

# Ape Escape FAQ/Walkthrough

by King Broccoli

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Ape Escape Walkthrough  
Platform: Playstation  
Genre: Platformer  
Version: 1.1 16/2/00  
Me: King Broccoli  
E-Mail: Kingbroccoli@hotmail.com  
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### 1.0 INTRODUCTION

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Ape Escape is probably the best 3D platformer for the PSX. But it is definitely the most innovative, it's the best reason to own a Dual-Shock controller and was one of the top games of '99.

## =====

### 2.0 THE STORY (Taken from the game manual)

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The professor has worked for many years to discover the secret of Time Travel and now he is close to achieving his goal with his latest invention - The Time Station. Two boys, Spike and Buzz, come to visit the Professor in the hope that he'll let them be the first ever Time Travellers, but when they arrive at his laboratory they find him and his granddaughter Katie tied up and the room filled with hundreds of monkeys on the rampage.

Some time earlier, a monkey called Specter escaped from the zoo and stumbled across another of the Professor's earlier inventions, the 'Peak Point Helmet'. It's a device used to harness the mind and increase its capacity - in short, it makes the wearer really intelligent. This might have been okay for a human, but used on a monkey it proved disastrous, changing Specter from a sweet mischievous animal to a power-mad monster who has set his mind on ruling the world. The first thing Specter did was release all the other monkeys, then he and his ape army lay siege to the Professor's laboratory, tying up him and Katie.

Spike and Buzz arrive just as Specter's monkeys follow him into the Time Station. The two boys get caught in the blast from the Time Station and are dragged into the Time Vortex. Eventually, the Professor and Katie struggle free and manage to trace Spike - he's trapped in the prehistoric era!

If Specter and his monkeys aren't stopped, the monkeys will make themselves the dominant species and history will be changed forever.

Alone and a million years from home, Spike must help the Professor capture all the monkeys and stop Specter from taking over the world...

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3.0 GAME CONTROLS  
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Left Stick - Moves Spike  
Right Stick - Operates the Gadgets

L3 (Left Stick Pressed In) - Makes Spike crawl while moving/When jumping Spike performs a Hip Drop/When swimming makes Spike dive.

R3 (Right Stick Pressed In) - When Spike is crawling press this to make him hide/When Swimming press thins to fire a net.

R1/R2 - Makes Spike jump, press a second time to do a double jump.

L1 - First person view mode.

L2 - Positions the camera behind Spikes back.

Start Button - Brings up Pause Menu

Select Button - Brings up Gadget Screen

Directional Buttons - Changes the position of the camera.

X - Switch Gadget

Circle - Switch Gadget

Square - Switch Gadget

Triangle - Switch Gadget

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4.0 ABOUT THE MONKEYS  
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The monkeys personality changes depending on the colour of their pants.

Yellow Pants - Common, normal monkeys.

Red Pants - These monkey's are strong in attack.

Blue Pants - Monkeys with Blue Pants are fast runners.

Green Pants - These monkeys have sharp vision.

Light Blue - Monkey's with light blue pants are very gentle.

Black Pants - Monkey's wearing these pants are wild & dangerous they wear shades and carry weapons.

The monkeys have a light on top of their helmets, the light will change according to what mood the monkey is in.

Blue - The monkey is calm

Yellow - The monkey is on guard

Red - The monkey has seen you and is panicking, if the light is red the monkeys may try to attack you.

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5.0 THE GADGETS  
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5.1 THE STUN CLUB  
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This is a very important tool for Spikes protection, it can be used to knock out enemies and stun monkeys. It's a good idea to have this equipped at all times. The club will strike in the direction the right stik is pressed, rotating the stick will move the Club in a circular motion, protecting Spike on all sides.

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5.2 THE TIME NET  
\*\*\*\*\*

Another vital tool, use it to catch all of the monkeys. It is controlled just like the stun club.

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5.3 THE WATER NET  
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Used to catch monkeys that can swim. Press R3 while swimming.

Attained level 1-2 (Raining Lake/Primordial Ooze)

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5.4 THE MONKEY RADAR  
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Use it to find monkeys. Players have to listen to the sound the radar makes - if a monkey is close it will make a higher sound than when the monkey is further away.

Attained Level 2-1 (Jungle River/Thick Jungle)

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5.5 THE SLINGBACK SHOOTER  
\*\*\*\*\*

This can be used to shoot enemies, switches, and monkeys that need to be knocked down from high places. It uses three kinds of bullets.

Normal Bullets - These bullets have unlimited ammo, but aren't strong enough to knock out some of the toughest enemies.

Flash Bullets - These will explode on impact

Guided Bullets - Have 3 bullets in one set, these are useful for taking out multiple enemies.

Attained Level 2-3 (Who Built This Ruin/Cryptic Relics)

\*\*\*\*\*  
5.6 THE SUPER HOOP  
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The Super Hoop can be turned into a dash shield by rotating the right stick. Use it to run faster or K.O enemies by running into them.

Attained Level 3-1 (Primitive Beach/Crabby Beach)

\*\*\*\*\*  
5.7 THE SKY FLYER  
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This invention can be used to jump higher and reach higher ledges and to glide down high drops.

Attained Level 4-2 (Icicle Cave/Frosty Retreat)

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5.8 THE RC CAR  
\*\*\*\*\*

This can be used to surprise enemies, recover important hard to get items, and trigger floor switches. It can also be blown up by hitting it with the stun club. Push the R3 button to make the car appear and steer it with the right stick.

Attained Level 6-1 (Urban City/City Park)

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5.9 THE MAGIC PUNCH  
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Acts like an extending fist. The magic punch can be used to break down walls and ice, it can also attack and retrieve items.

Attained after finishing the game for the first time.

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6.0 WALKTHROUGH  
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Please Note: The names of some of the apes may be switched around, but the positions will always be the same.

-----  
STAGE 1-1 (ANCIENT PLAINS/FOSSIL FIELD)  
MONKEYS:4 COINS:1  
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Blaire - Standing between the trees

Cruise - Up on the rocky steps

Exocet - This one is sitting on the tree stump

Fruity - On top of the high ledge (Use the sky flyer later)

Coin 1 - Up a tree near where you start.

-----  
STAGE 1-2 (RAINING LAKE/PRIMORDIAL OOZE)  
MONKEYS:6 COINS:1  
-----

B.C - Next to the tree stump, try to get him before he runs away

Champ - On a ledge near the raised log

Imp - On the ledge overlooking the water

Mermaid - On a high bit of land, swim past the cave entrance.

Sleepy - Swimming in the water right near where you start.

Tum Tum - On a ledge on the far side of the lake, use nessie to reach it.

Coin 1 - Under the island where you start off.

-----  
STAGE 1-3 (DINOSAUR VALLEY/MOLTEN LAVA)

MONKEYS:7 COINS:1  
-----

Chimpo - Just behind the waterfall, above where you start.

Farmer - Past the water fall (beware of the ball shooting baddies)

Jimnast - Hiding beneath the eggs.

Joe Young - Over the other side of the lava pit where the T-Rex is.

Moo Baa - Make the T-Rex headbutt the rocks until he falls off.

Raquel - Use the sky flyer to find it on top of the waterfall.

Twitcher - You'll need the slingback to get the one on the Triceratops.

Coin 1 - Just above the slide near the Terradactyl nest.

-----  
STAGE 2-1 (JUNGLE RIVER/THICK JUNGLE)

MONKEYS:14 COINS:4  
-----

Babs - Hiding in a bell flower on the first tree

Clumsy - Also in a bell flower

Colt - On a lookout tower towards the back of the stage

Creep - Hanging off the rails, to your right in the alcove

Iball - On the island behind the electric fish, swinging around

Kipper - Past the giant gate

Kuturagi - Hanging around the tents

Mr Smith - Kill the giant tree to get to it.

Pierre - Hiding in a circle of trees

Skater - In the room above the ring of trees

Slacker - Behind the rolling rocks is this saucer ape.

Sneakers - Use the sky flyer to cross the pit near the start.

Spy - Also in a giant tree you must defeat

Xmas - Find the hidden ledge over the cliff, the apes in a cave

Coin 1 - Near the water gates and the camp, use the boat

Coin 2 - Underneath Monkey 4

Coin 3 - Use the sky flyer, its at the entrance to the 1st water area

Coin 4 - Hidden in a cave directly to the right of the boat

-----  
STAGE 2-2 (WHY HERE RUINS/DARK RUINS)

MONKEYS: 13 COINS: 4  
-----

Bobo - Right in front of you at the start

Chicken - On a stone near where the start is

Colt - On the first tower, next to the falling block

Dizzy - In front of the fan, try sneaking up on him

Dodo - Somewhere along the back wall of the fan room.

Dustbin - Jump over to the pillar to find him  
Gretel - Running around the water section in tower 2  
HB - Also in the water area  
Indiana - In the sarcophagus, (i think you need the magic punch)  
Mash - Near the waterslide in tower 1 (use the slingback)  
Sade - In the large fenced in area  
Whizz - Use the magic punch, he's beside the dropping floor  
Zzap - On the second floor of the first tower.  
Coin 1 - Under the bridge in tower 2  
Coin 2 - On the arch near the fan  
Coin 3 - On the slide in tower 1  
Coin 4 - On top of the tower in the fenced in area

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STAGE 2-3 (WHO BUILT THIS RUIN/CRYPTIC RELICS)  
MONKEYS:8 COINS:1  
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Banana - Push the block with the hand onto the switch to open the cage.  
Diaz - Shoot a switch to get to him on a ledge near the start  
Dibble - In the room with the gate crank  
Hippie - On a ledge on the other side of the gate  
Miller - Push the switch behind the breakable wall and go back outside.  
Quiff - Use the stun club on the stone pillar to knock it down and reach the monkey.  
Street - He's in a small cage, get him with the RC car  
Van Gogh - Use the slingback in the long room to activate the bridge and get to him.  
Coin 1 - Up a long way in the room with the door switch

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STAGE 3-1 (PRIMITIVE BEACH/CRABBY BEACH)  
MONKEYS:8 COINS:1  
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Dim - Sitting on the beach  
Fish - Running around on the beach  
Fossil - On the beach, near the water  
Jetlag - In a hammock on the beach  
Shazza - Who would have guessed? He's on the beach as well  
Slug - Flying a saucer  
Spank - Just past the dropping platforms on the righthand ledge  
Wings - Just past the trigger for the bridge  
Coin 1 - Behind the elevator, beneath the saucer, in a passageway

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STAGE 3-2 (PRIMITIVE OCEAN/CORAL COVE)  
MONKEYS:8 COINS:1  
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Arnie - He can be found through the underwater cave  
Chum - Just after the raising bridge  
Garrard - Past the bridge with the guillotines  
Gossip - In the cannon near the waterfall

Mash - Inside the cave on the far left

Pillow - In the turret of the submarine

Sensei - On the back of the shark (use the water net)

White - On top of the ledge near the submarine

Coin 1 - Next to the submarine, under the waterfall

-----  
STAGE 3-3 (DEXTERS ISLAND)

MONKEYS:11 COINS:3  
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Acolyte and Boots - Inside Dexter, use the slingback to get them down from the three holded section into the pit.

Braces, Bruce and Cliff - All of these can be found running around inside the rolling ball room.

Dali - Kill all the tentacles in the tentacle room to get him

Flipper - Behind the breakable door next to Dexter

Gappy - On Specter's ship, use the turtle to get out to him

Gilliam - Inside Dexter, on a ledge above the pirate ship where the barrels come rolling down.

Marley - Use the RC car to get to him, inside the platform next to the pirate ship.

Normski - In the room beside the pirate ship with all the bouncy things inside.

Coin 1 - On Specter's ship

Coin 2 - Under the pirate ship

Coin 3 - On a ledge next to the first slide inside Dexter

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STAGE 4-1 (FROZEN OCEAN/SNOWY MAMMOTH)

MONKEYS:6 COINS:1  
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Hey Hey - Hiding in the igloo with the flag on top

Jealous - Use the slingback with missiles to knock him of the mammoth

Laurel - On the ledge where the propeller is shut off

Lucas - On the icy ledge just past the elevator

Sumner - On an icy bridge near Lucas

Tanjobi - In a cave near the mammoth, you have to use the pole to slide down to him and the slingback to break the ice in front of the entrance.

Coin 1 - On top of the pole near where the mammoth is

-----  
STAGE 4-2 (ICICLE CAVE/FROSTY RETREAT)

MONKEYS:9 COINS:3  
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Captain - Found in a small room, down the path from where you start

Grandma - Hanging around with Captain

Pacifist - Found marching around after the sliding stairs

Salsa - You'll have to use the boat to reach the island this monkey is on, he's flying a saucer

Shaky - On the land just near the island

Speedy - Near the icy stairs, hiding in a cave

Tracy - Above the island, on a ledge following a narrow path

Vertigo - Follow the underwater path to find him in a cage

Coin 1 - Use the sky flyer in the first room

Coin 2 - Under the island with the saucer ape

Coin 3 - In a small alcove, on the left side of the pool, near a wall of spikes.

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STAGE 4-3 (HOT SPRINGS)

MONKEYS:9 COINS:2  
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Bert - Right in front of you at the start

Darwin - In the cave behind the waterfall

Eponymous - Found after the falling ice-block bridge

Lense - On the highest ice ledge

Magpie - Past the polar bears, wandering around the computer room

Roddy - In the room after the computer room

Steps & Teacher - Both are soaking in the hot springs

Yuppie - Sitting on top of the waterfall of the hot springs

Coin 1 - In the computer room with Magpie

Coin 2 - In the room with the hot springs

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STAGE 5-1 (TRANQUIL TEMPLE/SUSHI TEMPLE)

MONKEYS:12 COINS:3  
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Cameron, Donkey & MG - These three can be found hanging out, outside the temple.

Reactive - Sleeping in Buddahs hands

Red & RGB - Can be found either side of Buddah

Scamp - You should be able to see him as soon as you drop into the well

Sicknote - Also found in the well

Slippers - Knock him off the temple's roof using the slingback

Smelly - This ape will be revealed after shooting the target

Stressed & Vinyl - Use the statues on the sides and the sky flyer to find them in the rafters

Coin 1 - This can be found behind the bell

Coin 2 - Inside the well

Coin 3 - Above Buddah, just climb onto his head and jump

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STAGE 5-2 (GREAT WALL OF CHINA/WABI SABI WALL)

MONKEYS:10 COINS:3  
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Baby - Sitting on a platform after the spinning discs

Bert, Billie & Coder - These three are all running around the gong room

Ewan - Checking things out with his binoculars

Flea - In the large room with the spinning targets

Kid - Flying a saucer on the far tower

Meg - This ape is waiting at the end of the rope

PAL - Behind the cage, use the sky flyer to get to him from the teacups

Senior - In the room with the spinning rod, use the RC car.

Coin 1 - On the floating island

Coin 2 - In the gong room once you've captured all the apes

Coin 3 - Behind the last tower on the floating island

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STAGE 5-3 (TRICK CASTLE/CRUMBLING CASTLE)  
MONKEYS:20 COINS:4  
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Ali - Wandering around just outside the castle

Bowie - On top of the bell tower

CD - Under the bell in the bell tower

Chill - Can be found on a ledge in the bell tower

Constable - Perched on the throne

Corpse - On the chandelier in the throne room

Dayglo - Use the chandelier to get to the room on the left of the throne room.

Elvis - In the room to the right of the throne room

Flock - Swimming around in the water of the dungeon

Gazza - Also in the dungeon water

Hairy - Go through the underwater passage to the jail cell

Mum - Found in the room with all the gears

Par - Also in the gear room

Pascal - Just past the ice, near the guillotine

Paula - Found also near the guillotine, but later on

Prince - In the prison cell near the guillotine

Rodin - On top of the castle

Sid - Sitting on the ledge right behind the top turret of the castle

Suede - On the hill next to the castle

Suits - Use the magic punch to get him out of the steel cannister near the top of the castle

Coin 1 - In the room to the left of the throne room

Coin 2 - In the gear room up the top

Coin 3 - Near the guillotine on a ledge

Coin 4 - On the backside of the castle (can be tricky to get)

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STAGE 6-1 (URBAN CITY/CITY PARK)  
MONKEYS:13 COINS:3  
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Brownie - Swinging on the monkey bars

Chummy - Near the waterfall

Cobain - Found in the boxing ring

Ginger - In the sewers, past the grate

Goggles - Inside a large cage in the sewers (use the RC car)

Gorilla - Use the switch near the coin to get him down from over the sewers

Grudge - Up on a high ledge in the room past the cans

Heston - Also on a high ledge in the room past the cans

Judas - Look at the wall where the cans roll to

Posh - In the cage that the cans come out from

Robin - Also in the cage

Sharon - Out on a ledge just past the fans

Veggie - Near the top of the waterfall on a pipe

Coin 1 - Use the RC car to reach it in the sewer

Coin 2 - Above the cage in the cans room

Coin 3 - Above the waterfall

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STAGE 6-2 (MONKEY TOOL FACTORY/SPECTOR'S FACTORY)

MONKEYS:10 COINS:2  
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Agent 4125 - Flying a saucer behind the destructable walls

Chunky - Behind the first spinning baddies

Davinder - At the end of the RC car pipes

Itchy - At a control panel, at the top of the center room

Pertwee - In the mech, whack the mech with your club after it rushes you

Plonker - After the large raising pipe

Quentin - In a cage below the big pipe (use the RC car)

Rik - On a ledge in the corner of the conveyor belt room

Si - In the conveyor belt room, up the top controlling the mech

Yaffle - In the computer room (you'll need the magic punch)

Coin 1 - Near the RC car pipes

Coin 2 - On the back of the big tube

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STAGE 6-3 (TV TOWER)

MONKEYS:12 COINS:2  
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Amiga - Sitting at the receptionist's desk

Barlow - In the ventilation shaft, the shaft entrance is on the left wall past the first inside door

Buddy - Near the boat on a platform

Hitchcock - Hanging at the end of the water section

Jitter - Top of the tank room

Joan - Just running around in the tank area

Liam - Also on a lower tank area

Sean - On a pole near the huge fans

Sunny - As is this ape

Twiggy - Inside the fan control room, break the glass with the slingback

Victor - After blowing up the fan controls grab this monkey

Zombie - You'll need the magic punch to open his box at the start, outside the building

Coin 1 - Use the pipe to get to it over the water section

Coin 2 - In the tank section on the lower ground

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STAGE 7-1 (SPECTERLAND/MONKEY MADNESS)

MONKEYS:24 COINS:10  
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Western Monkeys 1,2,3 & 4 - Are all in the western land area

Cuddles - Down an alley in the arcade near the rollercoaster

Curtis, Dawn & English - Inside the haunted house

Fatty - You'll find this ape if you follow the ledge outside the castle

Funky - In the turbine room, hiding somewhere down the bottom

Ginola - Flying a saucer outside of the castle

Guy - Also flying a saucer outside the castle

HAL - Can be found in the room with the power switch

Junior - In the spiralling room

Lennie - Up the very top of the same room

Lennon - Use the jump pad to reach him on a ledge near the rollers

Macca - Sitting on a ledge above the first entry point

Mulder - Just past the obstacle room

Rapheal - Sitting atop the anti-grav machine

Slime - Playing pool in a cage, use the RC car to get him out of the cage

Tiny - Shoot the light on top of the second ape head to reveal an extra life and this ape

Whopper - Use the magic punch to bust him out of his cannister in the foyer of the castle

Coin 1 - In western land, above the horns of the bull

Coin 2/3 - On the rollercoaster

Coin 4 - On top of the door leading to the head of the monster

Coin 5 - Outside the castle, above the entrance

Coin 6 - Above the grass, just past the entrance

Coin 7 - On the second floor of the turbine room

Coin 8 - Use the anti-grav platform to get to it

Coin 9 - In the trapeze section just hanging in mid air

Coin 10 - In the room just past the apes eyes, you have to shoot the light on his head

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SPECTER  
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Specter and his mech - First of all take out both of the mech's arms by hitting them three times each. Move to either side of his head, and just as the platform you're standing on disappears jump to the middle platform and club him.

Specter and his flying chair - Specter will usually orbit you before firing, once he fires jump the blast and start firing at him with bombs from the slingback once the chair is sitting still.

Specter - The easiest way is just continually using the super hoop, it'll blow up the bombs he hurls at you without damaging you at all.

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7.0 TIPS FOR BUZZ'S CHALLENGES  
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- Memorize the course's (of course that goes without saying)

- Cut corners as sharply as possible

- Don't double jump unless you have to

- Use the sky flyer to make huge jumps to extend your lead

- Always swim on the surface

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8.0 TIME ATTACK

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I will put down the names of the monkeys (in order) that i caught to get the quickest times, to find out the location of the named monkeys look at the Walkthrough.

STAGE 1-1 (ANCIENT PLAIN/FOSSIL FIELD) MONKEYS:4

Exocet, Cruise, Blaire, Fruity

STAGE 1-2 (RAINING LAKE/PRIMORDIAL OOZE) MONKEYS:4

B.C, Imp, Sleepy, Mermaid

STAGE 1-3 (DINOSAUR VALLEY/MOLTEN LAVA) MONKEYS:5

Chimpo, Farmer, Raquel, Jimnast, Joe Young

STAGE 2-1 (JUNGLE RIVER/THICK JUNGLE) MONKEYS:5

Babs, Clumsy, Colt, Sneakers, Xmas

STAGE 2-2 (WHY HERE RUINS/DARK RUINS) MONKEYS:5

Bobo, Colt, Mash, Sade, Zzap

STAGE 2-3 (WHO BUILT THESE RUINS/CRYPTIC RELICS) MONKEYS:3

Banana, Dibble, Quiff

STAGE 3-1 (PRIMITIVE BEACH/CRABBY BEACH) MONKEYS:6

Jetlag, Fish, Dim, Fossil, Spank, Wings

STAGE 3-2 (PRIMITIVE OCEAN/CORAL COVE) MONKEYS:4

Chum, Garrard, Sensei, White

STAGE 3-3 (DEXTER'S ISLAND) MONKEYS:3

Flipper, Gappy, Normski

STAGE 4-1 (FROZEN OCEAN/SNOWY MAMMOTH) MONKEYS:4

Hey Hey, Laurel, Lucas, Sumner

STAGE 4-2 (ICICLE CAVE/FROSTY RETREAT) MONKEYS:4

Captain, Grandma, Speedy, Tracy

STAGE 4-3 (HOT SPRINGS) MONKEYS:4

Eponymous, Lense, Darwin, Bert

STAGE 5-1 (TRANQUIL TEMPLE/SUSHI TEMPLE) MONKEYS:5

Cameron, Donkey, MG, Slippers, Reactive

STAGE 5-2 (GREAT WALL OF CHINA/WABI SABI WALL) MONKEYS:3

Bert, Billie, Coder

STAGE 5-3 (TRICK CASTLE/CRUMBLING CASTLE) MONKEYS:3

Suede, Flock, Gazza

STAGE 6-1 (URBAN CITY/CITY PARK) MONKEYS:2

Chummy, Cobain

STAGE 6-2 (MONKEY TOOL FACTORY/SPECTER'S FACTORY) MONKEYS:3

Agent 4125, Chunky, Davinder

STAGE 6-3 (TV TOWER) MONKEYS:4

Zombie, Amiga, Barlow, Buddy

STAGE 7-1 (SPECTERLAND/MONKEY MADNESS) MONKEYS:3

Western Monkey's 1,2 & 3

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9.0 TOUGH MONKEYS TO CATCH

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This bit is dedicated to all those really annoying monkeys out there (you know who you are). If there's a monkey you're having trouble with e-mail your request to me and I'll add it to the list.

THE FAN ROOM IN TV TOWER - As soon as you enter whack the button to your left to activate the platform. Cross the platform to reach another platform that lowers. Grab the two monkeys swinging around and the blue door to your left will open. Inside this door there is a monkey to catch. Do this then blow up the controls with your slingback to stop the fans. You can now catch the last monkey.

THE CAGE IN THE CAN ROOM OF CITY PARK - You have to go underwater to reach this pesky little chimp. The tunnel entrance is found next door in the room filled with water. It is very hard to reach it without drowning.

MORE TO COME HOPEFULLY

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10.0 A COUPLE OF CHEATS  
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I haven't tested these cheats. I don't know if they work. But it's still worth a shot. You might get lucky.

99 Explosive Bullets  
During gameplay pause the game and press R2, Down, L2, Up, Right, Down, Right, Left

Pause the game and press up 6 times, triangle, triangle, O, X,X,X,square,down, up, right left you will hear a monkey grunt, you can only die now if you fall off a ledge

To get all levels press T,UP,X,DOWN

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11.0 MORE THAN A COUPLE OF GAMESHARK CODES  
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Time Always 0:00:00 Cheat	800F4490 0000
Infinite Health Cheat	800EC2C8 0005
Infinite Lives Cheat	800F448C 0064
Infinite Air Cheat	800F4DC8 0258
Infinite Explosive Shots Cheat	8007AB14 2400
Infinite 3 Way Shots Cheat	8007AB54 2400
Only Need To Get 1 Monkey To End Level Cheat	800F44B6 00CE
Max Gold Triangles Cheat	800F44B8 0063
Have All Gadgets Cheat	D00F51C4 0003
	300F51C4 00FF
Have All Specter Coins Cheat	800F44BA 003C

Have All Monkeys Cheat

80139368 0001  
80139370 0001  
80139378 0001  
80139380 0001  
80139388 0001  
80139390 0001  
80139398 0001  
801393A0 0001  
801393A8 0001  
801393B0 0001  
801393B8 0001  
801393C0 0001  
801393C8 0001  
801393D0 0001  
801393D8 0001  
801393E0 0001  
801393E8 0001  
801393F0 0001  
801393F8 0001  
80139400 0001

Moon Jump Cheat

Note: Press R1 to Moon Jump, and Press R2 for your regular jump.

D00E5478 0008  
800EC23E 0008

Have Fossil Field 100% Complete	300DFC71 0002
Have Primordial Ooze 100% Complete	300DFC72 0002
Have Molten Lava 100% Complete	300DFC73 0002
Have Thick Jungle 100% Complete	300DFC74 0002
Have Dark Ruins 100% Complete	300DFC75 0002
Have Cryptic Relics 100% Complete	300DFC76 0002
Have Stadium Attack 100% Complete	300DFC77 0002
Have Crabby Beach 100% Complete	300DFC78 0002
Have Coral Cave 100% Complete	300DFC79 0002
Have Dexter's Island 100% Complete	300DFC7A 0002
Have Snowy Mammoth 100% Complete	300DFC7B 0002
Have Frosty Retreat 100% Complete	300DFC7C 0002
Have Hot Springs 100% Complete	300DFC7D 0002
Have Gladiator Attack 100% Complete	300DFC7E 0002
Have Sushi Temple 100% Complete	300DFC7F 0002
Have Wabi Sabi Wall 100% Complete	300DFC80 0002
Have Crumbling Castle 100% Complete	300DFC81 0002
Have City Park 100% Complete	300DFC84 0002
Have Spectar's Factory 100% Complete	300DFC85 0002

Have TV Tower 100% Complete           300DFC86 0002  
Have Monkey Madness 100% Complete    300DFC88 0002  
Have Peak Point Matrix 100% Complete   300DFC8E 0002

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12.0 CREDITS  
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The Manual - For the story and the game controls  
  
Australian Playstation - For all the level names  
  
Kate Glensman - For the idea of the "tough monkeys to catch section"  
  
CJayC - U'r site is 'da coolest!!!

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13.0 LEGAL THINGY  
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personal PRIVATE uses. If you want to put this FAQ on your site or  
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e-mail me at Kingbroccoli@hotmail.com

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14.0 UPDATES  
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0.1 Pretty much everything. Walkthrough, gadgets, story. That kind of  
stuff.  
  
1.1 Added the gameshark cheats, the other cheats, the tough monkeys to  
catch section and this section.

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