

Donkey Konga (Import) FAQ

by tatsumaki13

Updated to v0.9.2 on Jun 5, 2004

Donkey Konga
Nintendo Gamecube (Japan)

¥É¥ó¥;¼¥³¥ó¥¬
¥É¥ó¥E¥ó¥É;¼; ¥²;¼¥à¥¥à;¼¥Ö;ÊÆüÊÜÈÇ;Ë

Version 0.9.2
2004/06/05

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Japanese characters in this document are in EUC format.

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= Table of Contents =
=====

1. Guide Information
 - a. Contact Information
 - b. Version History
 - c. TODO List
2. Saving / Loading
3. Controls
 - a. Taruconga
 - b. Standard Controller
4. Gameplay
 - a. Basics
 - b. Scoring
 - c. Battle Mode
 - d. Hints
5. Menus
 - a. Main Menu
 - b. Street Live Mode Menu
 - c. Challenge Mode Menu
 - d. Challenge Mode Solo/Duet Menu
 - e. Free Session Mode Menu
 - f. Free Session Mode Easy/Hard Menu
 - g. Mini-games Menu
 - h. Donkey Town Menu
 - i. Record Shop Menu
 - j. Instrument Shop Menu
 - k. Mini-game Shop Menu
 - l. Rankings Menu
 - m. Options Menu
6. Instrument (Drum Sounds) List
7. Song List
8. Secrets

- a. Blue Chips
 - b. Bouncing Letters
9. Other Stuff
- a. Intro Story Translation
 - b. Progressive Scan
10. FAQ
11. Credits
12. Copyright Information

=====
= 1. Guide Information =
=====

This is a guide to the Japanese version of the Namco rhythm game "Donkey Konga". for Nintendo Gamecube. My reason for making this guide is to make life easier for those who can't read Japanese. If there is something else that you would like explained that I haven't covered, feel free to ask.

This is NOT a guide to the US or European versions of Donkey Konga. I probably won't even play them; few of the songs interest me, and they will likely have the Freeloader save problem.

Japanese characters in this document are encoded in EUC format. Most browsers have a feature to auto-detect Japanese encodings, but you may have to turn it on.

| 1a. Contact Information |

Contact email: mkfbn426 -at- ybb ne jp
I use the nick "tatsumaki13" on the GameFAQs boards (<http://www.gamefaqs.com>).

| 1b. Version History |

0.1 - 2003/12/18
First version. Menu descriptions and song list.

0.2 - 2003/12/21

- Misc. - Fixed some typos and formatting problems
- Song List - Added prices for expert songs
Added difficulty levels
- FAQ - Added 6 new questions

0.5 - 2003/12/27

- Misc. - Added some Japanese near the top of the file.
It seems to help browsers detect the character set better.
- Fixed inconsistent use of '-'
- Fixed more of the inevitable typos
- Sections - Added "Saving / Loading" section
- Split "Gameplay / Controls" into two sections
- Guide Info. - Split into sections and added TODO List
- Sav./Load. - Added descriptions of the "Mario and Donkey Kong" screens

- Controls
 - Added Taruconga description
 - Added standard controller configuration descriptions
- Gameplay
 - Added some basic "how to play" info
 - Added a simple "Scoring" section
- Menus
 - Added a clarification to Expert "Challenge" mode
- Song List
 - The song list looked a little cluttered, so I added some spacers.
 - Added some commentary to a handful of songs
 - Fixed and verified a few song titles. Thanks "darkclawx" and "Eddz W".
- Secrets
 - Rewrote "Blue Chips" section
 - Added "Bouncing Letters" section
- FAQ
 - Added 2 questions

0.6 - 2004/01/05

- Misc.
 - Typos, typos, typos
 - Created "Instrument (Drum Sounds) List" section
 - Created "Other Stuff" section
- Guide Info.
 - Rearranged, put "Version History" back in here
- Sav./Load.
 - Tried to explain a few things more clearly
- Controls
 - Added Taruconga button mappings from "bigbadwolf"
 - Fixed some formatting problems
- Gameplay
 - Changed the "hit both drums" note color from purple to pink
- Menus
 - Moved instrument info to its own section
- Instr. List
 - Completed this section
- Song List
 - Fixed title "Asu e no Tobira"
- Secrets
 - Added more info on blue chips from "darksky71"
- Other Stuff
 - Added rough intro story translation
 - Added info on progressive scan
- FAQ
 - Added 2 questions
 - Updated "hidden songs" answer
 - Added spacers

0.7 - 2004/01/09

- Misc.
 - Fixed more typos
 - Minor guide header tweak
 - Changed the section headers
- Sav./Load.
 - Added the Japanese text and instructions for the "no save file on the memory card" screen
- Secrets
 - Updated "Blue Chips" section
- FAQ
 - Added 1 question
 - Changed "original vocals" question and answer
 - Changed the formatting

0.8 - 2004/02/06

- Misc.
 - Fixed more typos
- Guide Info.
 - Updated introduction
- Gameplay
 - Added "Battle Mode" section
 - Added "Hints" section
 - Updated "Scoring" section
- Secrets
 - Updated "Blue Chips" section
- FAQ
 - Added 1 question

0.9 - 2004/04/08

- Misc.
 - Completely proofread
- Guide Info.
 - Updated introduction
- Gameplay
 - Updated "Hints" section
- Menus
 - Updated "Main Menu" section
- FAQ
 - Updated "US release" answer

0.9.1 - 2004/05/14

Guide Info. - Added link to GameFAQs in "Contact Information"

FAQ - Updated "US release" answer
- Added "Unlock everything" question

Credits - Added "IGN"
- Added "Neoseeker"

0.9.2 - 2004/06/05

Misc. - Fixed typos

Guide Info. - Updated introduction

Instr. List - Updated "Pikmin" descriptions

FAQ - Added "US/Japanese song list" question
- Added "Little trophy" question

| 1c. TODO List |

When the US version comes out I will likely update some of the names (chips, "Whack-a-mole", etc.) to reflect the official names.

=====
= 2. Saving / Loading =
=====

Two important things:

- If you are using FreeLoader or Action Replay, SAVING DOESN'T WORK.
- Data is loaded off the memory card when the game starts. Anytime you do something worth saving (high scores, earning chips, etc.), the game auto-saves that to your card. There are NO MANUAL SAVE OR LOAD OPTIONS.

In short, unless you have a Japanese Gamecube (like me) or have done some kind of Gamecube modification, you can't save.

A possible explanation as to why FreeLoader doesn't allow saving is at the following address:

http://www.importinvasion.co.uk/archive/mem_cards.htm

Summary:

There is a region setting written to memory cards that FreeLoader cannot override. Most games don't bother checking it, so that's why they work fine with FreeLoader. Donkey Konga and Mr. Driller (another Namco game) apparently DO check the setting, so it looks like it may NOT be possible to save without a Japanese Gamecube or modifications.

When (if) there is a solution, I will put it here.

For the rest of this section, I will assume you don't have any of the save problems.

When you turn on the game for the first time, you'll see a screen with Mario and Donkey Kong from the original 1981 Donkey Kong game! Anytime you see this screen, it means that the game doesn't like something about your memory card. Here's what those screens mean:

First, the memory card MUST be in slot A or you can't save. If it is not in slot A, you will get this message:

```
Y¹YíYÄYÈA»ÈYáYáYé;¼Y«;¼YÉ«-°¹µµìµÆµµµµ»µó;£
µ³µîµµµµ»îµáµ;¼ì¹ç;çY»;¼YÖ«-µÇµµµµ»µó;£
Y¹YíYÄYÈA»ÈÀµ³ìµÈYáYáYé;¼Y«;¼YÉ«ò°¹µ·µÆµµÀµµµ;£
```

```
iiiiiii;µ³µîµµµµ»îµáµè
```

It basically says you won't be able to save unless you put a memory card in slot A. If you press start, you will play the game without saving. If you plug in a memory card with a Donkey Konga save on it, it will load the data and continue on to the title screen. If you plug in a memory card WITHOUT a Donkey Konga save on it, keep reading.

If you have a memory card in slot A and it does not have a Donkey Konga save on it, you will see this screen:

```
Y¹YíYÄYÈA»îYáYáYé;¼Y«;¼YÉ«Èµîµ³µîY²;¼Yàµî
YÖY;YµYè«-µçµèµµµµ»µó;£;·µ·µ-YÖY;YµYèµò
°îµÀµÆY»;¼YÖ«·µµµ¹;£µèµíµ·µµµÇµ¹µ«;©
```

```
iiiiiii;µîµµ;iiiiµµµµµ
```

The screen is informing you that there isn't a save file on the card in slot A, and asking if it's ok to create one.

The left choice is µîµµ (yes), and the right choice is µµµµµ (no). If you choose "yes", the file will be created and the game will begin. If you choose "no", press start again to play the game without any saving.

A save file takes up 3 blocks. You can only have one file per memory card.

You should now have a Donkey Konga save file on your memory card. From now on whenever you get a high score, earn chips in "Street Live" mode, buy something in "Donkey Town", or change one of the options the game will auto-save that to the card.

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=====
= 3. Controls =
=====
```

You can play Donkey Konga with either the special Taruconga controller or the standard controller. You cannot hook up a GBA as a controller.

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| 3a. Taruconga |
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```

The Taruconga is the controller that comes bundled with the game (unless your

retailer is splitting it up and selling them separately.)

It looks like a pair of brown plastic barrels wrapped in grey plastic bands and connected by a small brown plastic box with small holes on top (for the clap sensor) and a "start" button. The barrel tops (the hitting surfaces) are made of an off-white soft vinyl material. Underneath each of the tops are two buttons (see more about that below). The bottoms have a slot for the controller plug, so you can wrap the cord around the center box and then plug the end into the bottom of the barrel for easy storage.

You can find pictures of the Taruconga at the official Donkey Konga website:

<http://www.nintendo.co.jp/ngc/gkgj>

BTW, here's a non-obvious hint. If you want to cancel something or return to a previous menu, press and hold down the left and right drum pads at the same time.

bigbadwolf on the GameFAQs message boards did some experimenting and found out more about the buttons under the drum heads. Each drum has two buttons, and each of those maps to a different button on a regular controller. I've tested this myself on SoulCalibur II and it works as follows:

Top Left: Y
Bottom Left: B
Top Right: X
Bottom Right: A

| 3b. Standard Controller |

You know what a controller looks like, so I'll spare you a description. :) I'll describe the 3 different controller configurations you can play with.

To change your configuration, go to:
Donkey Town -> Options -> Taruconga/Controller Config

See the Menus section if you need help finding the config menu.

ALL TYPES

Start/Pause: Start/Pause
Select: A button
Cancel: B button
Navigate Menus: Control stick, Control pad

TYPE A

Left: Control stick, Control pad
Right: A,B,X,Y buttons, C stick
Clap: L,R,Z buttons

TYPE B

Left: L button
Right: R button
Clap: A,B,X,Y buttons, C stick

TYPE C

Left: Y button
Right: X button
Clap: A button

=====
= 4. Gameplay =
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| 4a. Basics |

When you start a regular game (not the mini-games) you'll see a box containing a Taruconga and some numbers on the left side of the screen. Next to it is a double circle (represented by "(o)" below). As the game gets going, you'll see various symbols (the notes) moving from right to left.

```
-----  - - - - -
| ( ) | | (o)          OO O==== O
| 01 | | - - - - -
-----
```

When one of the notes meets the double-circle, depending on what type of note it is you either hit the drum or clap.

There are four different types of notes:

- Yellow half-circle - Hit the left drum
- Red half-circle - Hit the right drum
- Large pink circle - Hit the left and right drums together
- Blue-white star - Clap

Also, sometimes you may see one of the notes followed by a long bar. This means keep hitting that note repeatedly (drum roll).

If you hit the note when it is exactly inside the double circle, you will see the word "Good". If you are a little off, you'll see "OK". If you're way off, you'll see "Bad". If you completely miss it's scored as a "Miss", but it doesn't actually say "Miss" on the screen.

The () () represents the on-screen display of your Taruconga. Simply put, when you hit your drum, the on-screen Taruconga will flash. Hit left, the left drum head will flash. Clap, a flash will appear between the two drum heads.

The number under the () () is the combo meter. It shows how many "Good" or "OK" notes you've had in a row. If you get a "Bad" or a "Miss", it resets to zero. Drum rolls don't affect the combo meter.

| 4b. Scoring |

I haven't worked out the formulas, but here's some general points.

"Good" hits are worth about twice as much as "OK" hits. "Bad" hits are worth zero points. "Miss" hits are a 2-3 point penalty.

The pink notes (both drums) are worth about twice as much as a yellow (left) or red (right) note. Clap notes are worth less than half of a yellow or red note.

Points increase as your combo gets higher. So if you're going to screw up, don't spread your mistakes around, do it all at once. :)

"Street Live" mode:

Good = 2 chips
OK = 1 chip
Bad = 0 chips
Miss = 0 chips

A "blue chip" is worth 100 chips. These pop up every once and a while.

The most chips you can earn in a song is 999.

Combos don't affect how many chips you earn, just points.

| 4c. Battle Mode |

This is a 2-player Konga-bashing free-for-all! You and your opponent play a song and try to get the higher score. For all intents and purposes it's scored like Street Live mode, but there are 3 things that make battle mode different.

- POW Block

Once per song, you will see a POW block (from the original Mario Bros. game!) in place of a regular note. You get different effects depending on how you hit it.

Good : Opponent's score goes to 0
OK : Opponent's score reduced to 1/10 its original value
Bad/Miss: No effect

- Slot Machine

Like the POW block, the slot machine also appears once per song. It has 3 spinning reels with Mario, Yoshi, Peach, and Wario's faces on them. If you can line up 3 Marios, 3 Yoshis, or 3 Peachs, then you get a big bonus!

As you play, there will be 3 notes that randomly appear with the words "STOP!" above them. You need to hit each note the SAME WAY, meaning if you get an "OK" for the first one, you need to get "OK"s for the other two or you won't get any bonus.

Good: Mario
OK: Yoshi
Bad: Peach
Miss: Wario

3 Marios = 10000 points
3 Yoshis = 8000 points
3 Peachs = 4000 points

- Drum Roll Contest

Before the song ends, there will be a long "drum roll zone". The point is to hit the drums as many times as you can. The player who has the most hits will get a point bonus.

| 4d. Hints |

- Remember that you are playing "with" the music. You need to hit notes right when they are in the center of the double-circle. If you wait until you see the notes in the double-circle before you hit, then you will get a lot of OKs because you are hitting the notes a little late. Anticipate, use your ears to help decide when to hit.

- Tap your foot to the beat.

- If you're getting killed in a fast section, you can cheat by hitting both drum heads at the same time.

Example:

The notes are:

L L R R L R L R

You hit:

B B B B B B B B

... and you pass. Obviously, this doesn't work for clapping.

- Instead of clapping, try tapping the side of the drum instead. It's quieter, and easier on your hands if you play for a long time. If the game doesn't pick up your claps this way, increase the sensitivity of the sensor in the Controller Config options screen.

- If you want chips fast(er), Expert "Mambo No.5", "Super Mario Theme", "THE GALAXY EXPRESS 999", and "Minimoni - Jan-Ken-Pyon!" are good choices. "Mambo No.5" gives the most chips, but on a chips/minute basis "Super Mario Theme" is best. (If you want to unlock everything, believe me, a good chips/minute ratio is important.)

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= 5. Menus =

=====

HINT - If you are using the Taruconga and want to cancel something or return to the previous menu, press and hold down the left and right drum pads at the same time.

| 5a. Main Menu |

- ¥'¥È¥È;¼¥È¥È¥¥¥ô

"Street Live" Mode (1 Player)

This is where you collect chips to buy songs, sounds, and games in "Donkey Town".

- ¥Á¥ã¥l¥ó¥.

"Challenge" Mode (1-2 Players)

Basically an endurance contest. You keep playing random songs until your life meter runs out. Missing a note reduces your life meter, but a little bit comes back after each song. A counter at the bottom of the screen shows how many songs you've attempted (it starts at 1).

- ƳĐƳÈƳè

Battle Mode (2 Players)

Play against a friend, the one with the highest score wins.

- ƳÕƳè;¼Ƴ»ƳÃƳ·ƳçƳó (1-4 Players)

Free Session Mode

Play any song by yourself or with your friends. No skill meters, so you can't "fail" songs here.

- ƳÉƳóƳ;¼Ƴ²;¼Ƴà¼i (1-2 Players)

Mini-Games

Play mini-games purchased in "Donkey Town".

- ƳÉƳóƳ;¼Ƴ¿Ƴ!Ƴó

Donkey Town

Buy songs, sounds, and games with chips from "Street Live" mode. Also, set game options and view high scores.

- Ƴ;ƳøƳÈƳèøøâøÉøè

Return to title screen

| 5b. Street Live Mode Menu |

- Ƴø;¼Ƴ.¼

Easy

- Ƴİ;¼ƳÉ

Hard

- Ƴ''ƳƳ¹ƳŃ;¼ƳÈ

Expert

- Ƴø;¼Ƴ.¼ COOL

Easy, "COOL" Mode

Just like "Easy", except the notes are blank. (You know when to hit, but you aren't shown whether it's Left, Right, Both, or Clap.)

- Ƴİ;¼ƳÉ COOL

Hard, "COOL" Mode

Just like "Hard", except the notes are blank. (You know when to hit, but you aren't shown whether it's Left, Right, Both, or Clap.)

- Ƴ''ƳƳ¹ƳŃ;¼ƳÈ COOL

Expert, "COOL" Mode

Just like "Expert", except the notes are blank. (You know when to hit, but you aren't shown whether it's Left, Right, Both, or Clap.)

- Ƴâ;¼ƳÉÁªÂøøİáøè

Return to Mode Selection

| 5c. Challenge Mode Menu |

- Ƴ¼Ƴí

Solo (1 player)

- ƳÂƳâƳ'ƳÃƳÈ

Duet (2 player)

- ¥â;¼¥ÉÁªÀðØÍáæ

Return to Mode Selection

| 5d. Challenge Mode Solo/Duet Menu |

- ¥ð;¼¥, ;¼

Easy

- ¥İ;¼¥É

Hard

- ¥"¥¥¹¥Ń;¼¥È

Expert

You can't access this mode until you've bought ALL the Expert songs in the Record Shop.

- æâæÉæ

Return to Challenge Mode Selection

| 5e. Free Session Mode Menu |

- ¥½¥ı

Solo (1 player)

- ¥Â¥â¥"¥Ã¥È

Duet (2 players)

- ¥«¥è¥E¥Ã¥È

Quartet (3-4 players)

- ¥â;¼¥ÉÁªÀðØÍáæ

Return to Mode Selection

| 5f. Free Session Mode Easy/Hard Sub Menu |

- ¥ð;¼¥, ;¼

Easy

- ¥İ;¼¥É

Hard

- ¥"¥¥¹¥Ń;¼¥È

Expert

- æâæÉæ

Return to Free Session Mode Selection

| 5g. Donkey Konga Mini-Games Menu |

- ÄÄæá;ª¥¯¥è;¼¥è; ;£±çÍŃ

| 5j. Instrument Shop Menu |

This is the place to buy new sounds for your drums.

The information here has moved to the "Instrument (Drum Sounds) List".

| 5k. Mini-game Shop Menu |

See the Mini-game Menu for descriptions of the games.

- ÄÄá; ºY-Yë;¼Yë
King K. Rool Whack-a-mole
5800 chips

- º¼êYDYEË
Banana Juggling
5800 chips

- £±£°£°M; ;Y-YéYqYD;¼
100 Meter Climber
4800 chips

- Ä¹ºò¼Dæ
Exit the shop

| 5l. Rankings Menu |

- Y¹YÈYê;¼YÈYéYqYò (Yq;¼Y, ;¼;Ë
"Street Live Mode - Easy" Rankings

- Y¹YÈYê;¼YÈYéYqYò (YÏ;¼YÉ;Ë
"Street Live Mode - Hard" Rankings

- Y¹YÈYê;¼YÈYéYqYò (Y`YY¹YÑ;¼YÈ;Ë
"Street Live Mode - Expert" Rankings

- YÁYãYiYóY, ;ÊYq;¼Y, ;¼;Ë
"Challenge Mode - Easy" Rankings

- YÁYãYiYóY, ;ÊYÏ;¼YÉ;Ë
"Challenge Mode - Hard" Rankings

- YÁYãYiYóY, ;ÊY`YY¹YÑ;¼YÈ;Ë
"Challenge Mode - Expert" Rankings

- ÄÄá; ºY-Yë;¼Yë
King K. Rool Whack-a-mole Rankings

- º¼êYDYEË
Banana Juggling Rankings

- £±£°£°M; ;Y-YéYqYD;¼
100 Meter Climber Rankings

- ÅÄ²ñÏ'Ûñò¼Ðñë
Exit the Rankings Menu

| 5m. Options Menu |

- ¥¹¥Æ¥ì¥ª;¿¥à¥Ï¥é¥èÀÚÅØª`
Set "Stereo" or "Mono" mode.
After selecting this option, you are given two choices. The left choice is "Stereo", the right choice is "Mono".

- ¥Ç¥Õ¥©¥è¥È
Set to Defaults
Returns Volume Balance, Taruconga, and controller settings to their defaults. After selecting this option, you are asked if you really want to restore the default settings. The left choice is "Yes", the right choice is "No".

- ¥Û¥è¥à;¼¥à¥Ð¥é¥ó¥¹
Volume Balance
Sets the balance between BGM and sound effects. Left is BGM, right is SE.

- ¥¿¥è¥³¥ó¥¬;ð¥³¥ó¥è¥í;¼¥é
Taruconga and Controller config
Test and set the sensitivity of the Taruconga clap sensor here. Left is more sensitive, right is less. Test it by clapping. For a regular controller, left and right cycles through the available controller configs. Up and down sets vibration mode.

- Å¹ñò¼Ðñë
Exit the Options Menu

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= 6. Instrument (Drum Sounds) List =
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Now that I've finally unlocked everything, I've written a description of the sounds to help you decide if you really want to spend 40000 on that instrument. Feel free to send in corrections or better descriptions.

The information is listed here in the same order as in the game. Note that the first two sounds (¥³¥ó¥¬ - Conga and ¥Õ¥;¥ß¥³¥ó - Famicom) are given to you. They ARE NOT in the Instrument Shop.

Also, I've listed the sounds as they appear when you select them during normal gameplay. They are slightly different in the Instrument Shop menu. Specifically, in the Instrument Shop each sound is followed by the word "¥»¥Ã¥È" (set).

Regular game: £³¥³¥ó¥¬
Instr. Shop: £³¥³¥ó¥¬-¥»¥Ã¥È

¥³¥ó¥¬
Conga
0 chips (you start with this)

Left: a conga drum hit
Right: a conga drum hit
Clap: a clap

A nice, simple conga instrument. I used this a lot until I got the 3 Conga set.

This sound is NOT listed in the Donkey Town "Instrument Shop Menu".

¥Ö¥;¥ß¥³¥ó

Famicom

0 chips (you start with this)

Left: "Super Mario Bros." Mario jump sound (?)

Right: a chirp sound

Clap: original "Donkey Kong" Mario jump sound

This sound is NOT listed in the Donkey Town "Instrument Shop Menu".

£³¤Ä¤Î¥³¥ó¥¬

3 Congas

9450 chips

Left: a conga drum hit

Right: a conga drum hit

Clap: a conga drum hit

This one's a little pricey, but I like it a lot. Goes well with most of the songs.

¥ç¥ó¥Ð¥ê¥ó

Tambourine

1575 chips

Left: a tambourine tap

Right: a tambourine tap

Clap: tambourine shake

¥Ð¥é¥«¥¹

Maracas

5250 chips

Left: a quick maraca shake

Right: a quick maraca shake

Clap: some guys saying "hoo!"

Ok. I use it on some of the Latin songs but that's about it.

¥¯¥é¥ê¥í¥ã¥è

Clarinet

15000 chips

Left: High clarinet note

Right: Low clarinet note

Clap: Some guy shouting "kura" ("kurarinetto" is Japanese for clarinet)

Weird, weird, weird. 15000 for this?

¥È¥É¥Ó¥¹

Trance

5000 chips

Left: A bass drum hit

Right: A snare drum hit

Clap: A funky cymbal

¥`¥i¥¥È¥É¥à

Electric Drum

25000 chips

Left: an electric drum hit

Right: an electric drum hit

Clap: some kind of spacey sound (an electric drum cymbal?)

The sounds themselves are nice, but to me they don't go very well with a lot of the songs.

¥P;¥Á

Marching

6000 chips

Left: a snare drum hit

Right: a loud noise (?)

Clap: a whistle (like in a marching band)

Cool just for the whistle.

ì±Â²³Ù´ì

Folk Instrument

7900 chips

Left: a shamisen pluck

Right: a quick "shuh" sound (?)

Clap: a double shamisen pluck

A shamisen is a Japanese string instrument that kind of resembles a guitar.

WooHa!

WooHa!

3000 chips

A lot like the "Karaoke bar" set, but the sounds are longer. Playing a song with a lot of notes is kind of annoying because it just sounds like a bunch of yelling.

¥:¥Ã¥×¥Ã¥Ó¥¹

Tap Dance
4980 chips

Left: a single tap-dancing "tap"
Right: a single tap-dancing "tap"
Clap: a single tap-dancing "tap"

I thought this would be kind of cool, but it sounds like some guy dancing in a gymnasium. Way too much echo.

°û¤β²°

Bar (Pub)
6300 chips

Left: the sound of clinking a glass
Right: the sound of clinking a glass
Clap: a Japanese guy yelling "yau"

»|¿Ø;Ê¤¿¤Æ;Ë

Swordplay
2000 chips

Left: chipmunks saying "ei!"
Right: chipmunks saying "ya!"
Clap: chipmunks saying "doh!"

Sounds like sped-up chipmunk voices. I don't know what this has to do with swords, but I double-checked the translation of "»|¿Ø" and it's right.

¶²îµ

Dinosaur
9800 chips

Left: a loud dinosaur roar
Right: a low dinosaur rumble
Clap: a pterodactyl scream

Ok, but the sounds seem distorted.

¤î¤ó¤î¤ó

Woof-woof
11 chips

Left: "Woof!"
Right: "Yipe!"

Clap: A dog howl

So cheap, so annoying. My friends and I have a no "woof-woof" rule.

¥ç¥Ö¥è

Duck

222 chips

Left: a duck honking

Right: a duck honking

Clap: an annoyed duck honk

Sounds more like a duck call to me than a real duck.

µj'Ø%Ö

Train

40000 (!) chips

Left: a "choo-choo" sound

Right: a "choo-choo" sound

Clap: a train whistle

Adjust the sound so the BGM is off. Load up a song, then hit left, right, left, right over and over again. Clap for the whistle. It sounds like a train! Ch-ch-ch-ch-ch-ch-ch woo woooooo! And for only 40000 chips!!

</sarcasm>

ÅÅiÅ

Telephone

116 chips

Left: a phone ringing

Right: a phone ringing

Clap: an old-fashioned phone ringing (with a real bell)

Ãi»p·x

Wall Clock

15000 chips

Left: a ticking clock sound

Right: a ticking clock sound

Clap: a single clock chime

αζα½α→αi

Twilight

7650 chips

Left: a bicycle bell

Right: a crow cawing

Clap: a clock tower bell being struck once

íë
Thunder
5656 chips

Left: the sound of a close lightning strike
Right: a low distant rumble
Clap: kind of a high-pitched clattering sound (?)

ꠘꠘꠘꠘꠘꠘꠘ
Toy
14800 chips

Left: a bulb horn
Right: a slide whistle
Clap: a noise ratchet

¥²;¼¥à³¼i
Arcade
100 chips

Left: "whuh-whuh-whuh-whuh"
Right: an explosion
Clap: a descending whistle sound (like something is falling to earth)

The clap sound takes about 8 seconds.

¥¯¥ꠘ¥°
Quiz
912 chips

Left: "ding-dong!"
Right: "bzzz!"
Clap: an orchestra hit

Very cheap, and very cool.

¥Ô¥¯¥ß¥ó
Pikmin
6800 chips

Left: the sound of throwing a Pikmin
Right: the sound of pulling a Pikmin out of the ground
Clap: Captain Olimar's whistle

Sounds from the game "Pikmin".

¥¹¥:¥Ô¥£;¼

Starfi
4800 chips

Left: sounds like a character in an old Nintendo game hitting a wall (??)
Right: a rising high-pitched sound (a jump sound?)
Clap: sounds like a sci-fi weapon firing (??)

I've never played this game, so I'm guessing what the sounds are.

¥¹¥Ð¥Ö¥é
Super Smash Brothers
6800 chips

Left: a crash sound (??)
Right: a stomping sound (??)
Clap: a loud tapping-on-metal sound (??)

¥Ð¥ê¥ª
Mario
4900 chips

Left: a "Super Mario 3" jump sound
Right: a "Super Mario 3" fireball sound
Clap: a "Super Mario 3" got-a-coin sound

When I bought this I thought it would be the "itsa me, Mario!" guy. :(

=====
= 7. Song List =
=====

Songs are listed here in the same order as they are in the game. Some songs may have a "romanized" name, a title translation, and/or some commentary from me. The cost to buy the "Expert" version and the difficulty levels are also included.

In the game, each song has a number of "barrels" next to it that stand for the difficulty level (more barrels = harder). Note that the difficulty level is really only relevant when comparing games of the same skill level (Easy to Easy, Hard to Hard, Expert to Expert). A 3-barrel Expert song will be harder than a 4-barrel Easy song. In the list below, the [] symbol = 1 barrel.

ç¹¤î¤¯¤¤¤¤¤ó
Mori no Kuma-san
The Bear of the Woods ("I Met a Bear")

This song is based on an American song called "I Met a Bear", but the lyrics are WAY different. Which is better? You be the judge!

Japan - Girl meets bear, runs away, bear follows with her dropped earring, they sing.

America - Unarmed man told by bear to run, man escapes into a tree, later

kills bear and turns it into a rug.

Expert price: 903 chips

Easy: [][][]

Hard: [][][][]

Expert: [][][][]

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Kurarinetto wo kowashichatta

I Broke My Clarinet

J'ai perdu le do de ma clarinette (Original French title)

Expert price: 1001 chips

Easy: [][][]

Hard: [][][]

Expert: [][][]

ÂçŸŸÊ, Â»p·x

Ookina Furotokei

Grandfather's Clock

Expert price: 969 chips

Easy: [][][]

Hard: [][][][]

Expert: [][][]

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Hyokkori Hyoutan-jima

"Hyokkori Hyoutan-jima" Theme Song

Some kind of puppet show program on the NHK Educational channel.

<http://www.nhk.or.jp/tv50/hyokkori> (Japanese)

Expert price: 8 chips

Easy: []

Hard: []

Expert: []

We are the ONE ~ ĒíŸéŸíŸòŸèŸã ~

We are the ONE ~ Bokura wa hitotsu ~

We are the one ~ we are the one ~

Expert price: 1200 chips

Easy: [][]

Hard: [][][][]

Expert: [][][]

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Hamutarou tottokouta

"Hamtarou" theme song

Expert price: 868 chips

Easy: [] []

Hard: [] [] [] []

Expert: [] [] [] [] [] []

¥¢¥É¥Ð¥ó¥¹;¡¥¢¥É¥Û¥ó¥Á¥ã;¼

Adobansu Adobenchaa

Advance Adventure ("Pokemon Advance Generation" Opening Theme)

Expert price: 1300 chips

Easy: [] [] [] [] []

Hard: [] [] [] [] [] []

Expert: [] [] [] []

¥«;¼¥Ó¥£;ª

Kaabii!

Kirby! (Kirby's Opening Theme)

Expert price: 1260 chips

Easy: [] []

Hard: [] []

Expert: [] [] [] []

ÅÅÅã¤Î¥¹¥¿;¼¥Ó¥£;¼

Densetsu no Staafii

Legend of Starfi (Theme from the commercial)

The Japanese title actually means "The Legendary Starfi", but the official English title of the game is apparently "Legend of Starfi".

Expert price: 1000 chips

Easy: [] [] []

Hard: [] [] [] [] []

Expert: [] [] []

°|¤î²î

Ai no uta

Love Song (Song from "Pikmin" commercial)

Expert price: 1000 chips

Easy: [] [] [] [] []

Hard: [] [] [] [] []

Expert: [] [] []

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Mata aeruhimade

Until the Day We Can Meet Again ("Doraemon" Ending Theme)

Expert price: 1293 chips

Easy: [][]
Hard: [][] []
Expert: [][] [] []

É÷αîμέμέμέ
Kaze no rarara
Wind's Lalala ("Detective Conan" Opening Theme)

Expert price: 1000 chips

Easy: [][]
Hard: [][] [] []
Expert: [][] [] [] []

ΆίçŞÊÒÁÛαα
Momoiro kataomoi
Pink Unrequited Love

Expert price: 1020 chips

Easy: [][] [] [] [] [] []
Hard: [][] [] [] [] [] []
Expert: [][] [] [] [] [] []

¥ß¥Ê¥â¥Ë;£¥, ¥â¥ó¥±¥óαÔαçαó;^a
Minimoni. Jan-ken-pyon!
Minimoni - Paper, Rock, Boing!

Ok, in Japanese "jan-ken-pon" is "paper-rock-scissors". "Pyon" is the sound rabbits make when they bounce. So that's how I came up with "paper-rock boing".

"Minimoni" is a spin-off group of the cute-girl band "Morning Musume". They like to say "pyon!" a lot in their songs.

If you ever go to a game store in Japan, you'll probably see lots of the "Minimoni Shakatto Tambarin da Pyon!" (a plastic tambourine-like PS1 controller), always marked at a deep discount.

Expert price: 1020 chips

Easy: [][] [] [] [] []
Hard: [][] [] [] [] []
Expert: [][] [] [] [] []

ìÀÊüα-αçμέμ
Ashita ga aru sa
There is a Tomorrow! (ugh, literal translation)

Expert price: 23 chips

Easy: [][]
Hard: [][] [] []
Expert: [][] []

ÎøªÎÿÀÿÓÿ¹ÿµÿªÿËÈ
Koi no dansusaito
Love's Dance Site

Expert price: 1020 chips
Easy: [][][]
Hard: [][][]
Expert: [][][][]

Fly High

Expert price: 1365 chips
Easy: [][][]
Hard: [][][][]
Expert: [][][][]

SHAKE

Expert price: 971 chips
Easy: [][]
Hard: [][][]
Expert: [][][]

DESIRE - ¾øÇ®
DESIRE - Jyounetsu
DESIRE - Passion

Expert price: 1986 chips
Easy: [][][]
Hard: [][][][]
Expert: [][][][]

COLORS

Expert price: 1100 chips
Easy: [][][]
Hard: [][][]
Expert: [][][][]

ìÀÆüªøªîÈâ
Asu e no tobira
Door to Tomorrow ("Ainori" Opening Theme)

Expert price: 1223 chips
Easy: [][][]
Hard: [][][][]
Expert: [][][][]

Love Somebody

Expert price: 110 chips

Easy: [][][][]

Hard: [][][]

Expert: [][]

THE GALAXY EXPRESS 999

Expert price: 999 chips

Easy: [][][][]

Hard: [][][][]

Expert: [][][][]

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Mas Que Nada

Expert price: 777 chips

Easy: [][][][]

Hard: [][][][]

Expert: [][][][]

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La Bamba

Expert price: 666 chips

Easy: [][][]

Hard: [][][][]

Expert: [][][][]

¥Ð¥ó¥Û No.5

Mambo No. 5

Expert price: 555 chips

Easy: [][][][]

Hard: [][][][]

Expert: [][][][]

¥ª¥¯¥é¥Û¥Ð¥Ð¥µ;¼

Oklahoma Mixer

Expert price: 4900 chips

Easy: [][]

Hard: [][][]

Expert: [][]

¥Ê¥ë¥³¹Ô;Ê¶Ê

Toruko Kyuushinkyoku
Turkish March

Expert price: 331 chips
Easy: [] [] []
Hard: [] [] [] [] [] []
Expert: [] [] [] [] [] []

YĪYÓY-YÊ;ĤĒŋŋĒ
Hangarii Bukyoku
Hungarian Dance

Expert price: 1848 chips
Easy: [] [] [] [] [] [] []
Hard: [] [] [] [] [] []
Expert: [] [] []

Y¹;ĤYŊ;ĤYDŸÊYªŋĪYÆ;ĤYD
Super Mario Theme

Expert price: 4900 chips
Easy: [] [] [] [] [] []
Hard: [] [] [] [] [] []
Expert: [] [] [] [] []

YâYóYŸªYéYĀY×
Monkey Rap (Donkey Kong 64 Theme)

Expert price: 6800 chips
Easy: [] [] [] []
Hard: [] [] [] [] []
Expert: [] [] [] []

YÉYóY;ĤY³YóY-ŋĪYÆ;ĤYD
Donkey Konga Theme

Expert price: 100 chips
Easy: [] [] [] [] []
Hard: [] [] [] [] []
Expert: [] [] [] [] []

=====
= 8. Secrets =
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If you discover anything out of the ordinary, please send it to me for inclusion in this guide.

Occasionally in "Street Live" mode a blue chip appears (as opposed to the normal gold ones). A blue chip is worth 100 chips. You can tell when one will appear because the barrel containing it will be slowly flashing. (This is very obvious in "Cool" mode.)

Blue chips appear randomly, or at least there is no evidence of a pattern.

| 8b. Bouncing Letters |

At the title screen, clapping causes the "Press Start Button" letters to bounce towards the top of the screen. This doesn't seem to serve any other purpose.

=====
= 9. Other Stuff =
=====

I'm putting things here that don't really fit in the other sections.

| 9a. Intro Story Translation |

This a rough approximation of the "slideshow" introduction story:

Donkey Kong and Diddy Kong find two unusual barrels. Thinking it's a King K. Rool trap, they show them to Kranky Kong. He says it's a Taruconga, a mysterious instrument. When Donkey and Diddy play the Taruconga, they suck. But when Donkey Kong claps, it glows. Kranky says that's its special power. Donkey Kong asks if he practices will they become famous. Kranky says they might, so they start to practice.

| 9b. Progressive scan |

I'm writing this section entirely from information in the manual. I don't have one of these setups. I am not responsible if following these instructions burns down your house. Use at your own risk.

- Connect your Gamecube to your TV via the component video cable. Beware, the manual warns that even if your TV has component video inputs, it does NOT mean that you can use progressive scan. Verify that your TV can support progressive scan before continuing.

- Insert the game disc into the Gamecube and close the cover.

- When the "Gamecube" intro animation appears, press and HOLD the "B" button.

- You should see the "Mario and Donkey Kong" screen, just like the one that appears when setting up the memory card. The following text is displayed:

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¡¡¡¡¥Ī¥¡;¡¡¡¡¥¥¥¥¥¥"

The question is "Enable progressive scan?"
The left choice is "Yes", right is "No".

If you select "Yes", then as long as you don't disconnect the component video cable, each time you start the game it will stay in progressive mode.

=====
= 10. FAQ =
=====

I can't save!

See the "Saving / Loading" section.

Why does this FAQ have all these messed-up characters?

Your browser isn't recognizing the Japanese characters properly. This document uses "EUC" encoding for the Japanese parts.

Your browser should have an option like "Character Set" or "Character Encoding", probably under the "View" menu. If your browser has a "Japanese - Autoselect" option you can try that, but now you know this file is EUC-encoded so I'd just select that manually.

Windows 2000 & XP, Mac OS X, and Linux should all have Japanese support out of the box.

Do I need the conga drums to play? I want to play with my friends but the drums are all sold out!

You can play with a regular controller, although the Taruconga is better. Beating on the drum is half the fun, so keep trying to get more!

Why is the controller called a "Taruconga"?

"Taru" is Japanese for "barrel". So in English it would be something like "barrel conga drum". The controller looks like a couple of barrels stuck together, so there you have it.

Is "Mambo No. 5" the song by Lou Bega?

No, it's based on the original version by Perez Prado. Lou Bega's "Mambo No. 5" is a rework of this song, so you should recognize some parts.

Do any of the original artists sing?

Yes, but probably not the ones you were hoping for (Hikaru Utada, GARDEN, Ayumi Hamasaki, etc.)

Kirby! - Hiroko Asakawa
Ai no Uta - Strawberry Flower
Legend of Starfi - Becky

Are there any hidden songs?

I've bought everything in Donkey Town and nothing special happened, so I'd say there aren't any.

Can I do anything special by hooking up a GBA to my Gamecube?

No, I tried and the game didn't recognize it at all.

How do I use the new drum sounds I bought?

When you select a song, everybody who wants to play then pushes start on their controllers, right? You'll see the flashing word "ENTRY!!" next to your position on the screen. See the Japanese right above it? That's your current drum sound. Left and right will rotate through the drum sounds that you've purchased, and pressing start one more time will start the song. Sounds that you haven't tried yet will have a flashing "NEW!!" next to them.

Check out the "Instrument (Drum Sounds) List" above for information on the available sound sets.

Do I get anything special for ...
... earning gold trophies in Street Live Mode?
... buying all the Expert songs?
... buying all the mini-games?
... buying all the drum sounds?

Other than sore hands, no.

Why do you call those things "chips"? They look like coins to me!

The word the manual uses is "チッ×" (chippu), which is a Japanese rendering of the English word "chip". That's what Nintendo wants to call it, so I kept it.

When does the US version come out?

The US version is officially slated for release on September 27, 2004. The majority of songs are different from the Japanese version, but gameplay should be identical.

How much does it cost to unlock everything?

282,899 chips. Better get started!

Are the songs included the US and Japanese versions different?

Very different. Only a few will be present in both, and at least one song in the US version is from Donkey Konga Disk 2, the Japanese sequel game.

Sometimes after finishing a song in Free Session Mode, the game plays a little tune and a little gold trophy appears by my stats. What is it?

My guess is that it just means that the developers thought that your score was good, so it's a little reward. You can also get them in multiplayer, but only the top human player wins a trophy, even if other players did well.

The game doesn't save any of these trophies, so I wouldn't go out of my way to get them.

=====
= 11. Credits =
=====

GameFAQs - For providing an invaluable service to gamers over the years
Namco - For the addicting game "Taiko no Tatsujin", and now "Donkey Konga"
IGN - For kindly hosting this guide on their site
Neoseeker - For kindly hosting this guide on their site
darkclawx - For help on song titles
Eddz W - For help on song titles
bigbadwolf - For Taruconga button mappings
darksky71 - For clues on blue chips

www.importinvasion.co.uk - For information about Freeloader problems

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