The left bongo R: The right bongo B: Both bongos C: Clap Nothing: To achieve this, dont touch the bongos B-G-Combo: A successive backflip then ground pound; used to earn an easy 3-combo B-W-G-Combo: A successive backflip, then wall jump, then ground pound; used to earn an easy 4-combo Inactive Combo: A 1-combo in which all bananas collected will immediately be added to the beat total Active Combo: A combo greater than 1 in which beats collected will be added to a running combo total; if you get hurt during an active combo, you will lose all beats collected during the combo, and your combo will reset to an inactive 1-combo Beatdown: A period of time in which you do a roll to punch with the left and right bongos to punch; usually used against bosses and mini-bosses | _ \| |/ / | | \ | /-----| |_/ | \ 2. Version History [HSTRY] |____/|_|_ \------Version 0.11: 04/19/05 Fixed the copyright date. How embarrassing! Anyway, I also added the whole thing about me going away to the Recent News! section. Version 0.10: 04/16/05 Added the next two kingdoms. Gotta go.

Version 0.05: 04/05/05

WOOT! I finally got the 72nd crest in the game, so I'm officially totally ready to make this thing. Today I worked all day, and I added the Glossary, Scoring, Helpful Friends, and Bosses sections to the FAQ (a.k.a. I'm a really slow typist...). I'm hoping to make a post soon, but I'll definitely have to at least start the Walkthrough before I attempt that one.

Version 0.01: 04/02/05

Yay! I finally started! (Finally? I just got the game today...) Anyway, the Recent News!, Table of Contents, ASCII art, and this are all part of my fisrt version.

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_/ \ b.	Scoring	[SCRNG]
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This game has a relatively simple way of scoring your performance while you play. In this game the "points" are called beats. You will increase your beats every time you pick up a banana (among other things), and you will lose beats if you are touched, punched, kicked, etc. by an enemy or boss. There are two ways to collect bananas, one being more profitable than the other. Here is a simple formula to determine how many beats you will receive by collecting a banana or bunch of bananas:

(banana value x combo bonus) + grab bonus Single bananas have a banana value of one, and bunches have a value of three.

You will always have an inactive 1-combo, thereby multiplying the value of the bananas you pick up by one (yeah, that does a lot for your score, huh?) However, you can increase your combo by doing a plethora of things:

Jump off a mushroom Jump off a hanging rope Backflip Ground pound Wall jump Edge hop Ride a Helibird Ride a Flurl Ride an Orco or other fish Ride inside a dragon Ride a zipline Get thrown by a monkey Get flung by a slingshot flower Get thrown by a flower cannon Get trapped in a bubble Swing on a vine Swing on a monkey swing Bounce off a jelly Bounce off a trampoline flower Bounce off a trampoline vine

All of these will increase your combo by one, therefore increasing the value of the bananas you collect. A 2-combo will double the banana value, a 3-combo will triple the value, a 4-combo will quadruple the combo, and a 16-combo will multiply the value by 16. If you have an active combo and you pick up a lot of beats, the invisible crowd will start chanting "Go! Go! Go!", and this will indicate that you have something going on. However, be careful! If at any time during an active combo, you take damage, you will lose ALL of the beats collected during the combo. It will not discriminate. You could lose 2 beats, and you could lose 3123 beats. Then the crowd will yell "Booooo!". And you will be sad. To "land" a combo, just let your feet touch the ground. You will then get the beats you earned during the combo. If you are underwater, you will not be able to land the combo; you must be on solid ground. If you have an inactive 1-combo, you will immediately get beats for any bananas you collect, even if you are in the air.

There is another way to increase the number of beats you get by collecting bananas, and that is to use a clap grab. If you clap to grap a single banana that is just out of your reach, you will DOUBLE its value! That is because the first banana or bunch of bananas you collect with a clap will have a grab value of 1, and 1 + 1 = 2. Now, say you pick up 3 bananas at the same time with a clap grab. The first will have a grab value of 1, the second will have a grab value of 2, and the third will have a grab value of 3. You will get a total of 9 beats (2 + 3 + 4 = 9) by picking up 3 bananas. The grab value will not increase if you pick up a banana bunch, nor will it increase if you have an active combo.

Okay, now it's time to test your math skills. Say you have an active 4-combo and you clap grab to pick up 3 bananas and a bunch. How many beats will you get if you land the combo, but don't pick up any other bananas during the combo?

Well, here's how you do it. Add the total of the banana values (1 + 1 + 1 + 3 = 6), multiply it by the combo bonus (6 x 4 = 24), then add the total of the grab bonuses (1 + 2 + 3 + 4 = 10), then add the two totals together (24 + 10 = 34). You received 34 beats during the combo.

Now it's time to talk about blooms. Blooms are little orange and purple flowers that bloom fairies drop. To activate a bloom fairy, clap near it. A bloom fairy is a tiny purple fairy. If you manage to pick up 100 blooms, you will receive 100 extra beats. The unfortunate thing is that 99 blooms will get you zero beats, so be sure to pick up as many as you can.

Crests: The things that will propel you through this game. They will unlock new stages, and will earn you your friends' respect. There are a total of 72, 4 on each stage (Don't listen to the game when it says there are three on each stage; it's lying). To get each crest, you must offer the Sacred Tree at the end of each stage a certain number of beats. Here's the breakdown:

0	beats:	Bronze
400	beats:	Silver
800	beats:	Gold
1200	beats:	Platinum

You cannot collect a crest more than once, and you can collect more than one crest at the same time. There are beats on every stage (including the final bosses) except the Opening Ceremony.

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_/	\ e.	Helpful Friends	[FRNDS]
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This short section will tell you about the friendly creatures you meet throughout your adventure, and what they do for you:

White Monkeys-Most of the time, these little dudes will just tell you where to go, but sometimes they will tell you what to do. Sometimes, they will be in bushes, but that's listed in the helpful THINGS section.

Special Controls: L: Slow Down R: Speed Up B: Jump C: Clap Grab Hoofer will run through obstacles in your path (don't try this with enemies, though) and will break through icicles and snowballs to collect the bananas inside. Occasionally, you will play an end-of-stage game with Hoofer instead of grabbing bananas in the end-of-stage game. Flurl-(Will add 1 to your combo.) Special Controls: L: Left R: Right L/R: Slow descent B: Slow descent C: Clap Grab Flurl will open up like a parachute and will allow you to fall slowly through the sky. Not much to say here, but if you go into an air stream, and DON'T TOUCH ANYTHING, you will continue to rise, which may bring you to secret places... Orco and other fish-Special Controls: L: Left R: Right B: Get off C: Get on/Clap Grab Orco will swim with you on his back, and may take you to places that you couldn't get before. He's very hard to control; I wouldn't waste my time if I were you. Helibird-(Will add 1 to your combo.) Special Controls: L: Up and left R: Up and right B: Up C: Clap Grab Nothing: Down Helibirds will fly you to places you normally wouldn't be able to go. They're great for maximizing the effect of a combo, but if the Helibird touches anything during its flight, it will return to its perch, allowing you to fall. If you touch ground, this fall will break your combo. | _ \| |/ / | | \ | /------\ f. | | / |Bosses [BOSES] |____/|__|_ \------There are five major types of bosses in this game. Strategies for each are listed here: Kongs: Special Controls:

Hoofer-

L: Left punch R: Right punch

C: Dodge For specific information on defeating the Kongs, you must look up each one seperately, because they all require a different strategy. Rocs: Special Controls: Roll: Smack your head against the Roc egg when attatched to it To defeat these birds, have a monkey throw you into the Roc. This will stun it and deal a small amount of damage to it. Then, have the same monkey throw you into the Roc. You will latch onto the egg, and start beating your head against it. Hogs: Special Controls: Nothing new Remember fighting the pigs in trees? Same deal. Grab the coconut, then kick it in the general direction of the Hog. If there is nothing in the way, the coconut will home on the hog, knocking him out. He will be stunned and take light damage. Now is your chance to beat him down. If you feel you cannot get on a platform to attack the Hog, jump under the platform and do a Clap Grab. Tusks: Special Controls: C: Grab/Throw pineapple bombs To beat these tank-like pieces of machinery, grab a pineapple bomb, then throw it in the general direction of the Tusk. If it simply hits the Tusk, it will do next to no damage, but if the Tusk sucks it in, it will take heavy damage and will conveniently leave itself open for you to do much more damage. It will shoot out 4 more pineapple bombs; thereby, you have 5 on the screen. Pick 'em up and chuck 'em at it, and it will take damage for each one that hits his heart (if you miss its heart, it will take light damage) Final Bosses: Special Controls: C: Pick a fight Special Controls (during one of these fights): L: Left puch R: Right punch C: Dodge Look at the specific strategies for beating these scary looking yet reletively wimpy meanies in the VS. CACTUS KING and VS. GHASTLY KING sections. All bosses start with 500 beats and will get angry when they are reduced to 300 beats (excluding Double Tusk). Once they are angry, their attacks will be fiercer and they may even learn a new one. \| |/ / 1 | | \ | /------Walkthrough | | / |\ 4. [WTHRU] | /| |\ \------| | \ | /------| | / |∖b. Banana Kingdom [KGD01] /| |\ \------ Stage 1: Dawn Savanna -

Finally, your first real stage! Well, to begin, head to the right, and pick

up the bananas on the slope. To greatly increase the number of beats you get from them, jump, then do a clap grab over them to pick them all up at the same time. To maximize the number of beats you get, you can do a B-G-combo, but that's really hard to do in this case. Anyway, once you do that, you will encounter a pig. To get, more beats from it, do a B-G-combo on its head. To maximize the amount of bananas that you get from the banana bunches in bubbles, do a B-G-combo, then clap to collect them. You will then come across a monkey. Do a B-G-combo, then clap to have him throw you to 3 bubbled banana bunches. Clap to collect these guys. In the shaft, try to do a B-W-G-combo onto the monkey, then go to the next monkey, then get thrown by the slingshot flower (clap to collect the 4 bunches of bananas here), then clap near the big pig to begin a beatdown. Once you are done with this, clap grab the bananas and land your combo. Now, slide down the slide while constantly clapping to get more beats out of the banana bunches. When you get to a monkey chain, ignore the ensuing bubbled banana bunches. Instead, go down and to the left and kill the critters here. Now, B-W-G-Combo onto one of the monkeys down here to start a 5-combo, then grab the banana bunches you ignored earlier. Now, if you go past the goal, you will find 3 more banana bunches. Clap to collect them (you will not be able to get them all at the same time; grab the first two, then jump and grab the last one). Now, finish the stage.

- Stage 2: Jungle Deeps -

There is a way to get a lot of beats on this stage (if you're good enough, you could probably get up to 1500 beats easily!), but there are a lot of bananas you will need to skip in order to do so. To start, jump off of the branch (don't collect the bananas here). Slide down the slide, clapping along the way. Grab the monkey here and collect the 50 blooms, but ignore the banana bunches for now. Go back and defeat the critters for more beats. To go up the shaft here, backflip, then wall jump up, clapping along the way to maximize beat intake. Clap when you reach the slingshot flower to grab on, then let it throw you off to grab another 50 blooms, adding 100 beats to your total. Clap here to activate the mushrooms, but try not to break the bubbles that contain bananas (if you happen to do so, collect the bananas, but DO NOT CLAP GRAB or else you will break the other bubbles). Defeat the big pig, attempting not to break the bubbles. When you reach Flurl, do not go along the set path here. Instead, float straight down to the ground. Here, defeat the critters, then B-G-combo onto the left-most jelly. Bounce up (you will collect some beats along the way, don't worry about them), ignore the bananas here, then fall down (you will probabaly collect MORE beats on the way down). Clap to reactivate the same jelly, then bounce off. Collect the bananas in the bubbles, then grab onto Flurl. Collect the bananas on the way down by clapping, then, clap to reactiviate the same jelly. Now, bounce back to Flurl, then head straight to the right. Pass the air jets, and when you are on an equal plane with them, go straight into them then DON'T TOUCH ANYTHING! You should float up to a wonderful place with lots of bananas. No, seriously. Clap to grab as many of the bananas as you can, then continue your 6-combo jouney left. As soon as you don't see land anymore, stop going left. You will see four flying banana bunches; clap to grab them. Then, grab the bananas above the mushrooms (if you didn't break the bubbles). Then, continue right. You will reach an invisible wall. STOP UNTIL YOU ARE UNDER IT OR YOU WILL LOSE YOUR 6-COMBO! Then, continue to the left. Grab the 5 banana bunches you skipped right at the beginning of the stage, then go right to receive 4 more banana bunches. This should easily have given you 750 beats. Land, then redo the stage. When you get back to Flurl, reestablish your 6-combo, but this time, use the left-most air jets to send you up and to the right. Here, there are 3 banana bunches near the exit, then there is a shaft full of banana bunches; clap to collect these bad boys, but watch out for the frogs. Once you land, defeat the frogs and grab their bananas. Now, reestablish your 6-combo one last time. Go past

the right-most air jets and collect the bunches of bananas there. Now, head for the exit and finish the stage.

- Boss Stage: VS. DREAD KONG -

There are two specific strategies that you can use here:

1. Dodge and Smack

This is probably the easiest way to beat him and is the way you will lose the least beats. Clap to dodge one of Dread Kong's attacks, then retaliate with a beatdown. You will do 5 damage per punch. 2. Counterattack

If you can time it right, punch with the opposite hand that Dread Kong is using (well, it's actually the same hand, becuase he's facing the opposite way than you are... I won't get into the technicality). He will take 5 damage and be stunned. Hit a bongo to punch him in the stomach for 10 damage. This will start a beatdown.

In either case, when he gets angry, he will occasionally dodge instead of punch. But this shouldn't be a problem, because you're smart enough to know not to randomly punch a boss, right? Right? Anyway, just use one of the two above stategies to defeat him. No big deal. You will take 10 damage every time you are punched, and he will take 5 damage every time you punch him.

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I	_/ ∖ c.	Orange Kingdom	[KGD02]
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- Stage 1: Silver Snow Peak -

You will begin this stage riding a Hoofer. Break the first eight icicles to get eight beats, but then there is a secret that is very close-by. If, instead of collecting the next three bananas, you jump on the platform over them and then immediately jump again, you will jump to a platform where you can get around 130 beats. At the end of the tunnel, you will see three banana bunches in bubbles. Clapping to get the bananas also activates a bloom fairy, giving you another easy 100 beats. In the next tunnel, either jump over, or clap to scare the enemies, but when you get to the big ones, jumping will get you a lot of extra beats. At the end of THIS tunnel, jump and clap to get the 4 flying bubbled bunches. When you see a giant snowball in front of you, jump and clap repeatedly (if you clap without jumping you will lose a lot of speed). Destroying the snowball get you 100 extra beats, and will save several bananas from being crushed on the way. Near the end, you will see a lot of green circles. Jump to collect these, because each one nets you 6 beats. At the end of the stage, you will play a jump minigame.

- Stage 2: Sky Garden -

Backflip, then jump to collect the first three bananas, then defeat the bee. Then B-W-G-combo into the monkey to start a combo. Be careful for enemies while executing this combo. When you get to the Flurl, clap to pick up the bananas, because they are worth more if you do so. Land after you are done with Flurl. Defeat the chicken plant, then B-W-G-combo into the monkey. Defeat the pigs while sustaining your combo, then jump into the flower. You will be shot toward a monkey, but if you don't clap here you can pick up an extra 3 bananas. Wall jump into the monkey, then finish the stage.

- Boss Stage: VS. SCRUFF ROC -

See the "Bosses" section for specific details on how to defeat this boss.

Originally, all Scruff Roc can do is throw feathers at you; you'll take 5 damage each you time you get hit by one. When it gets angry, it will send a gust of wind at you, which is really only effective if it simultaneously throws feathers at you. If you do a long-range clap attack, it will take 5 damage and be stunned. If you use the monkey to do the same thing, it will take 20 damage. And every time you smack your head against the egg, it will take 10 damage.

- Stage 1: Monkey Fest -

To start out this stage, do a B-W-G-combo into the monkey (if you can't seem to do this, just do a B-G-combo). As you rise, you will see 7 bubbled banana bunches. You can ignore these until later, because there is a better chance to pick these up later. If you clap near the top monkey at the end of the shaft, you will pick up some blooms and find a ring of bananas at the top of your jump. Clap to pick these bad boys up. Then take the lower monkey and defeat the huge bees. When dropping, hit every monkey in order to pick up a lot of blooms. Then, as you're going back up (this is after the trampoline ropes), do the same to finish off your bloom collection and pick up 100 beats. Then, clap grab as many of the balloons as you can to add to your combo. Then, finish off the stage.

- Stage 2: Desert Oasis -

Clap to kill the butterflies at the beginning of the stage to pick up a few extra beats. Then, clap near the fairies to make some blooms appear. Pick these up to get 100 beats (don't worry if you don't get all of them, there are more than 100 of them). Defeat the critters here, being careful not to take too much damage from the purple ones. When you reach some white pigs, try to get a large jump off of them to reach a fairy platform with saveral banana bunches on it. There are red dots on the ground near the following tunnel; clap near them to make flowers appear, then pick up the bananas they drop. There is another flower near the red big pig, but this one gives you 5 bananas. Clap in the last thorn pit to make a jelly appear, then clap repeatedly to grab as many bananas as you can from the banana cannons at the top of the shaft. At the top, defeat the pigs while trying to keep your combo. Defeat the coconut pig to make the watermelon appear, then finish the stage.

- Boss Stage: VS. ROGUE-HOG -

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See the "Bosses" section for specific details on how to defeat this boss. Rogue-Hog will throw coconuts at you, throw them back to do damage. Either way, this will do 10 damage. If you get too close, it will try to punch you; this will do a whopping 20 damage. When it gets angry, it will throw spiky balls at you; these will do 5 damage. If you punch him during a beatdown, you will do 5 damage.

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_/ \ 5.	Conclusion	[CNCLS]
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| |_/ | \ b. High Scores [HISCR]

Why have this section in my FAQ? Because I said so! Anyway, to get your name and score in here, email me (see "Contact Information"):

- 1. Your high score
- 2. Photo proof

3. The name you wish to be listed by

	My		High		My		Best
Stages	Score		Scor	е	Time		Time
				_			
Banana Kingdom	1825	"	grav	y229	03:18:40	"	gravy229
Orange Kingdom	1314	"	grav	y229	03:37:95	"	gravy229
Watermelon Kingdom	1746	"	grav	y229	05:07:03	"	gravy229
Apple Kingdom	1265	"	grav	y229	05:37:90	"	gravy229
Strawberry Kingdom	1387	"	grav	y229	05:56:50	"	gravy229
Pineapple Kingdom	1341	"	grav	y229	07:88:55	"	gravy229
Lemon Kingdom	1249	"	grav	y229	05:51:83	"	gravy229
Grape Kingdom	1612	"	grav	y229	08:40:41	"	gravy229
Cherry Kingdom	1267	"	grav	y229	08:12:66	"	gravy229
Peach Kingdom	1819	"	grav	y229	11:40:71	"	gravy229
Melon Kingdom	1382	"	grav	y229	08:18:90	"	gravy229
Durian Kingdom	1534	"	grav	y229	10:40:88	"	gravy229
VS. CACTUS KING	1233	"	grav	y229	01:51:03	"	gravy229
Pear Kingdom	1403	"	grav	y229	07:14:50	"	gravy229
Lychee Kingdom	1528	"	grav	y229	05:28:76	"	gravy229
Chili Pepper Kingdom	1365	"	grav	y229	09:36:06	"	gravy229
Star Fruit Kingdom	1570	"	grav	y229	09:00:60	"	gravy229
VS GHASTLY KING	1234	"	grav	y229	02:21:50	"	gravy229
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