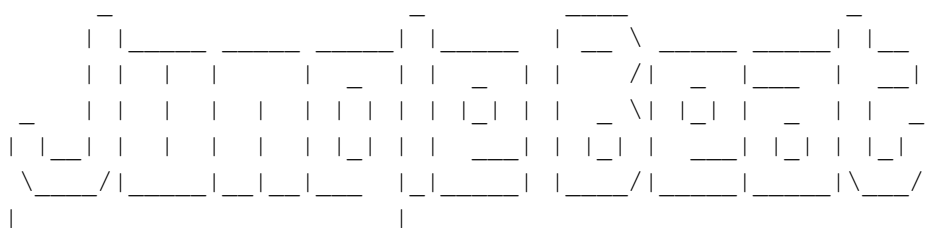
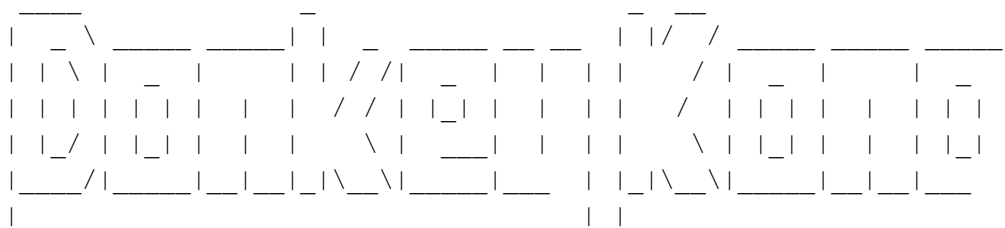


# Donkey Kong: Jungle Beat FAQ/Walkthrough

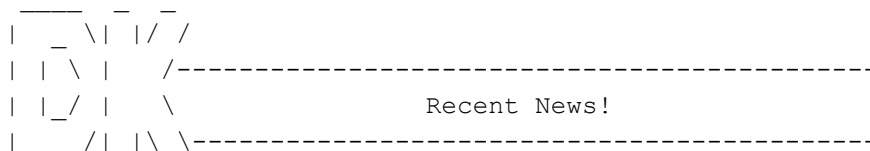
by nuclearlemons

Updated to v0.11 on Jun 24, 2005



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Platform: Nintendo GameCube  
Release Date: March 14, 2005  
Guide by: Tom Farello  
Email me: nuclearlemons@comcast.net  
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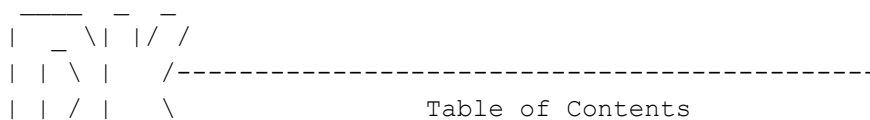
Current Version: Version 0.11  
Last Update: 04/19/05  
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Hi, and welcome to my Donkey Kong Jungle Beat FAQ! ASCII art above complements of me, Tom Farello. Okay, here's the deal. I cannot be classified as an expert at this game, and, alas, I just finished 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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Section Name	Abbr.	Status*
1. Introduction	[INTRO]	NEW!
a. About the Author	[AUTHR]	NS
b. Contact Information	[CNTCT]	NEW!
c. Glossary	[GLSRY]	NEW!
2. Version History	[HSTRY]	NEW!
3. Game Basics	[BASCS]	NEW!
a. Controls	[CNTRL]	NS
b. Scoring	[SCRNG]	NEW!
c. Enemy List	[ENLST]	NS
d. Helpful Things	[HLPFL]	NS
e. Helpful Friends	[FRNDS]	NEW!
f. Bosses	[BOSES]	NEW!
g. Advanced Tricks	[ADVNC]	NS
4. Walkthrough	[WTHRU]	NEW!
a. Opening Ceremony	[OPNNG]	NS
b. Banana Kingdom	[KGD01]	NEW!
c. Orange Kingdom	[KGD02]	NEW!
d. Watermelon Kingdom	[KGD03]	NEW!
e. Apple Kingdom	[KGD04]	NS
f. Strawberry Kingdom	[KGD05]	NS
g. Pineapple Kingdom	[KGD06]	NS
h. Lemon Kingdom	[KGD07]	NS
i. Grape Kingdom	[KGD08]	NS
j. Cherry Kingdom	[KGD09]	NS
k. Peach Kingdom	[KGD10]	NS
l. Melon Kingdom	[KGD11]	NS
m. Durian Kingdom	[KGD12]	NS
n. VS. CACTUS KING	[FBSS1]	NS
o. Pear Kingdom	[KGD13]	NS
p. Lychee Kingdom	[KGD14]	NS
q. Chili Pepper Kingdom	[KGD15]	NS
r. Star Fruit Kingdom	[KGD16]	NS
s. VS GHASTLY KING	[FBSS2]	NS
5. Conclusion	[CNCLS]	NEW!
a. High Scores	[HISCR]	NEW!
b. My Review	[RVIEW]	NS
c. Thank You's	[THANX]	NS
d. Copyright Info	[CPYRT]	NS

\* Status Column:

NS = Not Started

NC = Not Complete

^D = Updated

NEW! = New (duh!)

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| |_/ |   \ 1.      Introduction      [INTRO]
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| |_/ |   \ b.      Contact Information  [CNTCT]
|____/|_|\\_\\-----
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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 first version.

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| | / | \ 3.          Game Basics          [BASCS]
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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:

$(\text{banana value} \times \text{combo bonus}) + \text{grab bonus}$

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 grab 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 ( $6 \times 4 = 24$ ), 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.

Hoofer-

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.

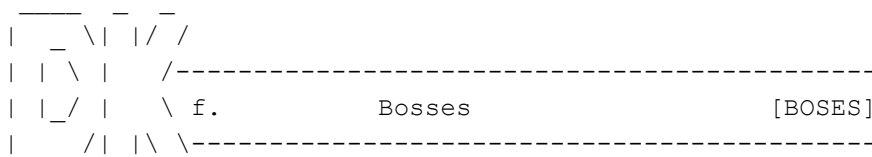
Helibird-

(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.



There are five major types of bosses in this game. Strategies for each are listed here:

Kongs:

Special Controls:

- L: Left punch
- R: Right punch

C: Dodge

For specific information on defeating the Kongs, you must look up each one separately, because they all require a different strategy.

Rocs:

Special Controls:

Roll: Smack your head against the Roc egg when attached 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 punch

R: Right punch

C: Dodge

Look at the specific strategies for beating these scary looking yet relatively 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.

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 | |_/ |   \ 4.      Walkthrough      [WTHRU]
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 | |_/ |   \ b.      Banana Kingdom    [KGD01]
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- 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 probably 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 reactivate 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 journey 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, because 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 strategies 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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|  | / |  \ c.           Orange Kingdom           [KGD02]
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- Stage 1: Silver Snow Peak -

You will begin this stage riding a Hooper. 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.

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| |_/ | | \ d.           Watermelon Kingdom           [KGD03]
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- 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 several 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 -

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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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

Stages	My Score	High Score	My Time	Best Time
Banana Kingdom	1825	" gravity229	03:18:40	" gravity229
Orange Kingdom	1314	" gravity229	03:37:95	" gravity229
Watermelon Kingdom	1746	" gravity229	05:07:03	" gravity229
Apple Kingdom	1265	" gravity229	05:37:90	" gravity229
Strawberry Kingdom	1387	" gravity229	05:56:50	" gravity229
Pineapple Kingdom	1341	" gravity229	07:88:55	" gravity229
Lemon Kingdom	1249	" gravity229	05:51:83	" gravity229
Grape Kingdom	1612	" gravity229	08:40:41	" gravity229
Cherry Kingdom	1267	" gravity229	08:12:66	" gravity229
Peach Kingdom	1819	" gravity229	11:40:71	" gravity229
Melon Kingdom	1382	" gravity229	08:18:90	" gravity229
Durian Kingdom	1534	" gravity229	10:40:88	" gravity229
VS. CACTUS KING	1233	" gravity229	01:51:03	" gravity229
Pear Kingdom	1403	" gravity229	07:14:50	" gravity229
Lychee Kingdom	1528	" gravity229	05:28:76	" gravity229
Chili Pepper Kingdom	1365	" gravity229	09:36:06	" gravity229
Star Fruit Kingdom	1570	" gravity229	09:00:60	" gravity229
VS GHASTLY KING	1234	" gravity229	02:21:50	" gravity229

Races	My Time	Best Time
Chopperbird Race	00:49:41	" gravity229
Deep Sea Sprint	00:50:43	" gravity229
Helibird Dash	01:07:28	" gravity229
Ninjape Rally	01:04:55	" gravity229

Jumps	My Score	High Score
Silver Snow Peak	0898.47	" gravity229
Iguanagon's Realm	1002.29	" gravity229

A big thank you to:

Nintendo for making such a great game!  
 www.gamefaqs.com for allowing me to post this FAQ.

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[www.gamefaqs.com](http://www.gamefaqs.com)

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