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I. INTRODUCTION
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Well, since there are absolutely no FAQs for Ape Escape on GameFAQS, I decided to do one. I've had the game since it was released(sometime during the summer of '99).

Ape Escape is one hell of a fun platformer, and is one of the best games this year. It's also probably one of the most innovative games I've ever seen.

NOTE-Ape Escape will NOT work unless you use an analog controller. That means if you want to play this game, you will need one. It's kind of like DK 64, because it needs the expansion pak to play. If you don't have an analog controller, either buy one, or just forget about this game all together.

And now, here's a review from IGN PSX that proves that I'm not the only one who's going "ape" for this game:

Ape Escape Review:

A month or two after the Dual Shock Analog controller hit store shelves, the guys at IGNPSX all sat around thinking how much more interesting games would feel and play. Baseball would feel better when you hit a home run, fighting games would be more arcade-like, and well, the future looked a little brighter as the PlayStation started its third year and reached middle age. Unfortunately, no software company actually utilized it to any real extent, except to make sure it worked in conjunction with the digital pad. And we felt that with the exception of some racing games (those that use both analog controls for steering and acceleration), the analog pad was essentially a nice addition but nothing worth writing home about. No game fulfilled the potential it initially promised.

Apparently, Sony Japan felt the same way, and in a first for PlayStation, the company created a completely analog-controlled platform game, Ape Escape. For an industry that likes to push the technological barriers in theory, but only occasionally in practice, Ape Escape not only used the analog controller, but the game requires it. Ape Escape is a big step in the evolution of the modern platformer. It's a bold step. It is not only a more interesting game because of its analog control, it's a genuinely mesmerizing and inventive platformer that uses the analog in ways no one has ever seen before.

GAMEPLAY

Ape Escape is the story of a band of rogue monkeys that escape from the amusement park and mistakenly break into a genius professor's

laboratory. They find the inventions called the Peak Point Helmets and instantly become intelligent, with a particularly ingenious simian named Specter running the others. In a theme reminiscent of Planet of the Apes, these little creeps plan on changing history so that apes rule the world and humankind becomes the special attraction at amusement parks! You star as Spike, and with the help of your friend Natalie and the Professor, you travel back in time to capture each and every one of the precocious little monkeys. In the adventure, the Professor will assist you with numerous gadgets, helpful TV-like transmissions, and warp your body back and forth in time to complete the necessary tasks. What makes Ape Escape so playable and so honest in the beginning are the tutorials, of which there are many.

In the control room, players can try every single little tutorial, and throughout the game, new ones will pop up to explain new gadgets, puzzles, and the ways in which the game works. For instance, the levels were created so that as players pick up later-level gadgets, frequent returns to previously visited levels are necessary. The new gadgets, such as the Sky Flyer, enable Spike to acquire monkeys he couldn't get and bonuses that were once simply out of his reach. Those who don't like analog controls will get into the swing of things because the tutorials are brief and right to the point. Their appearance is woven perfectly throughout the game.

In terms of straight gameplay, Ape Escape blends traditional platform elements, such as jumping, running, and uncovering secrets, with all sorts of newfangled ideas, and a few concepts right from some of your favorite games. The game makes use of the analog controls in such excellent ways, we're sure that the development team just sat around brainstorming just how they could be implemented. Perhaps the team even looked at some other games (such as The Legend of Zelda: Ocarina of Time and Turok: Dinosaur Hunter and maybe even Star Wars) for inspiration. Here's the weapon and gadget list:

-Slingback Shooter (slingshot, with three kinds of shots, normal bullets, flash bullets, and guided bullets)

-Monkey Radar

-Time Net

-Water Net

-Row Boat/Tank

-Super Hoop

-Sky Flyer

- Stun Club (Light Saber)

-RC Car

The Slingback Shooter, which is a whole lot of fun, is just like the slingshot from Zelda. And those little golden triangular power-ups are identical to those found in Turok. The Stun Club? That is a Light Saber. In the ultimate compliment to Zelda, however, the gadgets and weapons can be attributed to any one of the special buttons (Square, Circle, Triangle, X). In some levels you'll require the Monkey Radar and the Stun Club, and in others you'll just need the Sky Flyer and the Stun Club, and all are switch-able. In almost all cases, you'll need the Stun Club and the Time Net, which transports the monkeys back to the professor. OK, so what? The ideas are from another game. They're still fun in their own way, and they make the game work.

CONTROL

One of the strangely problematic parts of Ape Escape is its main character, Spike. In most games, the lead character is somehow cute, special, or cool. Spike is rather ordinary. Instead of him being the

marketable, hip, wacky mascot that we're so used to (and tired of), in Ape Escape the monkeys get the spotlight. This may be why most people confuse Ape Escape as some kind of Donkey Kong game, which it isn't. Regardless of this odd lack of marketability, we're actually glad that Spike's an everyman, because that leaves the cool factor to the gadgets and the gameplay, which is what this game has in bucket loads. Spike is also incredibly agile. He can move in all sorts of ways, and do all sorts of things, including the abilities to:

- Walk
- Run
- Jump
- Double Jump
- Swim
- Swing
- Climb
- Crouch
- Crawl

-and pilot at least two kinds of transports (a tank and a rowboat) Frankly, at first the game seems hard to control. It's often difficult to get the little running monkeys into the Time Net. Once players get the hang of the 3D spaciousness, nabbing monkeys becomes second nature. But what elevates Ape Escape to new levels of greatness is its deep gameplay and replay value. Always using the analog seems new and refreshing throughout. With all of the gadgets, each of which enables Spike to complete a mission in a different way, the missions are always unique, too. To add to that are the 25 levels (plus submissions), which must be revisited to fully complete the game. And finally, a series of mini games exist to challenge your skills as your progress. In the end, gamers will have their hands full for some time with Ape Escape.

GRAPHICS

Ape Escape is a simple looking game, packed with primary colors, like those in Mario, Croc, or Gex, and mostly ordinary effects. While the textures aren't terribly stunning and the character design rather fundamental, there is something extremely cute about those damn monkeys. With their goofy little helmets, their puny little screeches, and adorable-as-can-be movements, the charm of Ape Escape is in locating and nabbing the monkeys. But not without checking them out first. Using the Monkey Radar, and pressing L2, Spike can learn each monkey's special habits and characteristics. Some like to draw and others like to collect. Some are mischievous or naughty, and some are more dangerous than others. It's fun just to see what they're like. Other than the peculiar attraction these homely little monkeys have, the rest of the game is designed in a cartoony, simplistic way. This doesn't take away from the game's value, it's just its style. But if you compare this to say, the Dreamcast's upcoming Sonic Adventure, it's extremely crude and simple.

A few special effects stuck out from the crowd. While the water effects aren't anything special, the game designers did pay attention to detail. In some levels you'll see the night sky, and shooting stars will pass by. In every level, the special effect for capturing a monkey is awesome. The mixture of transparent lights, designed in rings and coupled with sparks (generated from a nice particle system), and a quickly moving camera, create a fantastic and gratifying effect. A few other notable special effects are also worth noting. The consciously created TV effects, relay effects, and other lighting effects are cool, and specific to the game.

SOUND

The other particularly Japanese touches are found in the music department. Few platformers have music like this. A weird concoction of J-Pop and techno-style synth music fills the levels, and in a strange way, each style works well. In some cases, I noticed that I was humming songs after the game (the poppy tunes), and in other cases, I couldn't even remember the songs (the techno tunes). Both tilt toward being more Japanese than Western. As with Spike's looks, his voice is nothing special. The monkeys win in that department, too. The screeches, "eeps" and "ooks" are all funny and loveable. Overall, the sound does a good job of bringing an aural life to Ape Escape that's different than in other platformers.

Ape Escape is the best 3D platform game on the PlayStation. Hands down. It's not only innovative, it digs deep into the analog control's inherent movements and brings out a breadth of fantastic gameplay elements that are unique to the game. Strangely, once in a while I felt that it was annoying. I got sick of those damn monkeys, especially the ones that I couldn't get to and required secondary visits. That's most because I'm so systematic and thorough, but it's also because sometimes the monkeys or bonuses are only inches from reach.

In the end, Ape Escape is not the Mario of the PlayStation, it's something different. It's a skilled-based platformer that is technically deft but lacks the marketable mascot factor. That's good and bad, and is the game's biggest problem. In a world filled with Crash Bandicoots, Marios, and Sonics, Ape Escape seems to fall into a no-man's land in which there is no real Hollywood-style star at all. Still, besting Crash Bandicoot's tightly harnessed 3D gameplay, which is still great stuff, Ape Escape provides a fresh, innovative way of playing in three dimensions on PlayStation. It's different than the Crash Bandicoot series, so it's not directly comparable, but on an overall scale, it's a superior game.

--Doug Perry

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II. LEGAL STUFF

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III. UPDATES/REVISION HISTORY

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Version 0.2 (12/20/99)

* First version. Still need to complete a lot of levels. I should be able to complete it within the next few days. Slowly, but surely...

Version 0.4 (12/22/99)

* Added walkthroughs for levels 2-1, 2-2, and 2-3. Also added some more tips.

Version 0.6 (12/27/99)

* Added walkthroughs for levels 4-1, 4-2, and 4-3. I'm going to start updating World by World from now on. So that means my next update will include the walkthroughs for levels 5-1, 5-2, and 5-3.

Version 0.8 (12/30/99)

* Added the walkthroughs for levels 5-1, 5-2, and 5-3.

Version 1.0 (12/30/99)

* Quick update. It's 12:41 am, and I'm bored, so I added the ATTENTION WEBMASTERS disclaimer. Whooooooooooooopppeeeeeeee.

Version 1.2 (01/12/00)

* Added the walkthroughs for levels 7-1, 7-2, and 7-3.

Version 1.4 (01/25/00)

* Added the walkthroughs for levels 8-1, 8-2, 8-3, 9-1, and the Final Battle with Spector.

* This guide is COMPLETE, so this will probably be the last update. :(

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IV. THE STORY

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Here's the story DIRECTLY from the game manual, so without further adou:

"Spike, can you hear me?...It's Natalie!

You've warped through the Time Station and you're miles...actually centuries away. The good news is that the Professor's Time Station is a huge sucess!

The bad news is that you, Jake, and a wild band of mean monkeys are lost in the past!

I'm sorry we weren't able to explain what was going on in the lab before you were transported away but...we were "tied up!"

Anyway, the Professor and I were about to test the Time Station, because we were pretty close to making it work.

When all of a sudden, the door flew open and a gang of monkeys ran in and took control. They were all wearing the Peak Point Helmets that the Professor had created! Their leader is Spector, that sly little symian form the Amusement Park. Somehow he got hold of the Peak Point Helmet and his intelligence level is unbelievable!

While they were tying us up, I heard Spector ranting about changing history! He's going to make the monkeys the masters of the world, and put all the humans in the Amusement Park!

We need you to stop them. You're ouronly hope. But beware, with their helmets on, the monkeys are much smarter than you think.

The Professor's putting the final touches on some new Gadgets. We'll send those to you as quickly as possible. In the meantime, watch out for those apes!"

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V. GAME OPTIONS

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NEW GAME- Begin a new game.

LOAD GAME- Loads previously saved game.

NOTE-I've had trouble loading a save that I downloaded from my Dex Drive. It seems that the game couldn't read it or something. If anyone else has had any trouble like me, please contact me.

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VI. CONTROLS

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ANALOG STICK (L3)-----Moves Spike in direction you want to go.

ANALOG STICK (R3)-----Used to operate the gadgets.

ANALOG STICK (L3, PRESSED IN LIKE A BUTTON)-----Used to crouch/crawl.

R1/R2-----Jump. Press twice in a row to double jump.

L1-----Moves camera into default position.

L2-----Rotates camera.

START-----Bypass cinemas, accept options, close screens, displays pause menu.

X-----Selects a gadget.

SQUARE-----Selects a gadget.

CIRCLE-----Selects a gadget.

TRIANGLE-----Selects a gadget.

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VII. GADGETS

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There are a total of 9 gadgets in the game. In this section, I will tell you when you will receive the gadget, and what it does.

+++++++
STUN CLUB
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WHEN: The Stun Club is the default gadget.

WHAT IT DOES: It's used to stun monkeys and enemies, hence the name.

+++++++
TIME NET
+++++++

WHEN: The Time Net is also a default gadget.

WHAT IT DOES: Used to catch monkeys. Essential to your adventure.

+++++++
WATER NET
+++++++

WHEN: Before level 1-2: Primordial Ooze.

WHAT IT DOES: Used to capture monkeys under water.

+++++++
MONKEY RADAR
+++++++

WHEN: Before level 2-1: Thick Jungle.

WHAT IT DOES: Helps you find monkeys.

+++++++
SLINGSHOT
+++++++

WHEN: Before level 2-3: Cryptic Relics.

WHAT IT DOES: Uses three types of ammo, this gadget is used to shoot switches and enemies.

+++++++
DASH HOOP
+++++++

WHEN: Before level 4-1: Crabby Beach.

WHAT IT DOES: Used to go really fast for a short time.

+++++++
SKY FLYER
+++++++

WHEN: Before level 5-2: Frosty Retreat.

WHAT IT DOES: Lets you hover up to high places and then lets you glide back down to the ground.

+++++++
R.C. Car
+++++++

WHEN: Before level 8-1: City Park.

WHAT IT DOES: Used to trigger hard to reach switches.

+++++++
MAGIC PUNCH
+++++++

WHEN: You get it when you beat the game once.

WHAT IT DOES: Used to punch through walls and ice.

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VIII. WALKTHROUGH

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Each level has three requirements in order to properly beat it:

- 1) Catch every monkey
- 2) Get all the coins in the level.
- 3) Beat the best time in the Time Trial

In this section, I will NOT layout a step-by-step walkthrough for each level. I will only tell you where each monkey and coins is, and later, the time you have to beat in the Time Trials. This way, it's easier for me, and easier for you, the reader, to read and understand it.

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i. Level 1-1: Fossil Field

MONKEYS: 04

SPECTER COINS: 01

SPECTER COIN: At the top of the tree located toward the lower part of the level.

MONKEY 1: On top of the ledge. Use the Sky Flyer later to get him.

MONKEY 2: He's standing on top of the rocks right beyond the trees.

MONKEY 3: Wandering around the trees near the beginning of the level.

MONKEY 4: Sitting on the tree stump near the ledge where monkey # 1 is.

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ii. Level 1-2: Primordial Ooze

MONKEYS: 06

SPECTER COINS: 01

SPECTER COIN: It's in the water, underneath the island where you begin the level.

MONKEY 1: On the small ledge right next to the island. Use the monster to jump up to him.

MONKEY 2: On the ledge by the large log.

MONKEY 3: Swimming in the water near the beginning of the level.

MONKEY 4: Right ahead of you when you start the level, by the tree stump.

MONKEY 5: On the high cliff above the water. Go underneath the water, through the underwater entrance, and climb up the rocky steps to find him on the cliff.

MONKEY 6: On another ledge-type of thing, near the water entrance.

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iii. Level 1-3: Molten Lava

MONKEYS: 07

SPECTER COINS: 01

SPECTER COIN: It's above the steep hill, right before you reach the nest at the beginning of the level.

MONKEY 1: Right behind the waterfall at the beginning of the level.

MONKEY 2: Hiding under one of the eggs near the nest. Hit the egg to reveal the monkey.

MONKEY 3: He's HIGH up on a ledge above the waterfall. Use the moving platform to reach him.

MONKEY 4: Riding on the back of the T-Rex. Lure the T-Rex towards the rocks, and if he hits his head on the rocks, he'll drop the monkey.

MONKEY 5: On a ledge near where the T-Rex is.

MONKEY 6: On another ledge right next to the waterfall.

MONKEY 7: On top of the Triceritops. Use the slingshot to get to him when you get it.

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iv. Level 2-1: Thick Jungle

MONKEYS: 14

SPECTER COINS: 04

SPECTER COIN 1: Near a bunch of wooden gates. Need to use the raft.

SPECTER COIN 2: Right underneath the swinging monkey.

SPECTER COIN 3: Floating on top of one of the water entrances in the first section of the level. Need to use to Sky Flyer to reach.

SPECTER COIN 4: Look right of the raft. Drop down off a ledge to reach another ledge. The coin is in the small cave.

MONKEY 1: Hiding in a pod next to the tree.

MONKEY 2: Also hiding in another pod next to the tree.

MONKEY 3: This one has a machine gun. He's in the lookout tower.

MONKEY 4: Hanging in the place right next to the raft, toward your right.

MONKEY 5: On a tiny island.

MONKEY 6: In the camp site.

MONKEY 7: Right near the big gate.

MONKEY 8: Fight and destroy the Huge tree to capture this monkey.

MONKEY 9: He's hiding in the center of the three trees.

MONKEY 10: This one's in an avalanche-type room.

MONKEY 11: He's just after Monkey 10.

MONKEY 12: Across a pit. You need to use the Sky Flyer to reach him.

MONKEY 13: Kill the second Huge tree to get this ape.

MONKEY 14: On a ledge near the second Huge tree.

+++++

v. Level 2-2: Dark Ruins

MONKEYS: 13
SPECTER COINS: 04

SPECTER COIN 1: Under a bridge in the second Tower you encounter.

SPECTER COIN 2: On a large arch.

SPECTER COIN 3: Get into the fenced in area. It's up at the top of the tower.

SPECTER COIN 4: On the slide in the first Tower.

MONKEY 1: Right in front of you at the beginning of the level.

MONKEY 2: Sitting on a rock at the beginning of the level.

MONKEY 3: On the top of the first Tower.

MONKEY 4: In front of the Huge fan. Be careful when trying to get him.

MONKEY 5: In the back of the Huge fan room.

MONKEY 6: On one of the far pilliars. You must jump multiple times to get to him.

MONKEY 7: In the second Tower, in the water.

MONKEY 8: With Monkey 7.

MONKEY 9: Next to a slide on the first Tower. Use the slingshot to get him.

MONKEY 10: Kill the giant "Thing" to get the monkey that's inside of the "Thing".

MONKEY 11: Inside of the fenced area.

MONKEY 12: In the first Tower, on the second floor.

MONKEY 13: He's next to a dropping floor. You need to use the Magic Punch.

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vi. Level 2-3: Cryptic Relics

MONKEYS: 08
SPECTER COINS: 01

SPECTER COIN: On top of a stone in a room with a switch.

MONKEY 1: In a cage. Push the block onto the first switch.

MONKEY 2: On a ledge right at the start of the level. Shoot the switch to get to him.

MONKEY 3: On top of a ledge by the gate.

MONKEY 4: In the room with the crank.

MONKEY 5: Break the breakable wall, and hit the nearby switch. Go outside, and he's to your left.

MONKEY 6: In a tiny cage. Use the R/C Car to get him.

MONKEY 7: On top of a high pillar. Use the Stun Club to smash it, and reach him.

MONKEY 8: In a hallway. Hit the switch with your Slingshot to get to him.

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vii. Level 4-1: Crabby Beach

MONKEYS: 08
SPECTER COINS: 01

SPECTER COIN: Go and find a flying saucer. Once you are there, go into the passageway underneath it. Find an elevator in the passageway. The Coin is right behind it.

MONKEY 1: Trying to get a tan on the beach. He's on a chair.

MONKEY 2: Around the water in the beach.

MONKEY 3: Near the beach also.

MONKEY 4: Yet another one on the beach.

MONKEY 5: Also on the beach.

MONKEY 6: Another one on the beach, but this one is in a flying saucer.

MONKEY 7: In the second section of the level, right around the two dropping platforms.

MONKEY 8: Right around the trigger that is used for the bridge.

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viii. Level 4-2: Coral Cove

MONKEYS: 08
SPECTER COINS: 01

SPECTER COIN: Near the submarine, underneath the waterfall.

MONKEY 1: Look in an underwater cave near the beginning of the level.

MONKEY 2: Next to a raising bridge.

MONKEY 3: In a flying saucer, near the bridge.

MONKEY 4: Across from the waterfall, in a cannon. Get him with your slingshot.

MONKEY 5: In the back of the cave.

MONKEY 6: Swimming with the sharks, in the water.

MONKEY 7: Near the submarine, on a ledge.

MONKEY 8: Inside of a gun on top of the submarine.

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ix. Level 4-3: Dexter's Island

MONKEYS: 11
SPECTER COINS: 03

SPECTER COIN 1: On the small ship in the water.

SPECTER COIN 2: Underneath the huge pirate ship.

SPECTER COIN 3: Go inside of Dexter. Find the first slide, and look for a drop-off point. You need the Magic Punch to get to it.

MONKEY 1: Shoot at the three holes to get one of the monkeys to fall down into the pit.

MONKEY 2: Shoot the same three holes to get another monkey.

MONKEY 3: In the rolling-ball room.

MONKEY 4: In the rolling-ball room.

MONKEY 5: Also in the rolling-ball room.

MONKEY 6: In the same room as the tentacles. Kill the tentacles to set the monkey free, then nab him.

MONKEY 7: Find the breakable door. The monkey is behind it.

MONKEY 8: On top of the tiny ship in the water. Hit the turtle to get to the ship.

MONKEY 9: On top of the huge pirate ship.

MONKEY 10: Also on the pirate ship, but you need to use the R/C car to get him.

MONKEY 11: In a passageway near the ship.

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x. Level 5-1: Snowy Mammoth

MONKEYS: 06

SPECTER COINS: 01

SPECTER COIN: On top of a giant pole, near the mammoth.

MONKEY 1: Inside of the igloo with a flag.

MONKEY 2: On top of the mammoth. Use the slingshot to get him off.

MONKEY 3: On a ledge right after the elevator.

MONKEY 4: On the ledge that is used to shut off the elevator.

MONKEY 5: Next to Monkey 3.

MONKEY 6: Inside of an ice cave, near the mammoth. Use a pole to climb down into the cave.

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xi. Level 5-2: Frosty Retreat

MONKEYS: 09

SPECTER COINS: 03

SPECTER COIN 1: In the Study room. Use the Sky Flyer to get it.

SPECTER COIN 2: Near the monkey in the flying saucer, under the island.

SPECTER COIN 3: Near the pool of water, in a hole in the wall, right before the spikes.

MONKEY 1: Near the beginning of the level, down the small path in the Study room.

MONKEY 2: This one is also inside of the Study.

MONKEY 3: This one is just after the stairs that are slippery.

MONKEY 4: On a ledge, you'll get him just after the avalanche.

MONKEY 5: On an island, near or in a flying saucer. Need to use the raft to get to him.

MONKEY 6: Near the island.

MONKEY 7: Right above the island. You need to take the narrow path to get to him.

MONKEY 8: Inside of a cave, near the icy steps.

MONKEY 9: Inside of a cage. You'll need to swim underwater and find a way to get to him.

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xii. Level 5-3: Hot Springs

MONKEYS: 09

SPECTER COINS: 02

SPECTER COIN 1: In the room with the computers right past the polar bears.

SPECTER COIN 2: Inside of the hot-springs room.

MONKEY 1: Directly in front of you when you start.

MONKEY 2: Behind the waterfall, in the cave.

MONKEY 3: On a high ledge.

MONKEY 4: Walking around in the area after the bridge.

MONKEY 5: Also in the room with the computers, along with the Coin.

MONKEY 6: In the room right after the room where Monkey 5 is.

MONKEY 7: Inside of the Hot Springs.

MONKEY 8: Behind the other waterfall, this time the one in the Hot Springs.

MONKEY 9: In the water inside of the Hot Springs.

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xiii. Level 7-1: Sushi Temple

MONKEYS: 12

SPECTER COINS: 03

SPECTER COIN 1: Right by the small graveyard. Right behind the bell.

SPECTER COIN 2: Located inside of the well. Easy to find.

SPECTER COIN 3: Floating above Buddha's head. Just get up there, and jump up in the air.

MONKEY 1: Just sitting right in front of the temple.

MONKEY 2: Also right in front of the temple. By Monkey # 1.

MONKEY 3: Just chillin out with the first two monkeys.

MONKEY 4: Sitting inside of Buddha's hand.

MONKEY 5: To the right of Buddha.

MONKEY 6: On the other side of Buddha (left).

MONKEY 7: Inside of the well, along with the Specter Coin.

MONKEY 8: Also inside of the well.

MONKEY 9: On the roof of the temple. You need the slingshot to get him off there.

MONKEY 10: Hiding from you, right behind the statue. Use the slingshot and hit the target to get him.

MONKEY 11: Wayyyyyy up high, on the rafters.

MONKEY 12: Also on the rafters.

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xiv. Level 7-2: Wabi Sabi Wall

MONKEYS: 10

SPECTER COINS: 03

SPECTER COIN 1: Look for a floating island thing. It should come early in the level. The Coin is on it.

SPECTER COIN 2: Inside of the room with the gong. You need to catch all of the monkeys to get it.

SPECTER COIN 3: On another floating island, but this time, behind a tower, towards the end of the level. Use the Sky Flyer to get to it.

MONKEY 1: On top of a platform. Right past some spinning discs.

MONKEY 2: In the room with the gong.

MONKEY 3: Also inside of the room with the gong.

MONKEY 4: This one's also in the gong room.

MONKEY 5: In the room that has two spinning targets.

MONKEY 6: This one has some binoculars.

MONKEY 7: At the very top of a tower, inside of a flying saucer.

MONKEY 8: After going down the tower, this one is at the bottom. He might run INTO the tower, though.

MONKEY 9: Right behind a cage. Fly, or glide to it using the Sky Flyer.

MONKEY 10: Find a room with a rotating rod. You need to use the R/C car to get him.

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xv. Level 7-3: Crumbling Castle

MONKEYS: 20

SPECTER COINS: 04

SPECTER COIN 1: Inside of the room thats to the LEFT of the room with the throne. On the chandilier.

SPECTER COIN 2: Find the room with the gears in it. It's towards the center of this room.

SPECTER COIN 3: In the back of the castle. You need to perform a hard jump to get to it.

SPECTER COIN 4: Near the guillotine, on a ledge.

MONKEY 1: Right outside of the castle.

MONKEY 2: Inside of the bell tower. Towards the center of it.

MONKEY 3: Underneath the bells in the bell tower. Find him.

MONKEY 4: On top of a ledge in the bell tower.

MONKEY 5: He's sitting on the throne. De-throne him...

MONKEY 6: On TOP of the chandilier in the throne room.

MONKEY 7: Inside of the room that's to the LEFT of the throne room. You need to use the chandilier to get him.

MONKEY 8: In the room to the RIGHT of the throne room.

MONKEY 9: Inside of the dungeon, in the water.

MONKEY 10: Swimming with Monkey #9.

MONKEY 11: Inside of a jail cell. Use a underwater passageway to get to him.

MONKEY 12: Inside of the room with the gears.

MONKEY 13: Also in the gear room, with Monkey #12.

MONKEY 14: Right near the guilltome, right past the ice.

MONKEY 15: Also by the guillotine, but you won't find him until later on.

MONKEY 16: Near the guillotine, inside of a jail cell.

MONKEY 17: On top of the castle.

MONKEY 18: On top of the castle, on a ledge.

MONKEY 19: Outside of the castle this time, on a lower part than the others.

MONKEY 20: Trapped inside of a box on top of the castle. You need the Magic Punch to break him free, and to catch him.

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xvi. Level 8-1: City Park

MONKEYS: 13

SPECTER COINS: 03

SPECTER COIN 1: Located in the sewer section. You need the R/C car to get to it.

SPECTER COIN 2: On top of a monkey cage, in the room with the cans rolling around. Pretty easy to find.

SPECTER COIN 3: Right above the waterfall. Simple really. :)

MONKEY 1: Near the begining of the level, in the jungle gym.

MONKEY 2: By the waterfall, in the tiny crevice. Look out for a robot near here.

MONKEY 3: Inside of the boxing ring.

MONKEY 4: Inside of the sewers.

MONKEY 5: Also in the sewers, but this one is inside of a cage. Use the R/C car to get him out.

MONKEY 6: Swinging around in the sewers. Hit the nearby switch right next to the Specter Coin.

MONKEY 7: On top of a very high up platform, inside of the room that is right after the room with the cans.

MONKEY 8: In the room with the cans. Near the wall by where the cans are rolling to.

MONKEY 9: Also in the room with Monkey 7, on another high platform.

MONKEY 10: In a cage, in the room with the cans.

MONKEY 11: This one is also in a cage in the room with the cans.

MONKEY 12: On top of a ledge, right past the fans.

MONKEY 13: On a pipe right by the waterfall.

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xvii. Level 8-2: Spector's Factory

MONKEYS: 10

SPECTER COINS: 02

SPECTER COIN 1: Floating over a gap near the R/C car tubes. Use the car to hit the triggers.

SPECTER COIN 2: Find a large tube that rises up and down. It's behind the tube after it goes up.

MONKEY 1: Right behind a wall that is destructible. He's also in a flying saucer.

MONKEY 2: Right past the first wave of baddies you encounter.

MONKEY 3: This guy is at the top of the very center room near a switch.

MONKEY 4: This ape is at the very end of the R/C car tubes.

MONKEY 5: Inside of the large mech. Once it has zoomed at you, hit it on the backpack.

MONKEY 6: Right after the large tube that rises up and down, near Spector Coin 2.

MONKEY 7: If you below the large tube, and into a cage, you'll find this one. You need to use the R/C car to scare him out.

MONKEY 8: Look inside of the room with the conveyor belt. He's on a ledge.

MONKEY 9: This guy is controlling a mech inside of the conveyor belt room.

MONKEY 10: This one is in the room with some computers. You need the Magic Punch to get him.

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xviii. Level 8-3: TV Tower

MONKEYS: 12

SPECTOER COINS: 02

SPECTER COIN 1: Floating above the area with the water. You need to use the large pipe to get to it.

SPECTER COIN 2: In the lower section of the place with the green tank.

MONKEY 1: Sitting behind a desk.

MONKEY 2: Inside of a ventilation shaft, right after the first door.

MONKEY 3: Near the raft, on a platform on the water.

MONKEY 4: Hanging around the roof at the very end of the water section.

MONKEY 5: Inside of the tank room, at a very high spot.

MONKEY 6: In the lower green tank region.

MONKEY 7: Running around with Monkey 6.

MONKEY 8: Right in front of those HUGE fans.

MONKEY 9: Right near Monkey 8.

MONKEY 10: Also with Monkeys 8 & 9, but make sure the fans are OFF.

MONKEY 11: Inside of the control room, near the fans.

MONKEY 12: Inside of a box that's right outside of the building. You need the Magic Punch to get him.

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xix. Level 9-1: Monkey Madness

MONKEYS: 24

SPECTER COINS: 10

SPECTER COIN 1: On top of a sign, right above some bull horns.

SPECTER COIN 2: On the Terror Coaster.

SPECTER COIN 3: On the second part of Terror Coaster. Jump to get it.

SPECTER COIN 4: Above the doorway that leads to the monster head.

SPECTER COIN 5: On top of the mechanical entrance right outside of the castle.

SPECTER COIN 6: Right past the mechanical entrance (see SPECTER COIN 5), above the grass.

SPECTER COIN 7: Inside of the room with the spinning turbines, on the second floor.

SPECTER COIN 8: You need to use the anti-gravity platform to get this one.

SPECTER COIN 9: Find the space section of the level. This coin is on a high platform.

SPECTER COIN 10: Inside of the room that is right AFTER the monkey eyes. You need to shoot the light on his head to get it.

MONKEY 1: In a window, in the Western Land section. Just shoot him to get him down.

MONKEY 2: Also in the Western Land windows.

MONKEY 3: Yet another ape along with Monkeys 2 & 1.

MONKEY 4: On top of the Day Goods Western Building.

MONKEY 5: In an alley by the arcade, and near the rollercoaster.

MONKEY 6: Inside of the Haunted House, in a cage.

MONKEY 7: Find the girl in the Haunted House. This ape is inside of the pit beneath her.

MONKEY 8: Located with Monkey 7.

MONKEY 9: Also with Monkey's 7 & 8.

MONKEY 10: Take the ledge that's outside of the castle to the RIGHT to get this monkey.

MONKEY 11: In a flying saucer right outside of the castle.

MONKEY 12: Also in a flying saucer outside of the castle.

MONKEY 13: In the turbine room, in the lower area.

MONKEY 14: In the room that has the power switch in it.

MONKEY 15: Also with Monkey 14, but you need the R/C car to get this one.

MONKEY 16: At the top of the spiral room.

MONKEY 17: Also in the spiral room.

MONKEY 18: Near the entrance to the space area.

MONKEY 19: Also in the space area of the level, but this one is on a platform.

MONKEY 20: In the room that is right after the space room.

MONKEY 21: Inside of a cage, playing pool (go figure...).

MONKEY 22: At the top of an anti-gravity machine.

MONKEY 23: Find the SECOND monkey-light. Shoot it to open up a hidden door above it.

MONKEY 24: In a box outside of the castle. You need the Magic Punch to get him.

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xx. The Final Battle

First off, you need to dodge the car when it tries to ram you. Once it goes by you, hit the green spot on the back. You need to be fast to do this, so be careful.

Specter's Mech isn't all that hard. You only need three hits for each arm to destroy them both. After destroying his arms, go towards the side of the platform. Once the Mech destroys the ground, leap at it, and hit it with the stun club.

This part is kinda tricky. Specter will appear randomly. Once he DOES appear, you need to face him, dodge the shots he takes at you, then hit him with the slingshot. You need to hit him about 4-5 times before he is defeated...

This last part of Specter is the hardest, since he has a force field around himself. Use the Magic Punch to destroy the shield, all while dodging the rockets. Once the shield is gone, hit him with the Magic Punch. After getting rid of the shield, use the Time Net to catch him!

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IX. JAKE'S CHALLENGES

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All of Jake's Challenges are optional, so it really doesn't matter whether or not you do it. But if you choose to take up his challenges, you will be rewarded with 5 coins.

CHALLENGE 1: Stadium Attack

Criteria: You must beat Jake in a race to the finish.

The first Challenge is pretty easy, since all you have to do is beat him in a race. The only tough spots are the jumps, and the lava pit. Here's a tip: Cut corners while running to save time, thus improving your chance to beat Jake.

CHALLENGE 2: Gladiator Attack

Criteria: You must beat Jake again in another race.

The second Challenge is a lot tougher, since you must use your Sky Flyer to race. Knowing the course is a big help, and try to make huge jumps with your Sky Flyer to gain a lead.

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X. MINI-GAMES
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There are 3 hidden mini-games in Ape Escape. To open them up, you must earn a certain amount of coins. Here are the three mini-games and how to open them:

SKI KIDZ RACING

THE DILLY O: Its a snowboarding game where you must use BOTH analog sticks to move your character. It's a tough one.

COINS: 10

SPECTER BOXING

THE DILLY O: A boxing game that requires skill. Punch only when your opponent is open for a punch.

COINS: 20

GALAXY APE

THE DILLY O: A tough, yet fun space shooter. Try to hang back and avoid fire.

COINS: 50

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XI. TIPS
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Here are some tips that helped me throughout the game:

- Save your explosive ammo (slingshot) for the larger enemies.
- During Time Trials, only double jump when absolutely necessary.
- Use the dash hoop to cross any type of bridge.
- Use the Sky Flyer A LOT.
- Use the first level to get easy extra lives.
- For fast monkeys, wait until they hide, then use the Monkey Radar to find them and sneak up on them when they least expect it.
- Use the rotate camera button when A LOT. Hey, the camera DOES act up at inopportune times ya know.
- Use the Golden Triangles to stop time temporarily in Time Trial Mode.
- Always use plenty of cookies, and know where they are just in case you need them.
- Memorize the levels for Jake's Challenges; it'll make it a whole lot easier to go through.
- Crawl to capture the harder monkeys to get.
- Combine your jump with your net-swinging to capture fast monkeys.
- Use the Monkey Radar. (Duh!)
- Know what the colors of the Monkey's helmets mean:
GREEN: Unaware of your presence.
YELLOW: They know of your presence. Lay low until they turn green.
RED: Just be prepared to fight or run after him for awhile.

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XII. FAQ

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Q: What is the coolest Gadget in the game?

A: It's close, but I'd have to say the R/C Car, followed by the Sky Flyer.

Q: How long is Ape Escape?

A: It took me about 23 hours the first time, so it's not that difficult.

Q: Is it possible to get 100% of the game complete the first time around?

A: No. You must go back AFTER you finish the game, because when you do finish it, you'll get the Magic Punch gadget, and you'll need it to find the other apes and coins.

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XIII. CREDITS

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Ape Escape game manual- For the Story, and the Controls.

CJayC- For running the best web site on the net.

Those damn monkeys- Because everyone LOVES monkeys :)

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XIV. CONTACT INFO

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Shameless Self-Promotion: Other FAQs by me:

PLAYSTATION:

- Ape Escape
- Brave Fencer Musashi
- Crash Team Racing
- Gran Turismo 2
- Medal Of Honor
- NBA Live 2000
- Need for Speed: High Stakes
- Tony Hawk's Pro Skater
- R4: Ridge Racer Type 4
- Rollcage

NINTENDO 64:

- NBA Live 2000
- Mario Party 2

DREAMCAST:

- Carrier
- Crazy Taxi
- Hydro Thunder
- MDK 2
- Sega GT: Homologation Special
- Sega Rally 2
- Sega Swirl
- Resident Evil Code: Veronica (Coming soon!!!)

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E-MAIL RULES:

Types I WILL accept:

- Small questions that are NOT answered in the FAQ
- Comments
- Glitches, complaints (about the game, not about me or the FAQ)
- Any types of contributions that can be HELPFUL to others
- Corrections for this FAQ

Types I will NOT accept:

- Hate mail
- Small contributions that will NOT help anyone
- Chain letters
- Any mail that is in ALL CAPS
- Any mail that demands an answer
- Mail asking me to send you this FAQ
- Unconstructive criticism
- Any questions that are already answered in this FAQ
- Any mail asking if you can use this FAQ on your website. Read the Legal Stuff section for all the details. NO MEANS NO!

~End of Document~