

Super Monkey Ball FAQ/Walkthrough

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SUPER MONKEY BALL

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----- 1. Introduction -----

This is my first strategy guide, and I'm mainly doing it because I couldn't find a decent one that included all the floors of the main game. This will only contain a walkthrough of every main floor as well as all the extra floors. Also take note that I don't concern myself with collecting bananas, and I will not include getting them as part of the guide. I only put strategies that I think are good, and I've tested all of them myself (most are my own).

For the time being, it will not have any of the minigames or party games. I appreciate any input on strategies that are different from my own or extra secrets, etc. Also, if I get enough questions, I will make an FAQ section of this guide trying to answer them. Just email me at joakley007@yahoo.com

----- 2. Version History -----

Version 1.2 - Contains walkthrough for every main floor as well as ALL the extra floors and Master floors.

Version 1.1 - Contains walkthrough for every main floor as well as ALL the extra floors. Updates to the following main floors: Adv. 17, Adv. 25, Expert 16, Expert 24, Expert 37, and Expert 45.

Version 1.0 - Contains walkthrough for every main floor as well as the beginner and advanced extra floors.

Future updates - Better strategies if I find them.
Minigames and party games possibly in the future as well.

3. Beginner Level

These floors are so easy that they don't really need a strategy guide in my opinion, but I will put how to beat them anyway just for the sake of being thorough.

Floor 1 - Just roll straight forward into the goal.

Floor 2 - Roll either to the right or left side of the big hole, and then roll into the goal.

*Warp on Floor 2 - Roll slightly forward at the beginning getting close to the big hole. Then turn a 180 and look directly at the small ramp going over the edge behind where you started. Go over this ramp with minimal speed and fall onto the floor below. Carefully control your bouncing and roll into the warp. This takes you to Floor 5.

Floor 3 - Just roll along the half-pipe until you get to the goal.

Floor 4 - Roll along the path and wait at the end until the middle spinning section touches connects with the piece you started on. Then roll along the middle section as it spins and wait at the end until it connects with the platform that has the goal on it. Then, just cross the goal.

Floor 5 - This is just a bonus stage. Roll along each row of bananas until you get all of them.

Floor 6 - Roll down each of the slopes and turn on each of the main platforms to go down the next slope. Do this a few times and you're at the goal.

Floor 7 - Just follow the path to the goal. The only problem could be climbing the small hills. It works best to get some momentum before you reach the hill. And be careful not to go too far after you top the last hill, or you may fall off.

Floor 8 - Wait at the beginning until the big middle piece splits. Roll onto the piece of land that touches your starting place. Wait until the land forms back into a square; then, roll to the opposite corner. Wait on that corner until it expands to touch the goal. Cross the goal.

Floor 9 - Roll along the path until you get to the red arrow pointing down the slope. Go over the slope where the arrow is with minimal pressure on the control stick to increase your speed only slightly. When you jump across the gap, be careful not to roll back into it. This may take a little practice for beginners. Once you are stable, roll

into the goal.

Floor 10 - This just involves learning to control your monkey on narrow paths (a skill which will be tested to great lengths later). The best way to tackle a straight and narrow path is to turn your monkey so that the camera is looking directly down the path. Then, just jam the control stick in the forward direction being careful not to turn it sideways. If you start to go off the edges of a straight path, make SMALL adjustments with the control stick to stay on it. Any major or sudden jerks of the control stick will cause worse problems. Take on each of the straight narrow paths, and when you get to the curved narrow section, slow down. For beginners especially, it's good to go slow and STEADY. This level shouldn't prove too much of a problem for anyone.

Extra 1 - Not much can be said about this one. Roll onto each of the moving platforms from the previous one where they are connected. Try to keep the speed slow but steady, and be careful not to fall off the side of the moving platforms.

Extra 2 - Wait for about 7 seconds, and the goal will slow its spinning. Then, just run for it when it slows down.

Extra 3 - This one provides a decent challenge because it's difficult to see what is going on with the reflections. At the beginning, just go forward in between the "a" and "v" holes. Then, turn around to the right to go toward the goal that is in the valley of the "v".

4. Advanced Level

Floor 1 - Jam the control stick forward before the level even starts. It will be over in less than 2 seconds.

Floor 2 - Jam the control stick forward at the beginning to top the 2 little hills. You can then just go along the path in the normal fashion. Avoid the bumpers when you get to them and be careful going around the hole near the goal.

Floor 3 - Go to the right and wait on the moving platform. Go on the moving platform and wait until it passes the other one; then, get on the 2nd moving platform. Then, when it reaches the other platform, go onto it and cross the goal.

Floor 4 - This is very similar to Beginner Floor 4 except that it is a little narrower and it has no raised edges. Use the same strategy as on Beginner Floor 4.

Floor 5 - Same as beginner Floor 5 only with a 30 second time limit.

Floor 6 - Similar to beginner Floor 2, but half of the floor is swinging up and down. Wait near the hinge of the floor for it to be swinging up. When it gets to the almost level position, run toward the goal. If you don't do it fast enough, you will roll back down the slope and have to wait

for your next opportunity.

*Warp on Floor 6 - This is just like the warp on beginner Floor 2. Just roll over the little ramp behind you at the beginning. This warp takes you to Floor 10.

Floor 7 - Just follow the curved path. VERY easy. You can save a little time if you roll to the right at the beginning and fall on a lower section of the track.

Floor 8 - Roll down the hill at a good speed while swerving left and right to avoid the stone walls. Not too hard and good practice for Expert Floor 11.

Floor 9 - Very similar to Beginner Floor 8. Use the same strategy except you need to make sure to avoid the middle hole on this one.

Floor 10 - This is another bonus stage. Roll around in circles collecting the bananas. You will have to roll toward the center of the floor every now and then to overcome the waves that radiate from the center. With a little practice, it's not too hard to get perfect.

Floor 11 - Go to the far left at the beginning and go along the guitar string with the 1.0 width. When you get to the end of the string, just follow the path around and up the hill to the goal.

*Warp on Floor 11 - This is just about impossible to get. You have to go on the far right string of the guitar with the 0.1 width. It is best to line it up with the checkerboard pattern of the floor. Get the camera so that it looks directly down the thin wire and go forward. With a whole lot of luck and maybe some minor adjustments with the control stick, you might make it to the warp. This warp is definitely NOT worth the trouble as it only takes you to Floor 14.

Floor 12 - This is a bowl. Go to the right as you fall off the first platform and go around the bowl collecting bananas. When you approach the goal, try to roll slightly more up the bowl to get the goal.

Floor 13 - Go forward and get on the metal piece that pops you up in the air. Put a little forward motion on your ball as the ground pops you up in the air, and you should be able to land on the higher ground with ease. Do this a couple of times. On the last metal popper, you just have to practice getting the right amount of forward motion so that you don't bounce off the piece of land with the goal on it.

Floor 14 - Not really much to say here. Avoid getting hit by the red pistons. Though, I've never even lost a life on this level. Just be patient and wait for a crack to open between 2 of the pistons. Do this a couple of times, and you're at the goal.

Floor 15 - This level should NOT be in the advanced level. It should be in the expert level. It just takes alot of

practice and skill to beat. Roll straight at the beginning to jump to the track right in front of you. This save a little time and effort. Then, you know what you have to do. Just follow the path, staying as close to the inside of the turns as possible. Do NOT go after the bananas because you will have trouble staying on if you get that close to the sloped edges. The only thing that can really be said about this level is to practice alot.

Floor 16 - Several conveyer belts connected side to side at their ends. This is really easy as the conveyer belts barely have any effect on the control of your monkey ball.

Floor 17 - This is very similar to Beginner Floor 10. Just go up and down the thin straight sections. When you get to the third-to-last main platform (it's very near the goal; and the last platform is the one with the goal on it), there is the option of continuing along the normal path (which I usually do if I'm going for the extra stages) or jumping off the platform onto the one with the goal on it. Jumping onto the goal platform takes a little practice to get the speed just right, but it saves some time and effort if you can get it consistently.

There is a good shortcut for Floor 17. At the beginning, roll to the left into the little groove on the edge. Turn a 180 and jam the stick that way. You can fall on the platform in front of you and save some time.

Floor 18 - In this one, the goals are moving away from you on the "racetrack". You can chase after them and catch the first one pretty easily.

*Warps on Floor 18 - There are 2 warps on this floor. The first one can be reached by simply not going through the first goal you catch. Go around it and continue chasing the second goal (it is green). Another way to get the Green warp and the only way to get the Red warp is to go to the right at the beginning of the floor. Fall off the right edge of the beginning onto the track that is below. Look backwards on the track so that you can see the goals coming toward you. Wait on near the right (looking backwards) side of the track for the Red warp or near the left side for the Green warp. The Green warp takes you to Floor 20, and the Red warp takes you to Floor 25.

Floor 19 - Kind of like Beginner Floor 9. Just roll forward at the beginning and ramp onto the platform at the bottom of the slope. Then roll to the right and get on the moving platform which takes you to another stationary platform. Follow this path and roll down the next slope, making sure to avoid the bumpers and hit the ramp at the bottom. Land on the goal platform and cross the goal.

Floor 20 - This is a bonus stage that has a lot of bumpers in it. The best way to get the bananas is to go at diagonals through the bumpers.

Floor 21 - On this one, you have to follow the direction of the moving bumpers, staying in between two bumpers. When

you reach the intersection, you will have to turn right. It's up to you whether you choose to go in front of the extra bumper or behind it. I usually stay close to the bumper I was following and go in front of the extra bumper. When you reach the next intersection, turn left and stay in between 2 bumpers until you reach the goal.

Floor 22 - This one is not too bad. Just go to the right at the beginning and around the bowl shaped course. Push up the hill on the other side of the hole and into the goal.

Floor 23 - Go for the banana slightly to the left of the beginning. Continue that direction avoiding the holes and go along the left edge of the track. Continue around to the right and then left and down. Go in between the big holes and then back up the hill. Turn right and follow the course to the banana and then to the goal.

Floor 24 - Just push forward all the time on this one. When the platform tries to tip you off one way, just compensate by pulling the stick the other way while keeping your forward motion. Pretty easy.

Floor 25 - You shouldn't really have any problems with this floor. Just navigate the course avoiding holes and bumpers. You will have to build a little speed to climb the series of hills, and be careful to slow down for the turn after the hills. Once you get in the U shaped hills, the course will just guide you into the goal.

*Warp on Floor 25 - To get this warp, you have to go to the left or right side of the track before you jump to the goal platform. Don't go in the regular goal; instead, go on the path that sticks out on the side of the goal platform. Follow this path, and you will come to a series of thin paths that gradually increase in width. Go across one of these paths (whichever one you feel comfortable with and have time for) and turn to the left to face the warp. Go across the little bumps and warp to level 28.

Easy way to get the Warp - At the beginning, just roll left around the bumpers and then right at the hole in the floor toward the warp goal. If you hit it right, you will bounce over into the goal.

Floor 26 - This is a pretty fun floor. Just roll to the end of the beginning straightaway. The turn left and roll to the end of the that section. Turn a 180 and head full speed for the other end. You will fall and begin spiralling around the track. Just stay on the track until you get near the goal. Then, you should try to stay near the upper side of the track because you will roll down toward the goal.

Floor 27 - For this you have to hold forward all the time. Just go to the left or right when the ramp splits and then back to the center before you fall to the goal platform. If you mess up, you can go back to the beginning and try again. But you will only get 2 or maybe 3 tries.

Floor 28 - This one requires patience. Just go slowly along

the path, waiting for the spikes to move to the side so that you can continue. It's pretty easy if you stay calm and don't let a spike hit you.

Floor 29 - Wait for the tilting platforms to get almost level, and then run along them with good speed toward the exit. You can make it in one run, or you can try to stay on the platforms as they tilt and go again when they level out. It's easiest for me to start so that I'll be rolling down and to the right when I get on the first platform.

Floor 30 - This one is easier than it looks. Just turn to the right about 10-15 degrees at the beginning. When the first 3 platforms line up, jam forward on the control stick. Go to the right side of the bumper on the fourth platform, and you may have to bump across a hole. If you just use full speed when you start moving along the path, you can usually steer into the goal pretty easily. You can also try this level with a slow and careful approach. But it saves a lot of time and effort if you can master the quick way.

Extra 1 - Just like the Beginning Extra 1. I think it may be a little faster, though.

Extra 2 - Just like the Beginning Extra 2. The flaps on the outside of the goal are bigger, but you can still just wait for it to slow down and cross the goal easily.

Extra 3 - Lots of spiralling track with pressing time issues. The best way is to jam forward at the beginning and jump across the first couple of sections of track. Then, head right and turn right. Go this way a little bit and turn a 180. Then, jam the control stick forward again so that you can jump across the small gap and continue along the path. Using this method cuts out about 1/3 of the course, and it's the only way I could beat it in time. Just follow the rest of the track to the goal. You should have enough time if you use the jumps I talked about above.

Extra 4 - This is the same as Beginning Extra 3.

Extra 5 - This is very similar to the advanced Floor 30. You can even use the same method on the first section of the floor. Turn to the right about 10-15 degrees and jam the stick forward at the appropriate time. The trick is that on this floor you have to slow it down and stop on one of the moving platforms past the bumper platform. The rest of these platforms are pretty slow moving and big. So, it should be no trouble to get out to the big ring that is close to the ring with the goal on it. The only problem is the huge gap that holds the huge flipping ring. The way to cross this is to go to the hinge of the ring. It's not too hard to cross it when the ring is almost level. Then, just go along the outside ring until you reach the goal.

5. Expert Level

Floor 1 - Like every Floor 1, just push forward.

Floor 2 - This is just about going across thin sections of track. Go straight at the beginning. Go along the left flat and level path to reach the goal.

*Warp on Floor 2 - This is more trouble than it's worth. To reach it, go on the right path when the course splits. It's very tough to get up that hill without falling off. But, if you manage to make it up there, you get to warp to Floor 5.

Floor 3 - Go for the Blue goal. Go to the right at the beginning and wait in about the middle near the edge. When the side with the blue goal gets at about 10 degrees away from being level, go for it. It shouldn't be too hard with a little practice.

*Warp on Floor 3 - This is WAY more trouble than it's worth. You have to basically go full speed at the beginning. Go to the right side of the hole and hope you can get in the green warp. It only takes you to Floor 5.

Floor 4 - Follow the path at the beginning with good speed, and when you get over the hills, wait for the moving platforms to touch the land where you are. It usually helps me to wait for them to go out and back once so that I can go immediately from the second platform onto the third moving platform. Once you get off the third moving platform, roll at good speed over the bumps and turn right. Go up the hill with good speed and slow down when you fall below. Go carefully around the bumpers (I hate those bumpers) and slowly along the narrow curved path. The lens flare can be quite annoying when you're trying to navigate this section. Line up the next straight section with the camera directly behind you and floor it forward. You have to have good speed to top the hill and reach the goal. Make minor adjustments to your balance if you have to.

Floor 5 - Same as Advanced Floor 5.

Floor 6 - This floor is difficult to explain, but it's not really that hard of a floor to defeat. Go right at the beginning to the end of the platform you begin on. When the middle squares have fully expanded, go onto the one that has a corner touching the corner of the platform. Sit on this one until it forms up with its partners. Go around to the opposite corner of this little square with the hole in it. When it connects with the other squares, go on the square that has only a corner touching the corner you are on. Go around this square quickly to the opposite corner and wait until it expands to touch the platform with the goal on it. Then just head for the goal. This has been the easiest and quickest way for me to beat the floor.

Floor 7 - This is the bane of many monkey ballers existence. The level is just plain hard, but I will tell you how I got through it. At the beginning, just jam it forward, being careful not to go too far and fall off the platform at the top of the hill. Then, go to the edge of the platform farthest from the little hill with the banana at its peak. Line it up based on the checkerboard pattern on the ground

and VERY slowly move a little toward the small hill. When the camera gets behind you looking directly at the hill, jam the control stick forward. If you make it to the top of the little hill, pull back on the control stick when you go over it to slow down so that you don't go off the other side of the next platform. Turn to the right and go down the stairs in the straight line fashion. Then, you have 2 options.

1. Go to the right side of the platform at the bottom of the stairs, and turn to face the holes. Jam the control stick forward, sticking to the left or right side of the + shaped holes. You can bounce across these holes with good speed; but be careful not to go off the other side. I usually do this so that I will have enough time to do the thin curvey section.

2. You can try to go at angles slowly across the hole-filled section, but I find that this eats up too much of your time.

After that, it's just a matter of slowly and carefully navigating the thin curvey section. I find it easier to do these thin curvey sections if I look at the monkey's feet to know how well I'm on track. This floor is going to cause you problems when you first reach it no matter how good you are. You just have to practice alot.

Floor 8 - This one will press you for time. The best way I found to beat it was to go down the first hill and turn right on the far edge of the platform at the bottom. Go along this edge with decent speed (which must be determined by practice) and fall onto the platform below. You will bounce once. Hold back on the stick a little to keep from going to fast. Turn right around the hole and go down the thin straight slope. Turn left and go around the hole on this platform. Then, jam the stick forward and roll down the last hill into the goal.

Floor 9 - This is just a long thin section of track. I always take the track on the right marked 0.5 because it is the widest and easiest. It's just a matter of practice on this one. No tricks that I can find.

Floor 10 - Same as Advanced Floor 10.

Floor 11 - Roll at almost full speed straight down the slope until you reach the set of three bumpers. Then hold back to control your speed and go through the bumpers. Continue going at slowed speeds through each set of bumpers until you reach the goal at the bottom. If you hit a bumper, you will almost certainly die.

Floor 12 - This is a bunch of gears. I find it best to cross from one gear to the next on a thin section going to a thick tooth of the next gear. This one is not very hard.

Floor 13 - This is a slightly harder version of Advanced Floor 23. On this one, go for the banana that is slightly to the left of the start. Continue along this path dodging the holes and end on the corner on the left edge that is farthest from the crack you have to jump. Then face the

jump straight on and go full speed ahead. Continue at full speed until you jump the second hole. Then follow the track around, down, between the big holes, and up again. Then, turn to face the long track extending toward the banana. Go down this path with full speed. When you bump the edge to cross the gap, kick your stick to the right and back slightly to land. Then go along the track a little more, cross the diagonal and into the goal. This floor takes a good bit of practice.

Floor 14 - I hate this level because I hate bumpers. You just have to go slowly and avoid the bumpers at all costs. Be careful not to over-react if you begin to teeter on the edge.

Floor 15 - This one is about timing. I like to stop where the platform becomes a little thinner. Then I wait for the goal to cross in front of me going to the right. Just a moment later, I jam the stick forward and hope that I timed it right. This one just takes practice.

Floor 16 - I can only find one way to beat this level, and it's absolutely nuts. Just go balls-out for the bunch of bananas in the middle of the big checkerboard. Then bounce to the right and straight into the goal. With a little practice, I'm up to about 80% success on this level. It's over in about 3-4 seconds.

Actually, I've figured out how to beat it the regular way, but I still use my "nuts" strategy. The regular way is to go left at the beginning to the end of the platform and roll to the right onto the big checkerboard. Roll slowly by holding uphill with your stick. It's really hard to control your monkey on this steep slope, but you can do it. I suggest trying my original strategy.

Floor 17 - This is not particular fun. You have to go against the moving track in between the bumpers and then back into the safe sections. It's possible to go across 2 sections in one go, but I wouldn't try for 3. Just keep doing that and you will eventually reach the goal. Be warned that it's slightly hard to get onto the section with the goal on it because it has a little lip that keeps you from rolling onto it easily.

Floor 18 - Immediately roll along the twisting platform on the right side. When it begins getting really steep, use all your effort to stay on the platform. Then, continue on the left side and do the same thing when it becomes too steep. Then, you're on the right side again. Keep doing this until you reach the goal. Don't go too slow or you will run out of time.

Floor 19 - This one can actually be harder than it looks. When going down the small slopes, be careful to slow down and not fall off the other side of the flat places. When going up, you have to start on the far side of the flat places and build speed to get up the small hills. It can be pretty tough, but with a little practice, it's not too bad.

Floor 20 - Same as Advanced Floor 20.

Floor 21 - This takes alot of practice. Go straight at the beginning, but you also have to go slightly to the left side of the straight narrow piece. Continue pushing forward throughout the course. When the big swinging bars begin swinging to the right, you will have to move slightly to the right side of the narrow piece. Keep moving slightly left or right as you go at full speed forward along the narrow piece of track. You should only have to move a couple of times if you go at good speed, but it's still VERY hard. It should be over in about 5 seconds.

Floor 22 - SEGA.

Original Strategy - This one is pretty tough. Follow the path until you reach the slope. Then fall down the slope and land on the bottom of the "S". It takes some practice, but I've about mastered landing this every time. If you push forward down the slope VERY slightly, and then kick the stick back when you bump the "S", then you will probably manage to stay on it. Roll along the "S", and then go full-speed for the banana on the "E". You will bounce slightly to the left and continue at full speed along the top of the "E". Try to hit as far to the right side of the top of the "E" as you can and you might make it to the "G" (this is the hardest part of the floor). Go now along the bottom of the "G" and you will come to the crack in the "A". Hit this crack with good speed and go slightly left to avoid the hole in the "A". Then, the goal is right there for the taking.

New "Controlled" Strategy - Go along the path until you near the slope. Start at the left side of the slope and go at an angle toward the little ramp at the bottom and toward the outer curve of the "S". It helps me to kind of line it up and then go. You have to hold right some and roll onto the outer, lower curve of the "S". Control yourself and go along this curve a little ways. Go full-speed for the banana between the "S" and "E" and continue holding foward. You should be able to bounce into the inner section of the "E". Contine holding forward and hit slightly left as you approach the "G". You should bounce over into the top part of the "G". Roll around the bottom of the "G" and then around the top of the "A" and back to the bottom of the "A". Roll toward the bunch of bananas and pull back on the stick to control your bounce. Then the goal is just to your right at the top section of the "A".

Floor 23 - This should not even be in the Expert level. It's so much easier than all the rest. Just go slowly from one platform to the next. It helps if you wait until the platforms are sharing a large section of their edges.

Floor 24 - You need to keep up pretty decent speeds on this in order to beat the timer. Speed up between turns and slow down as you approach them. Otherwise, it's pretty easy.

Shortcut on Floor 24 - After you grab the 5th banana on the floor, turn to the right and fall onto the track below which

is part of the track going up. This shaves about 10-15 seconds off your time.

Floor 25 - Go forward at the beginning and continue holding it to get over the hill. Don't hold it all the time, though. Once you top a hill and begin down the next "U", let off the forward button so that you don't hit the opposite side of the "U" and begin rolling backwards. This one is pretty easy with a little practice.

Floor 26 - On this one, just follow the arrows. On each fall, you have to control your bouncing so that you don't fall off. Usually, this just means pulling back a little bit.

Floor 27 - I like to take this one nice and slow. Just go for the left side at the beginning and go across the diagonals slowly and carefully. Once you're onto the main platform, just roll off onto the goal platform and that's it.

Floor 28 - This one is pretty tough. I have 2 ways of attacking this floor depending on what I'm trying to accomplish.

The first and safest way is to go to the end of the first long straightaway and turn left. Get as close to the edge as you can and get a full-speed attack to fall on the spiral track below. Then just use the same strategy as on Advanced Floor 26.

The second way and dangerous (but alot more fun) is to hold forward before the timer starts and continue holding forward until the timer changes from 57:00 to 56:99. Depending on your reaction time, it may be a little different. At this point, jam the control stick to the left and stay in forward motion. You will roll off the side of the platform and land perfectly in the goal. NO bouncing if you do it right. It's not too hard with a little practice but not as safe as the first (normal) way.

Floor 29 - This is like Advanced floor 16 except that the conveyer belts are moving apart instead of touching each other all the time. This can be pretty tough, but just get ready to cross from one conveyer belt to the next when you see them start to move toward each other.

Floor 30 - This is a bonus stage. Not too hard to get all the bananas; just keep moving and look for them. Maybe you can figure out a good pattern to get them all quickly.

Floor 31 - This one can actually be pretty tough. As you probably guessed, just back up to the edge of the platform and go full-speed toward another platform. Sometimes you make the gap; others, you fall. Do the same thing once more to reach the goal.

Floor 32 - Just follow the path. It gets pretty skinny near the end; so, go fast while you can and slow when you get nearer to the goal.

Floor 33 - Like Advanced Floor 22 except it has pegs sticking out of the ground to stop you. Use the same strategy and try your best to avoid the pegs. With a little luck, it's not too hard.

Floor 34 - This is not too hard if you go at the right time. When the first big roller is headed to the right (just at the beginning), begin going across it at a pretty good speed. Go onto the next roller and then the third one which should now be almost stationary or moving to the left slightly. Then, just go for the goal.

Floor 35 - On this one, just go slow and if you start to roll too much to one way or the other, compensate accordingly. You just HAVE to go slow. Not hard at all.

Floor 36 - This is like Advanced Floor 21 except alot harder. It is faster and the floor is distractingly shiny. Use the same strategy as Adv. Floor 21 but with higher speed and more practice.

Floor 37 - On this one head straight forward and stop. Begin rolling forward again just as the piece is about to pop you up in the air. Do this a couple of times and you're at the goal.

There is also a "nuts" approach to this floor. Just hold forward at the beginning, and your monkey will go slightly left (who knows why). Just keep holding forward until you bounce off one of the barriers to the left. Then, hold left some to adjust going into the goal. Pretty easy once you get it.

Floor 38 - This one is easy. Just move along the rotating platforms until they touch each other and then move to the next one. Not hard at all.

Floor 39 - This is pretty easy. Just stay near the bottom of the large curved pieces and cross to the next one when they touch. It may take a little practice to master it.

Floor 40 - This is a bonus stage. It's also the hardest bonus floor to get all the bananas. I've yet to do it perfectly. I think it may involve going side to side once you catch a row of the bananas.

Floor 41 - This is like Advanced Floor 12, but it is alot harder because the bowl has a hole in the bottom. Use the same strategy as Adv. Floor 12, but be really careful not to fall in the center hole.

Floor 42 - This one is just a test of patience and a steady hand. Go slowly at diagonals until you reach the goal. No advice can be given really other than to take it easy and make small corrections.

*Warps on Floor 42 - I recommend going after these since they're not much harder to get than the regular goal. It's just a matter of navigating a few more diagonals. You can

reach the Green warp to go to Floor 44. The Red warp takes you to Floor 45.

Floor 43 - This floor is really hard. I recommend skipping it with the warp from Floor 42. Go to near the edge where the rotating platforms are. Wait until the one that touches the other side passes your side going down and jam the stick forward to fall onto the platform just after it passes. Be careful not to overshoot it and fall off. When it goes back to the other side, roll onto that stationary platform. Wait there until the next moving platform touches the platform you're on. Go onto it. When it reaches its peak, roll off the side facing the goal to fall on the other platform (very hard to do). When the other platform touches the goal platform, go for it and it's over. I REALLY suggest skipping this one.

Floor 44 - There is no reason that this floor should provide any trouble. Just stay on the lighter colored path and keep a decent speed up. It's really easy.

Floor 45 - This is VERY hard UNLESS you know the easy way to beat it. It's not too hard to roll across the first little set of platforms. Then just wait on the second one for the next set of platforms to get just beyond vertical. Don't go too soon, but go as soon as you can. Then, on this set of platforms, hold the control stick about 45 degrees to the left of forward (in the up-left diagonal direction). This increases your speed on the platforms and makes it easy to reach the goal in time.

Floor 46 - This level is not too hard if you keep moving. I usually go to the left to begin with and cross over to the next ring each time I get to one. With the strategy, you will automatically come to the goal with not a lot of trouble.

*Warp on Floor 46 - This is more trouble than it's worth. You have to continue on past the goal into a really steep bowl that is hard to get out of to get the warp. Not worth it because it only takes you to Floor 48.

Floor 47 - I'm not sure what is up with this level. It looks easy enough at first glance, but it's really tough. I try to back up as far as I can and get a full-speed attack on the level. It's not hard to make it over the first lip; but the second and third ones will stop you sometimes depending on an unknown factor. I seem to have the most luck when I hold forward before the time starts and continue doing so until I get over the 2nd lip, at which point I center the monkey by moving left and continuing the forward motion. Also, if you don't make it, try to do a fast U-turn at the edge of each step (you don't have to go all the way back to the first step for each attempt).

Floor 48 - This one is not really that bad. Just go along the course. The slanted curves actually help me out. If you have problems, just practice a little, and you'll have it.

Floor 49 - Just wait at the beginning for a couple of seconds and turn to the right to head toward the goal. Look out for the spinning bumpers; but it's really pretty easy.

Floor 50 - This one is not that hard, and it's pretty fun too. Just wait for the cube to unfold its way to the starting platform and begin rolling along it as it folds and unfolds. You have to keep a steady and fast pace. And if you don't get the goal very soon after you get on it's platform, you will die.

Extra 1 - This is just like the other Extra 1's. Only, it is considerably faster. Still use the same strategy and it's no problem.

Extra 2 - On this floor, a checkerboard pattern of square alternates between being walkable and holes. My best strategy for this one so far is to go to the left to the 6th square (counting the one you start on as 1), taking your time and waiting for the next platform to start coming up to walk on it. Then, go right past the constant hole slowly. Continue in this direction; at some point, you need to go left one more square. When you get to the square that is in a diagonal with the goal square, go across the diagonal to the goal. Not too hard if you know how to do it.

Extra 3 - Just like Beginner Extra 2 and Advanced Extra 2. The flaps on the outside of the goal are bigger. Wait 7 seconds or so and run for the goal as it slows.

Extra 4 - This is not too hard. At the beginning, just roll forward onto the platform with the banana on it and ride it for a while. Begin trying to get the camera turned so that you can see the goal platform moving toward you. When it nears, get ready to roll onto it. It takes a little speed to get over the edge of the platform (not much). The goal is right there.

Extra 5 - Go left around the big hole and slope. Turn right and go along the small slope collecting the bananas. Turn right and go down this platform; do a 180 at the end. Run at one of the goals as it appears and ramp into it with not a lot of trouble. Do NOT attempt to go down the big ramp to get a goal, it is a lot of trouble.

Extra 6 - This is a spiralling pipe. Not too hard, but beware the holes in it. When the arrows on the wall begin to change, you should do so with the control stick (it's kind of a circular pattern). Do this twice and then control your bounce when you land on the goal platform. It will take a little practice to get through the pipe consistently without falling in the holes.

Extra 7 - This is like one of those extension things you can use to grab stuff (kind of looks like scissors when they operate). Wait at the beginning until the platform nears the one you are on. Go on the right side to begin. When you reach the intersection in the middle, go right instead of continuing forward (this way you will not have to climb over the little lip later). Continue along this until the next

intersection in the middle. Again, take the right path so you won't have to climb over the little lip later. When you get to the orange circle at the end of this, wait until the floor quits contracting and begins elongating (I find it hard to control when the floor is all scrunched up). Go along the path and this time go straight at the intersection instead of right (it's not that hard to climb over the last lip b/c of the way you attack it). Turn right and go over the next intersection and onto the last part of the moving piece which should now be near the goal platform. Cross the goal.

Extra 8 - This is like Beginner Extra 3 and Advanced Extra 4.

Extra 9 - I can't even find a consistent strategy for beating this. My best attempts are as follows. Go onto the big circles holding forward some and not going too fast until you get past the 4th circle. Then, you should start bouncing and let off of the stick completely (start bouncing on the 5th circle). About 40% of the time, you will go into the goal. You can control it a little bit near the end by pushing forward or back, but it's still pretty much luck for me right now.

Extra 10 - This is pretty easy. Just follow the end of the handle of the hammer until it has swung 6 times. Then, turn left and the goal is right there. Don't waste time going into it or the hammer will knock it away as well.

6. Master Level

In order to get the Master floors, you have to beat the Expert and Extra Expert floors without using a continue. This changes your strategy on some of the floors because you actually want to go after bananas now. Every lup is a big help. Here are the "strategies" I used on the Master floors. Though, if you got to the Master floors, I suspect you'll develop your own strategies.

Master 1 - One of the hardest Master floors I think. Wait at the beginning for a bit, and then roll across 3 of the platforms. You will have to hold back to keep from rolling off the front of the platforms. Then, when they begin to go back together, roll toward the next platform. The problem is that you have to (as near as I can tell) go across 2 platforms every time you go. If you don't, time will almost surely run out before you reach the goal.

Master 2 - One of the easiest Master floors. Just roll onto the white section of the "fanning" staircase when it comes to you at the beginning. When the staircase unfolds, roll down to the next white section. Be careful not to go beyond it or your dead for sure. Then ride it around a bit, making adjustments to stay on until the staircase for it unfolds. Go down to the next white section, and the same thing happens. Do it a couple of times, and your at the goal. Not hard at all as far as Masters are concerned.

Master 3 - WOW!!! Sega must be truly evil to develop such a

floor. I think this is probably the hardest thing I've ever played in a videogame in my whole 20 years on this planet. I think it took me honestly 3 hours or so to beat this the first time.

The first part is similar to Expert Floor 7 with its little ^ shaped mountain to climb. Only in this floor, the mountain is about 3 times as high and about the thickness of a 0.2 or 0.3 track. The way to conquer this mountain is to line it up at the far edge from the mountain. It's right on the crack between the 4th and 5th tiles from the left edge of the floor when you start. Run at it with good speed and, with alot of practice, you can get to the top without falling off the edge. When you top the peak, let your ball roll down the other side a little bit, and then begin holding back to slow the ball as it approaches the post. If you hit the post, you will likely fall off. With alot of practice (3 hours), I beat the hill section about 75% of the time.

The second part is the hardest in my opinion. This is my strategy that I used to get across about 3 times in the 3 hours I played it. I think this is a decent strategy; it's just hard. Roll on the first moving platform (they are separating platforms that make diagonals when they come together). Immediately continue across the diagonal to the left in front of you when the platforms touch. On this same second when the platforms are touching, roll to the right onto the platform that is 2 squares big. Wait here until the platforms reform again; then, roll across to more diagonals in the same fashion as before to land on the next 2 square platform. Wait here again until the platforms group up again. Then go straight across 2 diagonals and land on the 1 square platform. Wait here (alot harder than it sounds) until the platforms group up again. Then, 2 more diagonals to get back to another 1 square platform. Wait again (you'll see how hard it is to wait without falling). Then, 2 more diagonals and your back on a big square. When it reaches the mainland, you're safe.

Now the final part of this floor is a spiral down into the goal. This is the easiest part, but it may take a couple of tries to get it right. It helps to push forward and keep your speed up so that you don't fall down when the spiral gets really steep. Also, try to stay in the middle (though the spiral is small itself) because you can get to the bottom and hit the edge of the goal like I did the first time. Otherwise, this is a relatively easy section.

Master 4 - Wow, that Master 3 strategy was long. Master 4 is alot easier. Roll forward at the beginning and slightly left. Wait here until the track rolls up. When it starts unrolling again, go immediately along it and quickly onto the platform on the left. Wait on the outer edge of this platform (away from the red track). I find it useful to use your map on this floor because you need to anticipate the time that the track will unroll past you. When you see it coming, get ready and go fast along it just after it passes you. Then, you'll come to another platform on the right. You repeat this process a few times, and you'll be at the goal.

Master 5 - This can actually be on of the easier Master floors if you use the right strategy. At the beginning, go left, following the "ole" part of the "Dole" logo. As it splits, go right through its middle and toward the edge. If you manage to get outside the sweep of the squares as they reclose, go to the corner you are near. Then, go along this edge toward where you started so that you are about 2 tiles (one square the size of a monkey ball) away from the corner. If you did it right and wait right there, the "Dole" logo should split up and go right near you (but not hit you). Wait until it closes up again and turn toward the goal. This part is similar to going through the beginning part of the floor. Just go after the square and through its middle as it splits. You should come right into the goal. This strategy takes a little practice to master, but it works well.

Master 6 - This is my favorite Master floor because I just like geometry. This is a dodecahedron. Just follow the red paths marked on it; it will always turn that way. It can be hard to see where the marks are sometimes, but with a little practice, this floor shouldn't cause you too many problems.

Master 7 - At the beginning, roll toward the edge that has the sloped piece on it. As the floor begins to rotate, you should roll up onto the sloped piece and then onto the adjacent piece. Hit the brakes (pull back) and wait near the next edge for the next rotation. When it rotates, you should roll over the corner and hit the brakes again. Then, go down to the other end of the now "L" shaped floor. Turn around and try to roll quickly into the section below where the goal is. Then, when the floor rotates again, just enter the goal.

Master 8 - The idea on this one is to wait where the spinning blocks are not going to hit you. It's easy at first. Just stay off of the circular lines, and you'll be fine. As you near the goal though, the paths of the blocks are no longer marked on the floor. So, you can try to eyeball where to stop. Or, you can just go balls-out for the goal and hope you hit it. I prefer the second method b/c I've got infinite continues anyway.

Master 9 - This can be alot harder than it looks. Just follow the path, going as fast as you can safely go at the beginning sections. When you near the end, you will have to go slow. Making turns on the really thin track is the hardest part for me because your ball is so much bigger than the track. Time can be an issue here to, which is why I suggest going faster at the beginning.

Master 10 - Probably the easiest Master floor. It's a big floor of Aiai, and the goal is on top of his head. Don't go forward right at the beginning, or you will get stuck trying to get from his leg onto his body. Just go forward slowly to begin with and then speed up to get on his body. This may take a little work, but it's not hard. Then roll across his body and onto his head. The only challenge of the floor is his rotating head. It will probably take you a couple of attempts to hit the goal.

7. Secrets/Tips

Extra Floors - To get the extra Floors for Beginner and Advanced Levels, you have to get through all the floors (you can warp) without dying even once. To get the Extra Expert Floors, you only have to get through all the floors without using a continue.

Infinite Continues - If you get enough play points, you will begin getting extra continues. Once you get 9 continues and 2500 play points, you will be granted infinite continues.

Master Mode - If you beat the Extra Expert Floors without using a continue, then you get to play the 10 Master floors. They are insanely hard (especially Master 3). Anyone who can even get these floors to open should receive greatest respect from other gamers.

Which Monkey to use and Why?

I don't think that there is any difference among the monkeys in the main game. However, I suggest using Baby for the sole reason of him being small. When I'm navigating a thin section of track, it is easier if I can look at Baby to see how well I'm on the track. I used to use Aiai and look at his feet, but when he begins losing his balance, it's hard to tell how well you're on track. With Baby, it doesn't matter how much she moves because she's so small that you can always tell how well she's on track.

8. Hosting Information

My FAQ/Walkthrough can be use/hosted by:

<http://www.gamefaqs.com>

<https://www.neoseeker.com>

9. Credits

All of these strategies are ones I've actually used. This is actually how I've beaten each level and gotten each warp.

Thanks to Bill Young for the shortcut on Advanced Floor 17 and Advanced Floor 25.

Thanks to Jason Wishnov for suggesting the strategy for Expert Floor 45 as well as the "nuts" approach for Expert Floor 37.

Thanks to Jon Jimenez for the shortcut on Expert Floor 24 (I found it in Jason Wisnov's FAQ).

The rest I've discovered on my own.

Good luck and good mental health to all us Monkey Ballers!
=)

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