

Madagascar FAQ/Walkthrough

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This walkthrough was originally written for Madagascar on the GC, but the walkthrough is still applicable to the PC version of the game.

Madagascar (GC) Walkthrough/Complete Guide

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[1] Introduction

[1.1] Game Overview/Intro

Welcome to my walkthrough of the GC version of the game Madagascar, made by Toys for Bob and Activision, and based on the Dreamworks' film of the same now. This walkthrough will guide you through the game to reach completion. Enjoy the guide and good luck!

Madagascar is a 3D platforming game that revolves around four animal friends living in a zoo in New York City. Their lives are suddenly changed when they wind up on the island of Madagascar. They must work together to get off of Madagascar and return to New York and their old lives. The game is loosely based on the film.

This game has multiple versions, including the Nintendo Gamecube, the Xbox, the Game Boy Advance, the Playstation 2, and the Nintendo DS.

[1.2] Version History

Version 0.1 [6/16/13]

The guide was created and formatted on this date, with information added to the Introduction and Brief Information sections.

Version 0.2 [6/17/13]

Information was added to the Brief Information and Characters sections.

Version 0.3 [6/19/13]

Information was added to the Characters section and the King of New York section and Marty's Escape sections were completed.

Version 0.4 [6/27/13]

The N.Y. Street Chase section was completed.

Version 0.5 [11/10/13]

The Penguin Mutiny section was completed.

Version 0.6 [11/16/13]

The Mysterious Jungle, Save the Lemurs, Jungle Banquet, Coming of Age, and Back to the Beach sections were completed.

Version 0.7 [11/17/13]

The Marty to the Rescue, Final Battle, and Mini-Games sections were

completed, as well as the complete guide, including edits.

[2] Madagascar Brief Information

[2.1] Plot

Madagascar begins with four friends, Alex, Marty, Melman, and Gloria, animals at the New York Zoo. As Marty's 10th birthday approaches, he comes to realize he wants to seek the bigger life outside of the zoo and go to "the wild". The others find this proposition ridiculous and disregard Marty's ambition. In response, Marty runs away with help from the psychotic Penguins, other habitants of the zoo. When Alex, Gloria, and Melman catch up to Marty in the streets of New York, they are tranquilized and are to be shipped off in crates to Africa. Along the way, their crates fall overboard, and land ashore on Madagascar, where they befriend the party-crazy lemurs. The group must find a way to work together to get back to New York.

[2.2] Gameplay

The following controls apply to the Gamecube version of the game, and can be changed to apply to other console controls.

The Control Stick allows the player character to run or walk in any direction. The "C" stick rotates the in-game camera in any direction. Characters can be switched between using the "X" button (near a totem pole). Characters can talk or interact with most other objects using the "X" button. Characters can jump using the "A" button and attack using the "B" button. With the ability to play as Alex, Marty, Melman, Gloria, and the Penguins, each character has their own unique set of moves, which will be listed below.

Before each of the animals (Alex, Marty, Melman, and Gloria only) can make it outside the zoo, they have to tap into their instincts and pick up on their natural abilities. This is done by collecting Power Cards. Power Cards come in sets of three and you must have all three to obtain a new maneuver. A picture of the character is shown on the card to determine whose it is.

In various chapters, you'll need to swap between the characters. This can be done via approaching a totem pole and pressing the "X" button. Scroll through characters with the Control Stick and select the desired character with the "A" button.

Power Card abilities are marked with an "". *

~Alex's Abilities~

- Jump - A button
- Roar - B button
- Super Roar - B button (only after eating a super roar plant)
- *Double Jump - A button, pressed twice in a row
- Throw - Y button (only after picking up mangoes)
- *Claws - X button

~Marty's Abilities~

- Jump - A button
- *Kick - B button
- *Sneak - Y button, held down
- *Slide - Y button, while moving
- *Long-jump - A button, pressed twice in a row

~Gloria's Abilities~

- Jump - A button
- Charge - Control Stick
- *Butt Bounce - A button, pressed twice in a row
- Tumble - B button

· *Hip check - Y button

~Melman's Abilities~

· Jump - A button

· Spin - B button

· *Helicopter-glide - A button, pressed twice in a row

· Throw - X button (only after picking up coconuts)/Control Stick to aim

· *Head bash - Y button

~The Penguins' Abilities~

· Jump - A button

· Slide - B button, while moving

· Attack - B button

· Finishing move - B button, when enemy is down

· Call up troops - X button, when near a trumpet

· Fish - Control Stick to aim, hold down X button to cast, release X button when fish takes bait.

[2.3] Collectibles

Collectibles are pick-ups found throughout the various levels of the games.

~Health~

Life Tikis - These act as your health. Each one you pick up, one of the four slots on the character's life meter is filled. When ten are collected, an extra life is gained.

Health Meter - The health meter indicates the number of lives you have. The four triangles indicate how much life you have left on a single life.

~Currency~

Monkey Money - Monkey Money is currency that is traded to the monkeys at the Zoovenir Shop. Silver monkey coins are worth only one credit, whereas gold monkey coins are worth five credits. A money counter on the right side of the screen shows how many coins you've collected as of current.

~Special Items~

Chili Pepper - Gloria loves these spicy chili peppers. After eating one, Gloria is able to run faster, bust through large obstacles, and mow down enemies. It only lasts a short time though!

Super Roar Plant - This plant causes Alex's roar to become a super roar, with the capability of taking out all enemies within range. However, it only lasts a short time!

Coconut - Melman can use coconuts as projectiles by flinging them with his long neck. They usually found in bunches.

Mango - Alex can throw these mangoes at any enemies, and is especially useful for airborne enemies. They are found on the ground, usually one at a time.

Keys - Certain areas require keys to access. These keys can be found within a level requiring one.

[2.4] Zoovenir Shop

The Zoovenir Shop is run by the monkeys. Here you can exchange Monkey Money for cool items, such as mini-games, collectibles, apparel, and other unique items.

~Apparel~

Alex's Crown - 20

Alex's Finger - 30

Gloria's Bikini - 20

Gloria's Flowers - 30

Marty's Hat - 20

Marty's Glasses - 30
Melman's Clock - 20
Melman's Shoes - 30
~Extras~
Coin Magnet - 175
2x Life Tikis - 80
Flame-prints - 50
Extra Health - 30
~Mini-Games~
Tiki Mini-Golf - 35
Shuffleboard - 35
Lemur Rave - 35

[3] Characters

[3.1] Alex the Lion

Alex is the main attraction at the New York Zoo. He enjoys the fame and the pampering that the zoo has to offer him and doesn't understand Marty's desire to get out. Alex is dubbed the "King of New York" and has an incredible liking for porterhouse steaks.

[3.2] Marty the Zebra

Marty is Alex's best friend at the New York Zoo. Marty feels there's more to life than living at the zoo, and desires to go to the wild. His other friends find this notion a bit extreme, in contrast.

[3.3] Gloria the Hippo

Gloria is the most level-headed of the group. She is strong and independent, and certainly doesn't have time for nonsense. Gloria is determined to keep the group together by any means.

[3.4] Melman the Giraffe

Melman is a hypochondriac giraffe that is close friends with Alex, Gloria, and Marty. Although his phobia gets the better of him, Melman is loyal to his friends and sticks with them through even their most wild plans.

[3.5] Skipper the Penguin

Skipper is the leader of the Penguins and has dedicated his time to planning an escape to Antarctica. He is a strong leader, tough and straight-forward, though Alex sees it as being a little crazy.

[3.6] Rico the Penguin

Rico is a member of the Penguins. He doesn't have much to say, but he's very useful to the team. Rico is capable of regurgitating useful objects from his stomach when needed.

[3.7] Private the Penguin

Private is a member of the Penguins. While Private is a bit slow and dim-witted, his loyalty makes up for it. Skipper treats Private just as he would any member of their team.

[3.8] Kowalski the Penguin

Kowalski is a member of the Penguins. Tall and intelligent, Kowalski usually is right behind Skipper when it comes to forming plans. His quick-thinking helps the team get through any situation.

[3.9] King Julian the Lemur

Julian is the king of the lemurs on Madagascar. While he enjoys to

party all the time, he is not the most cautious person. This leaves the lemurs vulnerable to danger, which he prioritizes a bit lower than a party. Julian means well.

[3.10] Maurice the Lemur

Maurice is the real authority of the lemurs. He keeps the lemurs in line and tries to keep the safe. Maurice tends to oppose Julian's reckless and wild antics.

[3.11] Mort the Lemur

Mort is the smallest of the lemurs. While cute to anyone who doesn't know him, Mort is severely annoying to any that do know him. He's incredibly loyal to King Julian and is usually found by his side.

[3.12] The Lemurs

The Lemurs are a large group of squirrel-like animals living on the island of Madagascar. They enjoy partying with loud rave music and having banquets. However, they are often attacked by the Foosa, and usually never get to have a party without it being crashed by them.

[3.13] The Foosa

The Foosa are a clan of cat-like predators that prey on the Lemurs. The Foosa live in the wasteland of Madagascar. They attack the Lemurs during their raves, when they are most vulnerable.

[3.14] The Foosa King

The Foosa King is the leader of the Foosa. He is big and notoriously dangerous to the defenseless lemurs. He resides in the wastelands with the rest of the Foosa.

[3.15] Wilbur the Warthog

Wilbur lives in the jungle of Madagascar. He is docile and sweet, and usually struggles with his own tasks. He will do favors in return for some help. Wilbur has an intense liking for Gloria.

[4] King of New York

[4.1] King of New York

Goals:

- * Marty Power: Kick
- * Alex Power: Double Jump
- * Alex Finishes His Act
- * Gloria Wins the Race
- * Penguin Fishing
- * Melman Cleans Up

The level begins as a typical day at the zoo with bustling tourists and crowds about. Marty however, is tired of the routine day-in and day-out. He decides that at his 10th birthday party that evening, he is going to tell his friends about his dream of going to the wild. Marty must greet his friends for the day, but first, he must get out of his pen. You'll need to collect 3 Power Cards to unlock Marty's "Kick" ability. The first power card is next to the treadmill, the second is on the hay, and the third is just outside the gate.

Afterward, Marty will be able to kick things. Kick the hay blocking the shed and pick up the 2 coins inside. Next, kick the gate open to enter Alex's pen. Approach Alex to talk to him. He and Marty will discuss Marty's birthday for the evening and then get on the subject

of Alex's act. Alex will have to demonstrate for Marty. However, Alex will need the Double Jump ability, which means time to find more Power Cards. The first Power Card is to the left in the pool, the second is up on far side of the stone pedestal, and the third is on the highest stone platform to the right. With the Double Jump ability, Alex must jump through all seven floating hoops in his pen. The first green one is right off the far right stone platform, along with two coins. On the ground, step on the buttons to open the cages containing monkey coins. Three more hoops are above the pool and can be accessed by activating the water fountain button. Unfortunately, some pigeons come to crash the party. You can scare the pigeons away using Alex's "Roar" attack. Another hoop is just off the stone pathway above. Another hoop is across the gap leading to Alex's pedestal. The final hoop is above Alex's pedestal. Return to the pedestal at the very top to complete Alex's act.

With the show over, Marty decides to go visit Gloria and Melman. Kick the gate at the far side open and approach Melman's pen. Melman appears to be having another hypochondria-induced episode, and is starting to run around and panic. Perhaps later he'll calm down a bit. Head down the path to the right and kick away the hay. Approach Gloria, who is challenging two ostriches to a race. As Gloria, you'll have to race four ostriches. It will seem impossible, but with the help of chili peppers, Gloria can definitely do it. The ostriches tend to close in very quickly, so it's imperative that you continuously collect chili peppers. Knocking away obstacles is a good idea too, as there's a very useful shortcut near the end of the track that's blocked by hay. After defeating the ostriches, you're free to roam once more. Additionally, there is a maintenance room in the far corner of the area that has a mini-game called Armor Madness. You must protect the fort while firing missiles from incoming tanks. Your score is depending on how many walls you have left and how much damage the fort avoided. Otherwise, return to Gloria and kick open the gates at the left of her. The next area is the Penguin pool. As the Penguins, you'll have to fish for the various fish in the pool. First, you'll have to get 4 blue fish. This can be done by aiming with the control stick and casting with the "X" button. Release the "X" button when a fish has taken bait. Next, you'll have to get 3 green fish. Other fish will begin to enter the pool, but you have to try and avoid those. Afterward, you'll have to nab 2 red fish. With the fish done, all that's left is to take various items from the people surrounding the pen. First is 2 Alex dolls, one kid is standing still with one and the other is moving. Next is 2 hats, which is the same situation. Next is 1 pair of sunglasses, on a kid that's standing still. Lastly is a bucket on the moving janitor cart. After all the fishing, the Penguins will depart, leaving Marty to his business.

Proceed forward to approach Melman's pen again. As Melman, you'll have to use his "Spin" attack to dispose of the trash and the pigeons that land in his pen. You must knock out 50 items of trash in the amount of time shown at the top by a bar. Afterward, the cleaning crew will finally arrive and relieve Melman of his fit of filth. Marty decides to return to his pen for another long day at the New York Zoo.

[5] Marty's Escape

[5.1] Marty's Escape

Goals:

- * Marty Power: Sneak
- * Get the Ostrich Key
- * Use the Ostrich Key
- * Get through Zone Ostrich
- * Get the Monkey Key
- * Use the Monkey Key
- * Get the Bear Key
- * Get through Zone Bear
- * Defeat the Zoohunter!
- * Escape into the City

During the night, Skipper winds up in Marty's pen. Marty questions what the penguins are doing, to which he replies they're busting out of the zoo to go to Antarctica. Marty tells Skipper of his dream to get out in the wild. Skipper, in return, decides to help Marty escape the zoo. Skipper brings Marty to Zone Elephant, where Marty must intercept a few Power Cards. The first Power Card is held by Darnell the Elephant. Fortunately, Darnell spits out of his mouth, rather than having it exit another way. The second Power Card is in Zone Camel. Follow Skipper down the path to talk to Nick the Camel, who will give you the card. The last operative has the final Power Card. Kick open the gates at the right to get to Zone Rhino. From this point on, night guards are now an obstacle. They can't see Marty unless they shine their flashlights on him. For the first guard, kick the nearby trashcan in his direction to knock him out. Move forward and another guard will be standing in front of Zone Rhino. Unlike the other guard, he changes direction. Try to take him out from behind with a kick, when his back is turned. Approach the rhino to get the last Power Card. With the "Sneak" ability, Marty can get the key to Zone Ostrich. Go back to where the first guard was and sneak through the grate on the nearby wall. Pick up the key and crawl back out. Head over to the gate by Zone Rhino to unlock Zone Ostrich.

Ahead is another turning guard. Take him out from behind. Upon approaching the ostriches, they will suggest you kick the trashcans at the guards to get rid of them. The guard on the far left is stationary, whereas the guard on the far right turns direction and walks around additionally. Along the roundabout, go to the far side and take out the guards. One can be hit with the janitor cart and the other can be lured closer by kicking the nearest animal sound machines. He can then be hit with a trashcan nearby. Head back to the other gate where a guard is standing in front of an open grate. Kick the trashcan at him. Sneak through the grate into the other area, which is Zone Bird. Once here, kick the janitor cart at the nearby guard. You'll have to sneak alongside the hedges to avoid the next two guards. Move a little further and the toucan will talk to you about his self-esteem issues regarding his nose before telling you to activate the animal sound machines to lure guards. Lure the nearby guard over with the machine and take him out with a trashcan. The janitor at the end of the path is holding the key to Zone Monkey. Take him out with a simple kick and grab the key. Kick open the gate and Skipper will open the grate that leads to the entry to Zone Bird. Head back to Zone Ostrich and make your way to Zone Monkey, where the two guards were previously taken out. Use the key on the gate to access Zone Monkey.

Two guards are blocking the path in Zone Monkey. Sneak around the cage and kick the janitor cart to kill two birds with one stone. Or knock out two guards with one cart. Kick open the gate and approach Skipper by the brick wall. Skipper tells you to talk to the monkeys

in the cage, seeing as the pipe in the wall is too small for Marty to get through. Behind the bales of hay by the shed is a grate that allows you to enter the shed. Inside the shed is Super Space Blastoid 1977, a mini-game that's similar to Space Invaders. Otherwise, talk to the monkeys in the cage. The monkeys explain that the janitor nearby has the key to Zone Bear. Zone Bear is the only way to the exit, as the front gate is in Zone Bear.

The next two guards are positioned in a zigzagging pattern. Kick the janitor cart at the first guard. Kick the trash can at the second guard. As you continue along the roundabout, the polar bear will warn Marty about the Zoohunter that patrols along the entrance of the Zoo. Up ahead, another guard is waiting. But there aren't any nearby objects to get rid of him with. He'll have to be lured closer to an object. Kick the nearby animal sound machine, and continue kicking each of the next few back to where the two guards were at the Zone Bear entrance. Get rid of the guard with the trash can and continue back along the roundabout. At the gate up ahead, another guard is blocking the way. Kick the animal sound machine to get him out of the way of the trash can. Kick the trash can at him to get rid of him. Careful crossing through the gate, as another of the turning guards is standing there. Wait until he turns away before kicking him. The main gate is up ahead, but a couple of guards are standing in a line diagonally. Fortunately, the janitor cart nearby can take out all of the guards in a single shot! Skipper catches up, but unfortunately, he's got his ticket out via balloons, leaving Marty to finish up the escape on his own. When you're ready, approach the janitor sweeping up near the front gate. He'll panic at the sight of Marty, which summons the Zoohunter. The Zoohunter boss is a pretty simple strategy. Three guards are blocking the gate, where the Zoohunter is pacing back and forth. Really the only obstacle you have to avoid is the Zoohunter, who is firing tranquilizer darts from his tranquilizer gun. The darts can be easily avoided, but if hit, Marty becomes disoriented for a few seconds. The best place to duck behind is the stairs on the right wall, but if you use Marty's sneak ability, he can just as easily miss the darts. Use the janitor carts and trash cans to get rid of the three guards first. Once the area is ridden of guards, approach the janitor cart to the left of the Zoohunter and kick it at him. He'll dodge the cart, but the cart will cause the statue behind him to topple over and knock him out. With the key to the main gate, Marty is able to escape into the streets of New York City!

[6] N.Y. Street Chase

[6.1] N.Y. Street Chase

Goals:

- Alex Leads the Way
- Gloria Power: Butt Bounce
- Gloria Outsmarts the Cops
- Melman Power: Heli-Spin
- Melman Finds the Station
- Alex Rings:
- Destruction Bonus

Not long after Marty's escape, Alex, Melman, and Gloria trek into the streets of New York to find him and take him back to the zoo. This level is separated into three parts, consisting of Alex's part, Gloria's part, and Melman's part respectively. As Alex, you must run along the streets, with your only obstacles being incoming traffic,

rambunctious dogs and cops. The safest place to be is on the sidewalk, either on the left side or the right side. The right side tends to see more action. Along the way, you'll also come across Alex's hoops, which if you jump through them, are a bonus goal to complete. As you run along, be sure to roar at the dogs two times, or they will chase Alex and cause damage. The cops on the other hand, just run from Alex and are impossible to catch up to. People out on the streets will be terrified at the sight of Alex and will do anything it takes to stay out of his way. After a bit, you'll approach a subway. Head down there to reach the next street. Ahead is the museum, where a horde of cops try to corner Alex. The goal is to just roar at the cops and lure them into traps, such as open manholes, the mouths of the mechanical dinosaurs outside the museum, food carts, etc. After taking out six cops, the remaining cops will retreat to call for back-up. Alex is able to continue his run. On the right side is a ramp that turns onto the next street. Take the ramp to the next street and be careful of incoming traffic. At the far end is another ramp leading to a bridge. Cross that and run to the end of the street to complete Alex's part.

As Gloria, your main obstacles are cops and incoming traffic. Unlike with Alex, these cops will jump onto Gloria and slow her down. If more than four cops manage to hold Gloria down, a life will be lost. To combat this, Gloria must constantly eat red hot chili peppers. The peppers allow her to charge enemies, and even knock cars and large vehicles out of her path, but it only lasts a short time. Pick up the first power card at the end of the street. A second power card isn't too far away. A couple of cops will have already jumped onto Gloria by the time you pick up the last power card on the next street. Gloria is now able to use the "Butt Bounce" ability, which will keep those pesky cops off of her! At the end of the street is a bunch of crazy traffic happening. You'll have to time your moves in order to get across the street safely! Turn onto the next street at the end and take out the cluster of cops up ahead. At the end is a set of even crazier traffic which moves faster than the crazy traffic. Get Gloria safely across and charge straight through the cop cars at the end to complete Gloria's part.

As Melman, your main obstacles are to reach Grand Central Station and stay off of the unsanitary streets of New York City. Head down the ramp and on top of the bus for Melman's first power card. Ride the bus to the next ramp and wait for the bus to approach. Jump onto the platform at the left and pick up the second power card. On the left side of the platform, wait for another bus to approach to reach the next ramp with the last power card. Melman is now able to use his "Heli-Spin" maneuver. Using this ability, Melman can hover over the steam coming out of the open manholes. Use this to reach the bridge up ahead. As you reach the end of the street, you'll turn to a construction site. The construction workers will try to fight you, so just use Melman's spin attack on them. At the end of the construction site, the route turns to the next street. Using the Heli-Spin on the steam will get Melman safely to the ramp at the end of the street, where Grand Central Station is located.

By the time the gang catches up with Marty, the cops have already arrived with back-up and successfully tranquilize the escaped animals. The group blacks out.

[7] Penguin Mutiny

[7.1] Penguin Mutiny

Goals:

- * Open the First Pipe
- * Secure the Crane Deck
- * Take the Gas Room
- * Capture the Radio Room
- * Bowling on the Deck
- * Secure the Poop Deck
- * Storm the Mess Hall
- * Seize the Bridge

Alex and the others awaken on a ship, finding themselves trapped in crates to be shipped to Africa. However, they're not the only ones on the ship. The penguins seem to have found their way on board. Their mission is to hijack the ship and make their way to Antarctica. The key is to lead the troops through the ship without steering them into danger.

As you turn the corner, you'll find a guard walking around. He's guarding the area where the key is to the other area of the deck. Although the guards are much larger, they can be subdued by hitting them twice with the B button. It's easier to attack the guards when their backs are turned, as they won't be able to double back and catch you. Usually, there are open crates to hide in to prevent detection. Take out the guard and turn the corner. Jump over the crate. To the right is a horn, which is used to summon the other penguins. But first, pick up the key to unlock the gate, allowing the troops to enter the area. Use the X button to unlock the gate, then call the troops by pressing the X button near the horn. The pipe nearby will be opened. The pipes allow the penguins to travel undetected. Certain guards, like the large guy near the pipe, are impossible to attack straight on. Travel through the pipe to sneak past him. Summon the troops on the other side of the pipe. A guard is just around the corner. Wait until his back is turned and then take him out. At the right is another guard for you to finish off. Turn right at the corner and open the new pipe using the X button. The pipe leads to the crane deck. Before calling the troops, get rid of the two guards wondering about on the deck. The crane will be able to get rid of the remaining guards on the lower deck, allowing the troops to join you.

Approach the crane to control it. Now comes the fun. The key is to pick up 5 sailors and eliminate them, which can be done through two different means. They can be put in the gated cages or dropped overboard. Use the X button to pick them up and then decide how to dispose of them. With the 5 sailors gone, summon the troops. Open the pipe to the left of the crane and travel through it. Once inside the Engine Room, use the X button on the green button to unlock the door. Summon the troops with the horn in the Gas Containment Room. Working together, the penguins enter the open air shaft into the Pump Room. Two guards, a big guy and a smaller guy are roaming the area. When it's safe, attack the smaller guard. Now unlock the door the guard was pacing in front of by pressing the green button using the X button. Enter the Radio Room and pick up the key. Open the other door, leading to the Lavatory, in the Pump Room. Press the green button on the far wall of the Radio Room to mess with the plumbing. The big guy and a few other guards will wander into the Lavatory to investigate the noise. Shut the door to the Lavatory. Head down the ramp the big guy was guarding, but be careful, as there's a guard down below. Finish off the guard.

Use the key to unlock the door to the lower Radio Room. Summon the

troops and proceed to the Aft Deck. Continue forward underneath the stacked crates and turn left. A crate full of bowling balls will be able to subdue the roaming guards. Use the X button to pick up a bowling ball, then hurl it at a guard. Do this for the two guards nearby. Lastly, place a bowling ball by the open pipe to get rid of the big guy at the other end. Travel through the pipe and summon the troops. Use the crane to eliminate 5 sailors, as well as remove crates blocking the exits.

Next, place the 3 remaining penguins by the three locked gates to access the upstairs. Summon the troops on the Poop Deck. Unlock the door at the left to enter the Storage Hold. Using the Bowling Pin box to hide, infiltrate the area, being careful of the many guards wandering about. Inside the Mess Hall is a tranquilizer gun, perfect for removing the remaining guards. Use the X button to use the tranquilizer gun and the X button to shoot tranquilizer darts at the 8 sailors. It often takes more than 1 shot to take them out, so watch out for the ones that sneak up. Open the pipe on the left end of the Mess Hall. Inside the Safari Cabin is a box to hide in, which will be useful in hiding from the familiar Zoonhunter. The key is by the table. Once you've got the key, exit the room via the pipe or the door. Use the key on the door at left end of the Mess Hall. Enter the room and attack the guard, never minding the two sleeping guards. Open the door on the left and summon the troops. Use the ladder to reach the upper level of the Poop Deck. Enter through the door at the top.

The penguins will have taken over the ship, but not without having faced the dreaded Zoonhunter. Grab the tranquilizer gun and fire darts at the 6 incoming sailors. Next, you'll have to shoot at the Zoonhunter 4 times. Fire at him as he walks past windows and doorways, and definitely before he can get you with his own tranquilizer darts. After getting rid of the Zoonhunter, the penguins take over the ship and make a sharp turn, knocking Alex and the others' crates off the ship.

[8] Mysterious Jungle

[8.1] Mysterious Jungle

Goals:

- * Collect the Pearls
- * Climb the Falls
- * Lead the Bees
- * Protect the Mushrooms
- * Alex Rings:

Alex washes ashore onto a strange island, with no sign of the others anywhere. However, he discovers the crate that held Marty and wonders if he has run off somewhere on the island. Roaming around are snappy crabs, which will harm Alex if he comes too close. Roar at them to get rid of them. Many of them pop out of the sand, so be careful. Scattered around are clams that can be opened by roaring. Head up along the path in front of Marty's crate. Jump up on the rock platform and then up to the tree bridge. Pick up the mango. Mangoes can be thrown at enemies by Alex and are good for taking out enemies you don't want to be close to. Press the Y button to throw mangoes. Jump to the next platform and then to the ledge of the mountain. A parrot is sleeping in a nest of pearls. Talk to him. The bird accuses Alex of trying to take his pearls, but Alec quickly turns down that notion and asks if the bird has seen the others. The bird says he

has, but only agrees to direct Alex if he brings him 6 pearls from the beach. Roar at the clams to open them. Some will have health and some will have the pearls you're looking for, but look out for clams containing crabs. Return to the parrot when you have 6 pearls. The bird mentions having seen the others by the waterfall. Enter through the cave behind the parrot's nest.

The tall waterfall is on the other side, with Marty, Melman and Gloria at the top. Scale up the waterfall, jumping across the ledges in a crisscrossed pattern until you reach the top. At the top is a large plain with a queen bee hovering around. Talk to her and she will sneeze quite a bit, coming down with hay fever. Alex asks if she's seen his friends. The queen says that if Alex can lead 3 swarms of bees to flowers, she'll send drones after his friends to locate them. Simply approach a swarm by any of the hives and lead them to the clusters of glowing orange flowers. You'll have to take each swarm to a different cluster each time so they can pollinate. You must hurry because if the bees aren't brought to a cluster in 18 seconds, they will sting Alex. Afterward, return to the queen and she'll mention that one of her drones saw the group going down the path nearby. Head down the Path of Descent, jumping over the spitting purple plants. At the bottom of the path is a pit with a super-roar plant inside. Grab the plant and then scale the platforms at the left to reach a ledge. Jump down into the Mushroom Patch.

A bat hanging nearby bargains that he'll direct you to the others if you can protect his mushrooms from thieving cockroaches. Protect 4 mushrooms within the time limit by roaring at the cockroaches. Use super-roar plants if too many are making off with the mushrooms. Once you've done so, two bats will drop you off along a tree branch path on a swamp. Spiders roam the area, but can be taken out with mangoes and super-roar plants. Run along the paths, being careful of falling off the paths. At the end of the path, the group enters a cave. Alex runs after them, catching up. The gang reunites.

[9] Save the Lemurs

[9.1] Save the Lemurs

Goals:

- * Ascend the Cave
- * Navigate Wind Part 1
- * Navigate Wind Part 2
- * Escape the Seaside Resort
- * Escort the Lemurs
- * Alex Rings:

Alex and the gang approach a clearing, where they find a clan of lemurs dancing to music. The creatures are startled by the large animals and take off to hide. Hoping they're friendly, the lemurs toss Mort, the annoying child-like lemur, to meet them. The lemurs, including King Julian and his advisor, Maurice, welcome them, but the greeting is cut short when the Foosa arrive. The lemurs take off, but Marty follows through the secret passage way as the lemurs head for their safe spot. Climb up the platforms to reach the pathway up above. Kick the stalagmites to clear the path. Also beware of spiders that wander about and drop from above. Kick the wobbly rocks to create bridges to higher pathways. At the top, jump into the river canal and approach the cave the water is coming out of.

On the outside, the lemurs will say it's too windy in the valley and they ask that you rescue some of the lemurs who are stuck in the valley. For this, you'll need to use Marty's crouch ability to hide against rocks. The larger rocks, Marty can simply stand behind. For smaller rocks, Marty will need to crouch. If caught in the wind gusts, Marty will blow back to the beginning of the path. Rescue 4 lemurs, which are dangling on thin branches, and reach the end, which is a hollow tree. On the other side, 5 more lemurs require rescuing. Rescue the 5 remaining lemurs and meet with them at the end of the path.

Separated again, Alex must catch up with the others. In the cave are Foosa, which can be taken out with 3 roars. Ascend the cave, hopping from platform to platform while taking out Foosa. Exit the cave, and Alex will meet up with the lemurs. The lemurs explain that this path is the safe route to their alternate party location. Ironically, the path is riddled with Foosa. Protect the 8 lemurs as you navigate the path. Take out Foosa with mangoes and super-roar plants. As long as you make it to the end with half of the lemurs with you, you'll have completed the level.

[10] Jungle Banquet

[10.1] Jungle Banquet

Goals:

- * Mash the Moles
- * Harvest the Onions
- * Find the Pineapple
- * Repeat the Tune
- * Grab the Limes on the Slide
- * Bash the Roaches
- * Help the Queen
- * Grab the Kelp
- * Smash the Melons
- * Out Jump the Frog
- * Gloria Power: Hip Check
- * Melman Power: Headbash
- * Marty Power: Long Jump
- * Alex Rings:
- * Mushroom High Score:

In honor of the gang, the lemurs plan to throw a banquet together for them. However, the group must gather food for their own banquet. This level introduces the totem, which allows swapping between characters. As Gloria, collect her 3 power cards, one on a rock by the giant bongos, one on the path to the left. The sign has a picture of Gloria. Walk down to the Carrot Patch for the last card. Gloria unlocks Hip Check. Talk to the stocky lemur by the Carrot Patch. He asks if you can get rid of the moles that eat the carrots before they're ripe. Pick up the reward for 1/10 items found.

Switch to Alex using the totem. Enter the Mushroom Cave and speak to King Julian on the center mushroom. Julian explains that the key is to hop on the colored mushrooms in the order of its pattern in order to receive the reward. Repeat the pattern 6 times in order to win. Collect the reward for 2/10 items found. Return to the Hero Tree and jump onto the rock near the giant bongos. Jump into the tree with the reward for 3/10 items found. Drop down into the chasm across from the Hero Tree and talk to the queen bee at the right end. She asks that

you take her to different flower clusters, as she's misplaced her glasses. Take the queen to the 7 colored flowers she requests within the time limit. Collect the reward when you're done for 4/10 items found. Enter the cave across the chasm to reach the Onion Grotto. Julian will explain that you must harvest the ripe cave onions before the cave spiders reach them. When they begin to turn red, they are ripe, but you must collect 20 before the time limit runs out. Collect the reward for 5/10 items found.

Find the totem near the Hero Tree and switch to Melman. Collect 3 of Melman's power cards. One is on a rock near the giant bongos, another is on the hollow log path and the last is down said path in the Noogie Grove. Melman has unlocked the Head Bash move. Talk to Mort, who asks that you use your head bash to get rid of the thieving cockroaches harvesting the Noogies. Bash 15 roaches to collect the reward for 6/10 items found. Return to the totem and switch to Gloria. Head down the same log path and eat the chili pepper to bash through the bolder blocking the new path. Walk down to the beach and pick up the reward for 7/10 items found. Beware of the turtles that slide into you, it takes two hits to get rid of them.

Talk to Wilbur the Warthog by the entry to the beach. He asks if you can smash the groups of watermelons in the area. Using chili peppers scattered around or Hip Check, smash into 19 watermelon clusters before the time limit is up. Chili peppers are faster, but Gloria is more difficult to steer. Try to take out most of the clusters with chili peppers and the remaining ones with Hip Check. Afterward, collect the reward for 8/10 items found. Scale the mountain towards the back and take the mud slide on the right. As you slide down, pick up the reward for 9/10 items found.

Switch to Marty using the totem. Collect Marty's 3 power cards. One is on a rock near the giant bongos, the remaining 2 are on the rock bridges and platforms in the Melon Patch by the beach. Marty unlocks the Long Jump. Head up the mountain and turn right onto the path. An orange frog is hopping on the edge of the cliff. Talk to him and he'll challenge Marty to a jumping contest. This can be tedious. You must out jump the frog a total of 3 times. Use the Long Jump in the direction the frog went. You don't necessarily have to "jump farther" than him, just make it to the platform he jumps to. Afterward, collect the reward for 10/10 items found. The banquet commences, giving the group a heroes' welcome.

[11] Coming of Age

[11.1] Coming of Age

Goals:

- * Save the Tree
- * Bomb the Nests
- * Bash the Moles
- * Escort Mort

Gloria talks with Melman in the night, saying that Alex has been acting oddly lately. Melman overreacts, saying that Alex has contracted a disease. Gloria says that Alex is hungry, but there is no way to get steak naturally from a tree. She advises him to ask Maurice. Maurice does not know of any steak, but suggests Melman rid the Giant Baobob tree of the Baobob worms, as there might be steak somewhere on the tree. Using coconuts, Melman must fling them at the nests of the Baobob worms to unblock the path ways and prevent more

worms from breeding. Hit the nests first and then take out the worms. The third set of worms/ nests, you must simultaneously take out vultures too. Hit the nests a few times before they regenerate.

Eventually the path will fall, allowing you to continue to ascend. After taking out the last set of worms/vultures/nests, proceed to the end of the path on the tree. Mort is on the other side, explaining that they've found the primary nests of the Baobab worms. However, they are breeding fast. You must take out the nests using durians. This is more difficult since you're at a distance. You must test the strength at which you'll toss the durian, as you must take out the nest primarily. After taking out 4 of the nests, you must get rid of the 6 remaining Baobab worms. During the lemurs' victory dance, Gloria decides to help out by ridding the lemur garden of the pesky moles.

Your goal is to take out 30 moles using chili peppers, within the time limit.

Follow Melman down the newly opened path. Mort mentions that Alex is acting viciously as a result of his hunger. Gloria says she's going to find Marty. Melman and Mort must make it across the chasm without falling in and being caught by Alex. Use the Heli ability to navigate safely from platform to platform until you reach the cave at the end. Once united with the other lemurs, Maurice says that Alex has now fallen for his primal urges and is a potential threat to them all.

[12] Back to the Beach

[12.1] Back to the Beach

Goals:

- * Fling the Lemurs
- * Rocky Crag
- * Melman Glide
- * Save the Fruit
- * Defeat the Crocs
- * Secret Room
- * Hidden Ledge
- * Smash the Crabs
- * Boulder Run
- * Bash the Crates

On the beach, the gang realizes they have to rebuild the rescue beacon in order to get off the island. Wilbur is willing to help rebuild it, but the beacon has burned down. However, pieces are scattered around the beach that can build a new beacon. Talk to Wilbur who is struggling with some pesky crabs. Smash 5 crabs using Butt Bounce 2 times, in the time limit. Collect the reward for 1/10 pieces found. Talk to Wilbur again, who advises you to bash 14 crates using chili peppers. After breaking the crates, collect the reward for 2/10 pieces found. Smash the boulder near Melman's makeshift grave to free a geyser. Switch to Marty using a totem.

Use the geyser to reach the cliff. Use long jump to get to the ledge at the left. Pick up the reward for 3/10 pieces found. Return to the cliff and use the geyser to reach the ledge at the right. Use long jump to get from platform to platform, in which another beacon piece is on the last platform. Collect the reward for 4/10 pieces found. Use a similar technique on the platforms in the water to reach another beacon piece. Collect the reward for 5/10 pieces found.

Switch to Gloria and head to the far side of the beach. Use chili peppers to bash the boulders along the rock bridge/path. Collect the reward at the end for 6/10 pieces found. Switch to Melman and talk to Maurice on the beach, who is located using a floating arrow. He mentions that there are beacon pieces that can be retrieved by lemur scouts permitting Melman throws them.

Much like the coconuts and the durians, fling lemurs at the platform to collect the beacon. Throw the 3 lemurs onto the platform. Collect the reward afterward for 7/10 pieces found. Switch to Marty. Head down the bridge trail towards the back of the beach. Talk to Wilbur, who says the tortoises are knocking fruit from his tree. Using Marty's kick, get rid of 6 tortoises. It takes 2 kicks to take a tortoise out. Take them out in the time limit. After, collect the reward for 8/10 pieces found. Switch to Gloria back at the beach. Take out the boulder towards the back of the beach. Switch to Marty again and collect the beacon piece from the rock platform in the area just opened for 9/10 pieces found. Next, enter the cave near the platform.

In the Croc Pit, an albino crocodile challenges Marty to a duel against he and his 2 crocodile minions. The crocs follow close behind, so use the long jump as they get close. When they get dizzy from spinning, kick them. After 2 hits on the 2 regular crocs, you must take out the albino crocodile with 5 hits. His tactic is to strike furiously at you, however, he'll tire if you dodge. Hit him when he's tired. Collect the last beacon piece afterward for 10/10 pieces found.

In the end, Wilbur expects a kiss from Gloria. Gloria begs that Melman do it, and she'll make it up to him in exchange. Luckily, it's censored. Marty realizes he can't leave without Alex and opts to go back and retrieve him.

[13] Marty to the Rescue

[13.1] Marty to the Rescue

Goals:

- * Get to Mort
- * Collect Fruit for Wilbur
- * Slide
- * Cross the Spider Pit
- * Beat the Croc
- * Fruit High Score: 40

Marty asks Mort for a route to reach Alex. However, the only quick route is the "No Chance of Survival Trail". You must catch up to Mort on the trail by ducking under hanging vines, jumping over spitting plants, using the long jump and kicking past spiders, all within the time limit. Meet with Mort by the cave at the end of the trail.

Wilbur is on the other side, which appears to be a dead end. However, he's willing to help out if you gather fruit for him from the tree. Using Mort, jump along the mushrooms to collect the falling fruit while avoiding the durians and spiders. Collect at least 30 fruits for Wilbur to win. Wilbur frees the path up easily, irritatingly enough to Marty. In the new cave is a long river slide, with sink holes and chasms. Unfortunately, Mort jumps in and slides down, and must be rescued. Using the water jets, propel yourself after Mort, catching up to him at the cave at the end within the time limit. In the cave, Mort has already made it across to the other ledge of

the cave. Rabbit hole loading screens are such an enigma! Use the durians to bomb the spiders and clear your path as you jump across platforms. Meet with Mort at the next cave entry. As he is talking, he is suddenly captured by the albino crocodile. You must race the croc down another canal slide, however, there are chasms and other dangers this time. Use the water jets to keep yourself ahead of the croc! When you beat him, he'll return Mort to you. He then instructs that you must jump into the whirlpool to reach Alex. Not that it makes sense, but it is more exciting!

[14] Final Battle

[14] Final Battle

Goals:

- * Defeat the Foosa
- * Defeat the Foosa Boss 1
- * Defeat the Foosa Boss 2

Alex wanders off into the Foosa territory, where he is cornered by a pride of Foosa and the Foosa King. Just when things get ugly, the penguins arrive with 3 power cards for Alex. Grab the 3 cards to unlock Claws for Alex. This ability can only be used in this boss fight, which definitely is a bummer. After slicing at a couple of Foosa, the Foosa King will enter the spiked arena. The Foosa King eats durians and is able to harm Alex with his durian breath. Jump from the platforms that line the arena, while picking up mangoes. When the Foosa King is not breathing in your direction, throw mangoes at him. It is easiest to hit him when he's tired. You may also have to take out a number of his vulture minions. After defeating him the first round, he will chase Alex to a more difficult arena. For this portion, the Foosa King has a flame on his back. You must avoid his vulture minions carrying durians, while also avoiding his durian breath and charging attack. When he tires, is distracted, or is sending vultures after you, those are opportune times to attack him with the Claws attack.

After the battle, Marty arrives from the whirlpool, mashing the defeated Foosa King. As the two reunite, the lemurs celebrate as they are free from the Foosa's attack, and the Penguins have brought the ship, allowing the group to return home. The credits roll.

[15] Mini-Games

[15.1] Tiki Mini-Golf

Tiki Mini-Golf is a mini-game that can be unlocked for 35 coins in the Zoovenir Shop. Tiki Mini-Golf plays just as actual mini-golf. The key is to putt your ball into the hole in as few turns as possible. There are many obstacles that you must navigate the ball past. To hit the ball, you must use the action meter. Your strength in the stroke is dependent on the height of the action meter.

If the ball is stroked too hard, it can veer off in a direction you don't want or it could even sail over the hole. You can unlock up to 6 players in the Zoovenir Shop, which allows for 6 people to take turns playing. Total strokes on each hole are added up at the end of the game. The player with the lowest score wins.

[15.2] Shuffleboard

Shuffleboard can be unlocked in the Zoovenir Shop for 35 coins. It plays much like real shuffleboard. The key is to roll your puck down the lane to earn points. The lane is split into sections. The Foul Zone earns you no points and your puck gets removed. The 1 Zone earns you 1 point, the 2 Zone earns you 2 points, etc. Using the action meter dictates the strength in which you push the puck. Pushing too hard can knock the puck off the lane, earning you no points. Pushing too softly can put you in the Foul Zone. The goal is to be the first to gain 15 points. You can knock your opponent's pucks off the lane using clever maneuvering. Up to 4 players can play, on 3 different lanes that can be unlocked in the Zoovenir Shop.

[15.3] Lemur Rave

Lemur Rave can be unlocked for 35 coins in the Zoovenir Shop. The key is to match the arrows as they fall to the beat of the song. Thumbs on the screen dictate the points you score. Two thumbs up is 3 points, 1 thumb up is 2 points, 1 thumb up and 1 thumb down is 1 point, 1 thumb down is -1 point, and 2 thumbs down is -4 points. Up to 2 players can play. Songs can be unlocked in the Zoovenir Shop. You can practice a track as well to get used to its patterns.

[16] Final Word

[16.1] Final Word

And thus draws this walkthrough of Madagascar to a close. This walkthrough took a little longer than planned due to other priorities of mine, but it's finally finished! I hope this walkthrough helps draw the game to completion! I did not give locations for coins, as I imagine anyone who plays would be able to dictate their own collecting of coins. Anyways, I should be able to complete another walkthrough, although I'm not sure which as of yet! See you later!

~SuperOtakuAlex

[A] Email/Contact Information

Below is my e-mail, which you can contact me at if you have any questions or something to add to the guide. *However, read through the ENTIRE guide before you send me an e-mail. If I've already answered something in the guide, your e-mail will be ignored.*

superotakualex@yahoo.com

When you e-mail me, don't be rude, inconsiderate, or use profanity. Also, have a subject for your e-mail so I know what it's about. Don't send me spam, something unrelated to the guide, technical difficulties regarding the game and/or console, or something already answered in the guide.

I speak English primarily, so I won't be able to understand an e-mail written in Spanish, Italian, French (I only know the basics of the language), German, or any other language. The e-mail should be straight-forward and to the point. I don't want an e-mail that is off-topic. I also don't want the e-mail to be written in horrible English. Nobody is going to understand someone that types like this, "so how you paly gaem. Am stuk. Hallp meh." You don't have to be

formal with the e-mail, but simple, casual writing will do.

If you send me an e-mail with any information to add to the guide, you will be credited in the Credits section in the guide.

-

[B] FAQs

There are no FAQs at the moment.

-[C] Credits

This section is where credits towards this guide and any other information will go. Your name used on the site will be used to credit you on your information.

Thanks goes to;

Toys for Bob, for the development of Madagascar
Me, for making this guide

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