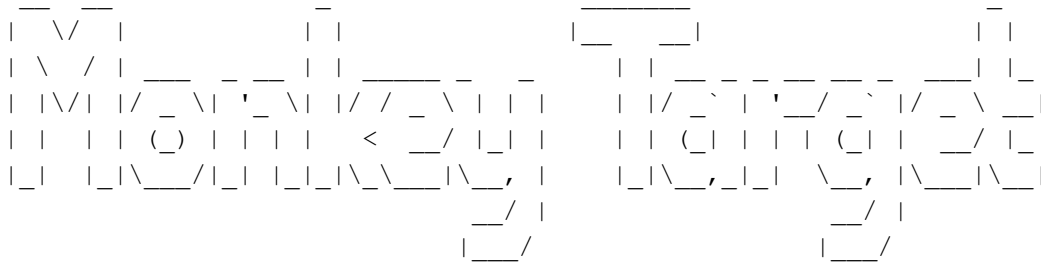


Super Monkey Ball Monkey Target FAQ

by BurningFox

Updated to v1.3 on Nov 28, 2003



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##      10      ##
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An In-depth guide for Monkey Target
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Version 1.3

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= 1) Controls =

Control Stick: Directions you move and altitude

Left and right turn you

Up lowers your altitude

Down raises your altitude

A: Open/Close Ball

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= 2) About Monkey Target =
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Monkey Target is kind of like a game of darts. The objective of the game is to get you onto the point spaces. The game begins out with a spin of the wheel of danger if you have it on (see wheel of danger). Next the effect will happen from the wheel of danger and the game begins on a launching pad. Launch off the pad and now you're in the air, pretty soon you'll fall so you have to open your ball. You have now created a glider type thing, soar across the sky until you get to a target board. You cannot get points landing as a glider so you must press the A button again to go back onto a ball and land on something hopefully.

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= 3) Items =
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Everytime you collect a dole banana you'll get an item point. You can either spend your item point on the current flashing item before you launch, or save them up for a higher level item. The following things following a bullet are each item, starting at the lowest level.

- Monkey head and on: No wind, makes you fly easier.
- Ball with waves behind it: Brake Ball, puts the brakes on your ball after you land, controlling it's roll.
- X2: double score, double points for the target you land on.
- Ball with waves in front and behind: sticky landing, makes you stick right where you hit the ground.
- X3: triple score, gives triple points for the target you land on.

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= 4) Wheel of Danger =
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The Wheel of danger adds a little flavor to the game making you use some skill. It gives you one of three disadvantages or just normal stuff. The disadvantages are spiky balls in the sky, bombs on the landing platforms or fog. The fog is represented by a cloud, the spiky balls are represented by a couple spiky balls, bombs are represented by one big bomb and normal is represented by nothing on the board.

Spiky balls are probably the least annoying of the disadvantages. They hang in the air and simple air maneuvering with the control stick can avoid them and they seldom get in your way. If you are hit by one you're pretty much screwed, as soon as you hit it you start

tumbling downwards. If you're going pretty slow and you're up really high you may be able to recover, but you will likely just fall into the water anyway.

Bombs appear on the landing spots and are a big nuisance. It's a hard challenge sometimes landing on the spots, and with bombs it becomes nearly impossible on the higher ones such as 100. When you get bombs don't aim for the higher ones such as 100 and 200, aim for low easy ones such as 10 and 20 and try to get as many bananas as possible. Also, try to go very slow around the landing so you don't move much and hit a bomb. If you do get hit by a bomb it explodes and you go flinging.

Fog appears in the middle of the sky making it hard to see. It doesn't seem like much but can confuse you alot making you misjudge where everything is. It's most deadly when there is the format that has no pads to the left or right because the fog concentrates mostly in the Center. Advice on fog is to go to the left or right pad not the middle so you can see a little bit more, and if you have the format where there is no left or right pads good luck it's a toughie.

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= 5) Characters =

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There is four characters in super monkey ball Aiai, MeeMee, Baby, and GonGon each has there own abilities.

AiAi:

Blown By Wind: 50/100

Speed: 50/100

Landing: 50/100

As you can see AiAi is your average character. He is nothing special at anything so he's the best choice for a beginner. He can be controlled very easily.

MeeMee:

Blown By Wind: 60/100

Speed: 60/100

Landing: 40/100

MeeMee is basically like your luigi. She's not completely average but isn't totally bad in one spot and extremely good in another. She is a little lighter than AiAi but is still considered medium weight like AiAi.

Baby:

Blown By Wind: 100/100

Speed: 100/100

Landing: 10/100

Baby is your all out character. Its extremely fast and is blown all over the place by wind. Since baby tends to go so fast it's pretty hard to land, but baby can reach far out places easily with no wind; baby is no beginner character.

GonGon:

Blown by wind: 30/100

Speed: 30/100 go up, 70/100 going down

Landing 40/100

GonGon is your heavy weight. At first looks he looks like an excellent beginners character because of heavy wind resistance, WRONG! If you can learn to balance him out he is a great character but, when going down hill he tends to pick up speed very fast making a bad landing unless your good at piloting.

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= 6) Dole Banana's =

Bananas are an important part of Monkey Target. They not only give you points, but they the more bananas you collect the better item you can use. For every banana you collect the item thing goes up. A lone banana appears on land and gives you 10 points and boosts your item bar one. Bushels of bananas appear in the air and give you 20 points and raise your item bar once. If you collect the banana on the take off strip and one bushel in the air every time in a 10 round game that's 300 points! As you can see bananas are an important aspect of the game.

Tips for collecting banana's:

- On the launch strip there is two arrows to the side of you, go over to the arrow and head down and get a banana.
- In the air it is important to aim with the glider's wings not you.
- Banana's are easier to collect on format 1 and 2, don't try to collect them on land as much on format 3 (look at section seven for more info).

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= 7) Target Format =

close thing, the middle pad is way out there. The side pads are closer so aim for them. This is also a hard format because the pads separate and go back together. Aim for the middle of one of the pieces so you have a good chance to land. The 2x or 3x item may be good to use so that you get a decent score if you land on 10 or 20.

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= 8) Strategy =
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Around the course:

This is my favorite strategy. Start off lining at one of the side arrows so you can get a banana then launch. After you've launched don't immediately open up your ball; wait until you're between the 2nd and 3rd banana in the air then open. Immediately go down on the control stick raising your altitude greatly. Now fly around the course at a high altitude getting bananas (note this only works on the first format). If you're in format two go back and forth between the pads, and if you're in format three do the same thing as two. When you've lost alot of altitude sink down to your favorite pad and make a soft landing low to the ground making your ball roll around less.

All or Nothing:

This is the most insane strategy I know. The objective is to get 500 pointers. First you must gain lots of speed to burn it off and make a good landing later. After you've got a lot of your altitude/speed gone start going for 500 pad, if you have the brake or sticky ball they come in great help. By the time you get to the pad you should be going very slow and it should be easy to land on the pad, if you have brake or sticky ball it makes it easy to keep on the landing pad. This is probably the hardest strategy so don't get angry if it takes you a long time to even make one 500, but if you master it you can get massive points.

Speed Landing:

This only works for format 1. Go off the ramp and open up immediately, hold your control stick up and head toward the first target pad. When you first get to the pad immediately release, the force from your speed should make you bounce into a 40, 50, or 100.

Slow Landings:

Slow landings aren't that hard to get and you don't have to swoop around a million times (but it is really fun to do that). Just open your ball up early and you won't get so much speed. You have to balance your going up and down alot though because you won't have the speed to just zoom up. The right area to open your ball is right as you hit or pass the first banana open it up and head down.

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= 9) Legal Stuff =
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