

# Ape Escape FAQ/Walkthrough

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Ape Escape FAQ

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## 1. Collectibles

This is where are described every item you can collect in the game, along with their use.

**Cookies** - A brown-colored cookie. They replenish your health bar, some stages have infinite cookie-pots that will give you health when you smack them with your Stun Club.

**Specter Coins** - Silver, stylish coin. Hoard them to be able to unlock the mini-games!

**Energy Chips** - Triangle-shaped with a filled or hollow middle. The hollow version give 5 chips instead of the usual 1 of the filled. Collect 100 of these to obtain an Extra Life.

**Monkeys** - The main goal of the game, chase them and capture them! They look like your standard primates, can be armed or not. Their state is indicated by their headlights and their abilities by the color of their pants.

**Bullets** - The enemies will start dropping Guided or Flash bullets, denoted by their blue or red color, as soon as you obtain the Slingshot.

**1-Up** - An item that looks like one of Spike's T-Shirts, it will add one extra life to your total.

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## 2. Monkey Signals

How to spot what a monkey will do, what their actions are, everything according to the color of their headlight and the color of their pants.

\*\*\*\*\*LIGHTS\*\*\*\*\*

**Blue** - The monkey is calm and relaxed, he has no idea where you are.

Yellow - They heard you or caught a sight of you, but they don't know where you are anymore. They are alert, leave them be for a while so they turn back to Blue.

Red - They see you and are beginning action! They'll either run away or go full-attack against you, BEWARE.

\*\*\*\*\*PANTS\*\*\*\*\*

Yellow - No special abilities.

Light-Blue - Cowardly, he'll try to run away, but he doesn't run very fast. The easiest kind, they're usually cowering in a corner of the stage.

Red - Anger rising! They're fierce combatants, don't let them spot you.

Blue - Coward's color, they'll run away very fast from you.

White - Very alert, impossible to sneak upon, you'll have to chase them around.

Green - Eagle eyes, they can see you from quite a distance, solution? Hide!

Black - Mean monkeys, they're armed and carry shades. They'll attack as soon as they spot you, case in attitude.

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### 3. Gadgets

The description, the moment you obtain them and the use of the various gadgets of the game.

\*\*\*\*\*STUN CLUB\*\*\*\*\*

Location - Starting Equipment.

Description - A light-blue glowing stick flowing with surges of electricity.

Use - Your main weapon, use it to stun the apes to enable their capture with the Time Net. It is also very useful to smack the enemies. Spin around with it to execute a nifty all-around attack.

\*\*\*\*\*TIME NET\*\*\*\*\*

Location - Starting Equipment.

Description - A glowing net of energy.

Use - The only use to it is a very important one. To capture Monkeys! Swing it at a monkey to capture it, be careful though, they can be tricky to get a hold of!

\*\*\*\*\*WATER NET\*\*\*\*\*

Location - Primordial Ooze stage.

Description - A small yellow propeller device used underwater.

Use - As soon as you jump inside water area, this gadget will come in use. Use the right control stick to swim around, press R2 to swim faster. Press the Right control stick inside to dive underwater and press the Left control stick inside to launch a net underwater to catch monkeys.

\*\*\*\*\*MONKEY RADAR\*\*\*\*\*

Location - Thick Jungle stage.

Description - A movable radar used to detect monkeys.

Use - Use the left control stick to point the radar in various directions, there will be a monkey symbol over you when you point it towards a monkey. Press the L2 button to switch to the monkey camera then, to observe the targeted monkey.

\*\*\*\*\*SLINGSHOT\*\*\*\*\*

Location - Before entering Cryptic Relics.

Description - A single triangle-shaped stick with a sling to shoot bullets. It's called a Slingback Shooter in the game itself.

Use - Press L2 to switch to single-person view and pull back the right control stick to ready the Slingshot. Move the crosshairs on the target and release the control stick to fire! This gadget can be used to hit out-of-range enemies and switches. Press X to change the type of ammo you want to use, only the normal bullets are infinite though.

There are 3 types of bullets available:

Normal - Normal straight-line bullets.

Flash - Bullets like the normal kind, but they explode upon impact.

Guided - Target an enemy and fire the bullet! It will follow the target around until it connects with it or an obstacle.

\*\*\*\*\*DASH HOOP\*\*\*\*\*

Location - Crabby Beach stage.

Description - A yellow and green striped hula hoop.

Use - Rotate the Right Control Stick to make the Dash Hoop go fast around yourself, you can run faster when it spins like that and you can also use it to smack into enemies and kill them. It is a NECESSITY for the Time Attack challenges.

\*\*\*\*\*SKY FLYER\*\*\*\*\*

Location - Frosty Retreat stage.

Description - A simple stick with 2 green wings at each end.

Use - Simply rotate the right control stick while on the ground or in the air to be propelled higher! It launches you higher than a double-jump would, and yo

u can continue to rotate the right control stick to slowly float down for a small period of time.

\*\*\*\*\*RC CAR\*\*\*\*\*

Location - City Park stage.

Description - A small car controlled via remote control.

Use - Press the right control stick to put down the RC Car and use the right control stick to control it around. You can sweep monkeys down their feets by running into them with it, trigger floor switches and use it to reach small areas.

\*\*\*\*\*MAGIC PUNCH\*\*\*\*\*

Location - You'll receive it at the beginning of the first stage you try to enter after completing the Monkey Madness stage and seeing the Credits once.

Description - A boxing red punch on an extensible arm.

Use - The Magic Punch can be used to knock down the flashing gates and blow open the various glowing boxes in the levels. Just press the right control stick to use it in any direction.

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#### 4. Complete Walkthrough

The walkthrough spanning every world of the game, not in a standard step-by-step fashion, but a description of everything you can collect in a stage that will bear marks on your game. Like Monkeys, Specter Coins, etc... The Training events were skipped because they basicly give you a step-by-step way through them.

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#### FOSSIL FIELD

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\*\*\*\*\*MONKEYS\*\*\*\*\*

Noonan (Yellow Pants) - To the left of your starting position, can be approached from any side. Either charge in and capture him before he attacks you or tip-toe behind him and snag him with your Time Net.

Nati (Yellow Pants) - Forward and a bit to the left of the starting location. Straigh on a raised grey platform, either charge to run him off of it then run after him and use your Time Net to capture him or sneak behind the platform, jump and whck him with your Stun Club, quickly switch to your Time Net and snatch him!

Jorjy (Yellow Pants) - Forward and to the left of the starting location is a set of stairs. To left of it is the monkey, a good straegy is to drop in from the top of the steps and capture him before he runs away.

Tray C (Light-Blue Pants) - From the start, head over to the left until you come near a high cliff. Spin the Sky Flyer around to propel yourself on to of it and capture the monkey there with your Time Net.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From the start, climb the 3rd tree to the left and jump to collect the Specter Coin.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - Right near the starting point, explains the use of the Stun Club along with the jumping button.

#2 - In the far-right corner of the stage, explains the point of the Cookies in the game.

#3 - Forward and a bit to the left of the starting position, near the steps in the stage. It explains how to equip gadgets and the use of the Time Net.

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PRIMORDIAL OOZE  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Shay (Yellow Pants)- Go forward from the start across the bridge, the monkey near the stump on the other side will run to the main land to the right. Swim across to there and crawl behind him there. Just capture him with the Time Net then.

Dr. Monk (Yellow Pants) - From the start, head to the main land to the right and go forward to an higher platform. Double-jump on the top of it and simply run at the yellow-alarmed monkey there to capture him with the Time Net, easy.

Ah-choo (Yellow Pants) - From the start, jump in the water behind you and dive underwater while swimming forward. A Monkey will try to run as you get near, nail him with your Water Net!

Gornit (Yellow Pants) - From the location of Mailbox #4, go up the nearby slope while crawling and capture the sleepign monkey at the top with your Time Net.

Tyrone (Light-Blue Pants) - From the start, fall in the water behind you and jump on the dinosaur circling around. From the back of the dinosaur, double-jump to the paltform on the right to get to a monkey, quickly capture him before he tries to hit you.

Grunt (Yellow Pants) - From the start, jump into the water behind you and swim all the way through a passage to a small lake. Go up to the ground and Follow the path to the left to the highest peak where a monkey is. Quickly run after him and capture him.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From the start, Jump down in the water to the right and submerge yourself

using the Water Net to fetch the Specter Coin at the bottom.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - To the left of the bridge near your start location. It explains swimming, the uses of the Water Net and the Oxygen Meter.

#2 - From the start, cross the bridge and head across the water to the right. Go straight ahead from there to a mailbox. It explains climbing and double-jumping.

#3 - From Mailbox #2, go a bit forward along the wall and head to the right to another Mailbox. It explains how to put the camera behind you and how to use it to observe your surroundings.

#4 - From Mailbox #2, follow the edge of the river all the way to the right to another Mailbox. It explains how to crawl around and use the Time Net while crawling.

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MOLTEN LAVA  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Scotty (Yellow Pants)- From Mailbox #2, head to the left to the edge of the river and look at the waterfall to the right. Double-jump in the alcove behind it and crawl upon the monkey there. Capture him with your Time Net as you get near.

Coco (Yellow Pants)- From Mailbox #2, head across the river to the left using the platform in the middle of it and crawl on the next platform behind the monkey there to capture him with your Time Net.

Moggan (Light-Blue Pants)- From the location of Specter Coin #1, go up two of the steps to the right of the slope and double-jump on the higher platform behind you. Follow the path there to a waterfall and crawl your way to the otherside to a monkey waiting for you there. Capture him with the Time Net when he's not looking.

J. Thomas (Yellow Pants)- From the location of Specter Coin #1, go up the steps to the right of the slope to get to the Pterodactyl's nest. Use your Stun Club to turn over the egg shell that shakes to reveal a monkey. Quickly capture him with your Time Net before he hides under another shell! Just use the Stun Club on the shell again if he does.

Barney (Yellow Pants)- From Mailbox #4, run around the lava pit and position yourself near the walls in front of the T-Rex, when he charges at you, just quickly jump on the higher platform so he hits his head on the wall. Repeat the process 3 or 4 times so he drops the monkey on his back. The monkey won't even move from the spot he is dropped on, just go up to him and capture him with your Time Net.

Mattie (Yellow Pants)- From Mailbox #4, run over to the next platform in the corner to the left and to the next one over the lava river to the right. Crawl behind the monkey in the corner and snatch him with your Time Net before he runs away.

Rocky (Yellow Pants)- From Mailbox #5, get in front of the Triceratops walking in circles around the stump, the monkey on its back will throw bombs at you. Use the Stun Club to throw them back at the Triceratops, it will pick up speed after each hit. Hit him 3 times with the bombs for the monkey to be launched off the Triceratops' back. Just capture the whimpering monkey afterwards.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

Specter Coin #1 - From the start, go up the slope ahead of you and jump across the river to the left. Follow the path to a wall with a moving platform. Use the moving platform to get up on the platform to the left and jump up the slope to the right to collect the Specter Coin in the air about halfway through the slope itself.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - Right next to the starting point, it warns you about the steep cliff around the level and how to move the camera around.

#2 - Go up the slope near Mailbox #1 and head to the right at the top to access another Mailbox. It explains the use of the Energy Chips.

#3 - From Mailbox #2, head into the passage straight ahead and you'll see it just as you arrive to the next area. It explains how to open the door blocking the way, along with a hint that you need a certain gadget to open it (The Slingshot).

#4 - From the location of Specter Coin #1, go up the steps to the right of the slope and head through the passage straight ahead past the nest. Follow the path up the slope and check to the right for the Mailbox. It explains how to trick the T-Rex running around in dropping the monkey on its back.

#5 - From Mailbox #3, go through the door and jump on the stump straight ahead to another Mailbox. It explains how to capture the monkey on the Triceratops.

\*\*\*\*\*EVENTS\*\*\*\*\*

Triceratops Door - Get near the barred door and use the Slingshot to shoot the switch on the other side, on the stump there, it will open the door.

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THICK JUNGLE  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Marquez (Yellow Pants)- From the start, go forward to a huge tree and use the Stun Club to hit the pot-plants around it until a monkey pops-out. Quickly capture him before he hides into another pot-plant! Otherwise, just hit it with the Stun Club again.

Livinston (Light-Blue Pants)- From the start, go forward to a huge tree and use the Stun Club to hit the pot-plants around it until a monkey with blue plants pops out. Quickly capture him before he hides into another pot-plant!

Otherwise, just hit it with the Stun Club again.

George (Black Pants)- From Mailbox #2, crawl forward to a lookout tower and jump upwards to climb on the tower itself. Quickly catch the monkey there before he attacks you!

Herb (Yellow Pants)- From Mailbox #5, use the raft to the right to get all the way to the next platform straight ahead and jump off the raft there. Climb up the pole and jump on the platform to the right. Use the Stun Club while jumping to make the monkey fall the bars upwards, then quickly capture him with your Time Net while he's stunned.

Dilweed (Light-Blue Pants)- From Mailbox #6, spin your Stun Club at the wheel object to the right to open the floodgate nearby and quickly swim underwater past it once it's fully open. Crawl behind the monkey on the other side and snatch him with your Time Net.

Mitong (Yellow Pants)- From Mailbox #6, spin your Stun Club at the wheel object to the right to open the floodgate and swim through quickly. Head through the next passageway to the next area and board the raft there. Follow the water current until you can get on a platform to the right and jump over to the next platform to a small campsite. Crawl behind the monkey there and capture him with your Time Net before he sees you.

Stoddy (Yellow Pants)- From mailbox #7, head to the central island to the right and crawl between the trees behind the monkey around there, capture him before he shoots you with his weapon!

Nasus (Yellow Pants)- From Mailbox #7, go forward to the cookie-pot and head to the right. The Monkey there will see you come and jump inside the giant tree. Beat the tree by whacking his "hands" (In fact, two bushes he swings around) and go spin your club at the trunk when it's paralyzed for a short moment. Repeat the process until the tree dies and releases the monkey. Just run and capture the monkey then.

Elehcim (Yellow Pants)- From Mailbox #8, head past the rolling boulders to the left and fall down to the platform below. The monkey will dash for his UFO pad then and start floating around. Use your Stun Club on the flyign saucer when it's low enough. The saucer will crash and explode after 3 hits, just capture the stunned monkey after the explosion recedes.

Maki (Yellow Pants)- From Mailbox #4, check up to the left and use your Slingshot to shoot down the Monkey hanging on the vines up there. Quickly capture him with your Time Net as he lays on the ground dazed from the fall.

Selur (Light-Blue Pants)- From Mailbox #8, go to the left past the first rolling stones area and look upwards to the left. Shoot down the Monkey on the viens there with your Slingshot and quickly capture him with your Time Net as he picks himself up from the fall.

Gonzo (Yellow Pants)- From Mailbox #9, spin your Stun Club at the nearby wheel object to the left of the doorway and quickly run through the opened door. Crawl behind the monkey there and capture him!

Alphonse (Light-Blue Pants)- From Gonzo's position, head through the vine wall to the right and follow the path to a monkey, he'll jump inside a tree to protect himself. Dispose of the tree like you did with the previous one and quickly capture the monkey that jumps out as the tree dies.

Zanzibar (Yellow Pants)- From Alphonse's location, head over the edge of the



chasm to the left and look below. Jump down on the small ledge there and follow it to a cave on the right. Enter the cave and crawl behind the monkey around the campfire there. Capture him before he sees you.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - Farther on the platform where Mailbox #4 is.

#2 - From Mailbox #6, spin your Stun Club at the wheel object to the right to open the floodgate and swim througuh quickly. Head through the next passageway to the next area and board the raft there. Follow the left wall all the way around to a fence and double-jump under the Energy Chips to catch the Specter Coin above.

#3 - From Mailbox #1, head across the river to the left to another platform on the other side and head to the right edge. Double-jump forward to the wooden structure and spin the Sky Flyer at the peak of your jump to glide on top of the wooden structure. Double-jump in the air there to grab the Specter Coin.

#4 - From Zanzibar's location, just go towards the end of the cave and jump in the air to collect the Specter Coin there.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - From the start, just go a bit forward and check to the right to find it. It indicates to use the Monkey Radar to find Monkeys and explains how to organize Gadgets.

#2 - From Mailbox #1, head forward to a wall and head to the left to a river. Check to the right for another Mailbox then. It explains how to use the Monkey Camera.

#3 - From Mailbox #1, head forward all the way to a passage, which you should go through to the next area. Check over to the left there for another Mailbox. It explains that you need a flying gadget to get across the chasm ahead.

#4 - From Mailbox #2, head forward to a lookout tower and jump in the river to the left. Swim through the passageway to the right and swim to the platform to the right afterwards. It's on to the right of there, it hints that you need a gadget the you'll obtain later to capture some of the monkeys.

#5 - From Mailbox #2, head forward to a lookout tower and jump in the river to the left. Go through the passageway to the right to the next area and swim to the next platform to the left and forward to get to another Mailbox in the middle of it. It explains the use of the nearby Raft and about the giant fish underwater.

#6 - From Mailbox #5, head on the raft to the left and follow the river along the current all the way until you see an alcove into the left wall. Jump there to get to another Mailbox. It explains to use the Stun Club to trigger switches and other strange objects.

#7 - From Mailbox #6, spin your Stun Club at the wheel object to the right to open the floodgate and swim througuh quickly. Head through the next passageway to the next area and board the raft there. Follow the water current until you can get on a platform to the right and jump over to the next platform to a small campsite. Go over to the next platform to the right and check to the right there for another Mailbox. It hints to how your Stun Club works agaisnt

the trees in this era, as well as pointing out a nearby cookie-pot.

#8 - From Mailbox #7, go down the 2 platforms behind you and head down the platform to the left. Head through the passageway to the right and go forward for another Mailbox. It explains about the Specter Coins.

#9 - From Mailbox #3, go forward to the edge of the chasm and go to the right end of it. Double-jump forward and spin the Sky Flyer to glide to the red platform, on which you will bounce to the next platform. Check to the right for another Mailbox. It tells you about Cleared Stages and Time Attack.

\*\*\*\*\*EVENTS\*\*\*\*\*

Floodgate Switch- Near Mailbox #6, just go to the wheel object to the right and spin your Stun CLub near it to open the floodgate. Quickly swim past the floodgate before it closes when it's fully open. Use the wheel on the other side to open it from there.

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DARK RUINS  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Mooshy (Blue Pants)- Head forward since the start and the monkey on the platform straight ahead will run away. Quickly follow him! He'll start running clockwise around the structure on the next platform, just go counter-clockwise around it and capture him as he runs past you.

Mav (Yellow Pants)- From Mailbox #4, continue along the path up the slopes and crawl from there to behind the monkey in the area. Catch him before he shoots you with his gun.

Kenny (Yellow Pants)- From Mailbox #4, follow the path ahead all the way up slopes and head to the right when at an interection. Go across the opening trap when it is closed and quickly cross over to the exit straight ahead. Crawl over to the left from there to come up behind a monkey and capture him before he shoots you with his gun.

Papou (Yellow Pants)- From Mailbox #5, check on the wall to the right for a small ledge. Climb up on it and double-jump on the one straight ahead. Double-jump on the next one above and behind you. Proceed to the alcove above and capture the monkey there before he shoots you with his gun.

Nuzzy (Green Pants)- From Mailbox #6, head forward while crawling all the way to the monkey at the end and make sure he doesn't see you, press the Right Stick in to stay immobile when he looks your way. Capture him before he triggers the fan to blow you back to the beginning.

Stan (Yellow Pants)- From Mailbox #5, go forward through the door to end up in a fenced area. Crawl between the crashed saucers and various structures until you spot a monkey and capture him before he sees you.

Cratman (Light-Blue Pants)- From Mailbox #3, jump to the paltform on the right, then the next one on the left. Jump on the platform straight ahead and the next one to the right. Jump on the pillar straight ahead and jump on the small platform behind the pillar to the left. Capture the monkey there as you land.

Kyle (Yellow Pants)- From Mailbox #7, use your Stun Club on the switch to the left of the doorway to open it and head through. Go through the next doorway and jump down on the lower platform. Capture the monkey there before he shoots you with his gun.

Runt (Blue Pants)- From Mailbox #7, use your Stun Club on the switch to the left of the doorway to open it and head through. Stand on the brown plate inside to go down and follow the path to an intersection. Head to the right and crawl from the turn to the left to catch the monkey straight ahead while he's unaware. If he sees you, simply use the ledges on the sides to go across the water area and stand on the switch to open the door. Then crawl to the left until you catch him.

Chino (Green Pants)- From Mailbox #7, use your Stun Club on the switch to the left of the doorway to open it and head through. Stand on the brown plate inside to go down and follow the path to an intersection. Head to the right and follow the path to a small patch of water. Use the ledges on each side to make it to the other side without being pushed down and step on the switch before going through the door. Follow the path there all the way to the left and a monkey will see you there, hurrying to the other side of the chasm. Step on the switch to the right and quickly jump across the retracting blocks across the chasm. The monkey will go through the next door. Now, you have to make sure his light is blue, then sneak up upon him, you can't outrun him because he will shoot you down with guided missiles. Once you get near him, quickly capture him with your Time Net.

Hoolah (Light-Blue Pants)- From Mailbox #7, use your Stun Club on the switch to the left of the doorway to open it and head through. Stand on the brown plate inside to go down and follow the path to an intersection. Head to the right and follow the path to a small patch of water. Use the ledges on each side to make it to the other side without being pushed down and step on the switch before going through the door. Follow the path there all the way up a small slope to the left and double-jump in the passage over the water to the right. Collect the extra-live there and head into the next room. Stand near the middle circle where the pillar is turning. Jump into the air when the flame passes above you to hit the pillar once. Repeat the process 3 times for each face until the pillar is no more and the gold coffin will open. Jump inside it and capture the easy monkey there.

Trance (Yellow Pants)- From Mav's location, head to the right and go in the passageway to the right there. Go across the trapdoor when it's closed and use the Magic Punch to open the glowing doorway to the left. Crawl on the other side and capture the monkey there before he tries to shoot you down.

Bernt (Yellow Pants)- From Trance's location, head over to the left side of the room and jump on the platform there to go up. Jump on the next platform upwards and look over to the left to see a slope. Use the Slingshot to shoot down the monkey hanging from the vines above it and quickly slide down the slope. Capture the monkey at the bottom before he tries to shoot you down.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From Mailbox #5, check to the left to the left for a thin walkway over the hole. Careful walk across it all the way up the archway in this area to collect the Specter Coin above it.

#2 - From Mailbox #5, go forward up the stairs to a fenced area and climb the pole on the block to the left. From the top of it, double-jump on the nearby

pillar and climb the pole on it to the top. Double-jump on top of the nearby tower and jump on the very top of it to collect the Specter Coin there.

#3 - From Mailbox #7, use the Stun Club on the switch to the left of the doorway and head inside. Stand on the brown plate to go below and follow the path to a bridge. Jump in the water to the left and swim under the bridge underwater to collect the Specter Coin there.

#4 - From Bernt's location, just slide on the slope under him to collect the Specter Coin in the middle.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - Right in front of the starting point, it explains about the levels of the monkeys, and how you should capture those of lower level first.

#2 - From Mailbox #1, jump across the platforms straight ahead and go up the stairs afterwards. Head up the stairs to the left from there and check to the right of the huge pillar there for another Mailbox. It hints about pushing blocks when they appear out of place. (Pointing to the block on the platform above you)

#3 - From Mailbox #2, head along the edge to the left until you come to platform leading to a series of platforms along a chasm. Check to the right of there for another Mailbox warning you of the danger.

#4 - From Mailbox #3, enter the tower behind you and check to the left for another Mailbox. It explains how the headlights on the monkeys work.

#5 - From Mailbox #3, go to the left and fall down the hole leading to the underground parts. Follow the path there to the right until you see a Mailbox to the left. It explains how to use the D-Pad.

#6 - From Mailbox #5, follow the ledge to the left until you see a set of stairs to go up. Do so and check to the left for the Mailbox. It explains how to crawl and appear invisible using this technique.

#7 - From Mailbox #3, jump to the platform straight ahead and jump on the next one to the left. Jump on the next one ahead of you and double-jump to the higher platform ahead. Follow the path to a doorway and check to the right for the Mailbox. It tells you to try your Stun Club to trigger the switch to the left of the doorway.

\*\*\*\*\*EVENTS\*\*\*\*\*

Underground - From Mailbox #4, follow the path ahead all the way up slopes and head to the right when at an intersection. Go across the opening trap when it is closed and quickly cross over to the exit straight ahead. Head over to the end of the platform to the left and push down the block there to blow open a passage below.

Water Dungeon - From Mailbox #7, use your Stun Club on the switch to the left of the nearby doorway to open the door to the Water Dungeon. Inside, stand on the brown plate to go down into afore-mentioned dungeon.

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\*\*\*\*\*MONKEYS\*\*\*\*\*

Freeto (Yellow Pants)- From Mailbox #1, jump across the rolling cylinders straight ahead to another passage. Follow the passage until you see a movable block to the right. Push it to the right on the switch there and go past the door it opened. Sneak up on the Monkey there and capture him before he shoots you down.

Bazzle (Light-Blue Pants)- From Mailbox #1, go forward across the rolling cylinders to a passage and follow it until you can see a far-away platform with a switch. Use the Slingshot to shoot down the switch and cross the glass bridge that appears. Jump on the moving platform to the left and use the Slingshot to shoot down the switch on the ledge to the left to make another glass bridge appear. Cross that bridge and sneak upon the monkey to the right of there. Capture him before he sees you.

Troopa (Yellow Pants)- From Mailbox #2, continue along the path until you come to a switch near a ledge. Hit the switch with your Stun Club to make the bridge fall down piece by piece for you to cross, do so and continue up to a seemingly dead-end. Hit the switch on the right wall to open a door. Go through that door and follow the path to a chasm. Use the Slingshot to hit the switch on the other side and cross the bridge that appears. The monkey on the other side will jump down the switch as he sees you coming. Quickly run after him and capture him with your Time Net.

Stynie (Yellow Pants)- From Mailbox #3, go into the passage to the left and turn to the right when you can. Use your Slingshot to hit the switch on the other side of the door there to open the way. Go through the door and crawl into the next room to the right. Sneak upon the monkey there and capture him before he shoots you down.

Jesta (Yellow Pants)- From Mailbox #3, go into the passage to the left and turn to the right when you can. Use your Slingshot to hit the switch on the other side of the door there to open the way. Go through the door and head into the next room to the right. Spin your Stun Club at the wheel on the right side to open the nearby door and go through. Jump on the other side of the river and quickly chase & capture the monkey there before he shoots you down.

Spanky (Light-Blue Pants)- From Mailbox #4, jump in the passage across the river and use the Slingshot to dispose of the glass wall at the end, it takes 3 Normal Bullets to shatter. Hit the switch behind it with your Stun Club afterwards to open a door. Return to the river and follow the current to the next platform to the left. Jump on it before you fall down and head forward along the small glass bridges. From the last platform, double-jump in the passage to the left. Crawl into the next room and sneak upon the monkey to the right and capture him before he tries to shoot you down.

Pally (Yellow Pants)- From Mailbox #3, go into the passage to the left and turn to the right when you can. Use your Slingshot to hit the switch on the other side of the door there to open the way. Head into the room to the right and head into the passage straight ahead. Go forward in this room to a huge pillar. Spin your Stun Club at the pillar to break all 3 pieces of it. Quickly switch to your Time Net and chase the monkey around to capture him before he shoots you down.

Crash (Yellow Pants) - From Mailbox #5, stand near one of the small entrances to the caged area to the left and send the RC Car inside to scare the monkey

out, once he goes out by the exit you're near, quickly capture him with your Time Net before he goes back inside.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From Mailbox #3, go into the passage to the left and turn to the right when you can. Use your Slingshot to hit the switch on the other side of the door there to open the way. Head into the room to the right and go on the left side. Spin your Stun Club near the wheel to the right of the door to open the doorway and go through. Jump into the river and follow it to the left. Go to the left as soon as you can and head to the surface. Climb the pole to the right and jump on the nearby platform at the top. Go collect the Specter Coin at the end.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - From the start, go a little forward up the slope and to the right from there to a Mailbox. It tells you to get rid of the enemies before trying to capture the monkeys.

#2 - From Mailbox #1, cross the bridge to the left and follow the path until you encounter the Mailbox. It tells you to use your Slingshot soon.

#3 - From Mailbox #2, continue along the path until you come to a switch near a ledge. Hit the switch with your Stun Club to make the bridge fall down piece by piece for you to cross, do so and continue up to a seemingly dead-end. Hit the switch on the right wall near the end of the path and go through the door that opens. Head straight ahead from there to get to another Mailbox. It tells you to master the L1 Button, for apparently no reason.

#4 - From Mailbox #3, go into the passage to the left and turn to the right when you can. Use your Slingshot to hit the switch on the other side of the door there to open the way. Head into the room to the right and go on the left side. Spin your Stun Club near the wheel to the right of the door to open the doorway and go through. Jump into the river and follow it to the left. Go past the underwater passage to the left and jump onto the next platform to the left to reach another Mailbox. It reminds you to save your game from time to time.

#5 - From Mailbox #3, go into the passage to the left and turn to the right when you can. Use your Slingshot to hit the switch on the other side of the door there to open the way. Head into the room to the right and head into the passage straight ahead. Jump at pole in the middle of the small lake to the right and climb it to the platform at the top. Follow the passage all the way to a room and check the far-right corner for another Mailbox. It hints that you will need a new gadget to capture the monkey in the cell to the left.

\*\*\*\*\*EVENTS\*\*\*\*\*

Create The Bridge - From Mailbox #2, continue along the path until you come to a switch near a ledge. Hit the switch with your Stun Club to make the bridge fall down piece by piece for you to cross.

To The Next Area - From Mailbox #2, continue along the path until you come to a switch near a ledge. Hit the switch with your Stun Club to make the bridge fall down piece by piece for you to cross, do so and continue up to a seemingly dead-end. Hit the switches on the walls to open the doors to the next areas.

Open The Area - From Mailbox #3, go into the passage to the left and turn to the right when you can. Use your Slingshot to hit the switch on the other side of the door there to open the way. Head into the room to the right and go on the left side. Spin your Stun Club near the wheel to the right of the door to open the doorway and go through. Jump into the river and follow it to the left. Jump in the first passage to the right and use the Slingshot to dispose of the glass wall at the end, it takes 3 Normal Bullets to shatter. Hit the switch behind it with your Stun Club afterwards to open a door. Return to the river and follow the current to the next platform to the left. Jump on it before you fall down and head forward along the small glass bridges. Double-jump in the passage to the left at the end and use your Stun Club on the switch in the far-left corner of this room.

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STADIUM ATTACK  
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\*\*\*\*\*RACE\*\*\*\*\*

Since this stage is only a straight-forward race, no map is included. Here is a strategy to beat Jake and obtain 5 Specter Coins:

Run forward through the small arch to speed up and fall in the water. Press L2 to speed up your swimming and rise up near the end, jumping on the next floor. Round the right corner sharp and jump on the upper floor. Double-jump from platform to platform over the lava there, Jake is likely to get ahead of you since he can jump farther and faster than you.

Quickly jump on the higher platform at the end and stay on the left side of the track. Slide down the slope there and turn around the corner to the left, you should pass by Jake at this point just before falling into the water. Press L2 to swim faster and follow the right side of the track around the corners, make sure to jump out as soon as you near the end of the water area. Go around the corner to the right and jump over the spinning spiked balls in this area just before reaching the end. This should earn you 5 Specter Coins.

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CRABBY BEACH  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Gidget (Yellow Pants)- From Mailbox #1, head down the slope to the left to the beach area. Crawl to the left to the sleeping monkey on an hammock between two trees. Once you're near him. Stand him and jump, using the Time Net to catch him while he's still asleep.

Cool Blue (Yellow Pants)- From Mailbox #1, head down the slope to the left to the beach area and crawl to the middle of the beach, a little bit before the sandcastles. Sneak behind the monkey in the open there and capture him before he sees you.

Shell E. (Yellow Pants)- From Mailbox #1, head down the slope to the left and go forward all the way to a couple of beach chairs. Crawl around this area where a monkey jumps from one chair to another and makes a small patrol round around them afterwards. Hide behind the left chair while crawling and sneak up

on the monkey when he jumps off that chair, quickly capture him before he sees you.

Sandy (Light-Blue Pants)- From Mailbox #1, head down the slope to the left and go amongst the sand castles to the far-right. Crawl in the middle of them to sneak behind the monkey walking around there. Capture him before he sees you.

Shaka (Yellow Pants)- From Mailbox #3, follow the path forward past 2 falling platforms and start craqling after them. Crawl across the bridge afterwards and sneak upon the monkey holding the switch on the other side, capture him before he sees you.

Puka (Yellow Pants)- From Mailbox #3, follow the path forward past two falling platforms and fall down the next chasm. Go int othe room to the left and jump on the moving platform to the left there. Go through the passage at the top and go spin your Stun Club at the wheel in the alcove to the right. Just as the door is open fully, switch to the Dash Hoop and power it while heading through the nearby red archway to speed up. Make the turn without hitting the red band in the corner and dash throguh the door. Stop before the edge, switch to the Time Net and chase the monkey around, capturing him before he shoots you down.

Moko (Yellow Pants)- From Mailbox #3, follow the path forward across two falling platforms and through a cavern. stand near the right wall at the exit and spin the Sky Flyer to get on top of the platform there. Quickly capture the monkey on this platform with the Time Net.

MaxMahalo (Yellow Pants)- From Shaka's location, go forward and another monkey will see you. He'll board an UFO and float above the water to the right. Switch to the Slingshot and shoot down the UFO while avoiding the sparse lasers he'll shoot at you. Capture the stunned monkey once the UFO exploded.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From Mailbox #3, follow the path forward past 2 falling platforms and fall down in the next chasm. Go through the passage to the left and jump on the moving platform to the left inside. Turn around and jump at the Specter Coin when the platform is at the top to collect it.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - From the start, go straigth ahead and up a slope to get to a Mailbox. It explains how to do an Hip Drop attack.

#2 - From Mailbox #1, head down the slope to the left and head to the doorway to the left of the beach area. Check to the left of the doorway for another Mailbox. It explainn the meaning of the nearby light-post.

#3 - From Mailbox #2, go through the nearby doorway to the next area and head forward to another Mailbox. It tells you to be wary of long falls to prevent damage.

\*\*\*\*\*EVENTS\*\*\*\*\*

Beach Door- See the 3 red lights to the left of the door? You need to turn them all blue, to turn them blue, you must capture monkeys. Just capture 3 of the 4 monkeys o nthe beach to open the door itself.



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CORAL CAVE  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Chip (Yellow Pants)- From the start, jump into the water and dive a bit below, attract the hammer-shark towards you and launch a net forward to catch the monkey off his back as he tries to bite you, jump upwards to avoid the bite too.

Oreo (Yellow Pants)- From Arnie's position, go up the slope out of the lake to the left and head near the wheel object to the left there. Spin your Stun Club around to bring the gate down and quickly switch to the Dash Hoop. Spin it around to get an increase in speed while quickly dashing up the nearby slope. Follow the path while maintaining the Dash Hoop and quickly dash off the raising bridge to the grass platform below. Switch to the Time Net and capture the monkey there before he shoots you.

Kalama (Yellow Pants)- He's at the same location as Oreo, but he'll jump into the water when he sees you. Just jump down below and swim underwater to catch him with the Water Net.

Puddles (Yellow Pants)- From the starting lake, go right ahead along a small river and diver udnerwater, go through the first passage to the right underwater and head back to the surface there. Jump on the platform ahead and refill your health at the cookie-pot. Double-jump to the next platform ahead and double-jump to the next platform a bit to the right. Double-jump to the vine to the right and climb at the top. Jump at the next vine and double-jump to the platform on the right from there. Use the Time Net to catch the monkey there as soon as you land.

Jux (Yellow Pants)- From Mailbox #2, just chase the nearby monkey around and capture him before he shoots you down.

Pickles (Yellow Pants)- From Mailbox #1, go into the passageway to the left unti lyou see a submarine. A monkey is inside the gun tower on top of it. Switch to the Slingshot and use the Flash Bullets to shoot the gun tower down, it takes about 4 or so Flash Bulelts to destroy it. Simply jump on the submarine and capture the stunned monkey inside the destroyed tower once that's done.

Bong-Bong (Red Pants)- From Mailbox #2, jump down the platform to the left and use the Slingshot to shoot the red target up to the right of there. Climb the lever that switched positions and go through the hole in the bars at the top. Crawl at the monkey at the end of the passageway and capture him before he sees you, if he does he'll pummel you with a whole arsenal.

L2 (Yellow Pants)- From Mailbox #1, head into the passageway to the right and follow the path while avoiding the swinging guillotines. Crawl behidn the monkey near the saucer on the other side and capture him before he tries to shoot you down.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From Mailbox #1, head through the left passageway to a river, follow the river down in the lake and dive underwater to collect th Specter Coin under the platform where the river was.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - From the start, dive into the lake ahead and follow the river ahead all the way to the next area. Jump on the platform straight ahead for a Mailbox. It explains about the Monkeys' pants and the yellow kind.

#2 - From Mailbox #2, head into the passageway to the left and follow it through the 2 rivers. Head to the left in the next room and jump on the small higher platform to the left. Jump on the ledge on the far wall and jump up on top of the higher platform to the left. Check on the left of there for another Mailbox. It explains about the Monkeys' red pants.

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DEXTER'S ISLAND  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Ton Ton (Yellow Pants)- From Mailbox #1, head to the left along the shore until you see a large wooden door inside the wall, hit it 3 times with your Stun Club to open it and sneak behind the monkey on the other side, capturing him before he shoots you down.

Stuw (Blue Pants)- From Mailbox #2, just jump down on the lower platform of the small boat and chase the monkey around to capture him without falling off the small boat.

Horke (Red Pants)- From the start, head to the left to the red dinosaur's head and hit it with your Stun Club, head inside afterwards. Jump into the water straight ahead and swim forward all the way to another passageway. Jump into the room there and use the bouncing pillars around the room to chase the heavily armed monkey. Whack him with your Stun Club as soon as you can and capture him before he can recover! You have to stun him before trying to capture him or else he'll nearly always hit you before you can do anything.

Murky (Yellow Pants)- From the start, head to the left to the red dinosaur's head and hit it with your Stun Club, head inside afterwards. Jump into the water straight ahead and swim to the far-away platform to the right. Head to the left on the platform until you spot a small bridge to the left. Cross it to embark the inclined ship. Climb up the ship while avoiding the falling barrels until you reach the top. Jump on the platforms straight ahead and crawl over to the left to sneak up behind the monkey there. Capture him before he shoots you down.

Howeerd (White Pants)- From Mailbox #4, dive underwater and swim to the platform on the other side. Use the Slingshot to shoot down one of the monkeys inside the holes straight ahead before he shoots you down and go chase him around to capture him.

Robbin (White Pants)- Same location as Howeerd, use the same strategy as Cliff to capture this one.

Jakkee (White Pants)- From Mailbox #4, dive underwater and head forward to the next platform. Go stand on the switch to the left to open the door and power up the Dash Hoop. Dash forward past the door before it closes and continue to the next room. Wait for a monkey to slide down the slopes on each side and quickly

catch them while they're stunned in the middle.

Frederic (White Pants)- Same location and strategy than Jakkee.

Baba (White Pants)- Same location and strategy than Jakkee.

Quirck (Yellow Pants)- First, capture at least 5 monkeys. From Mailbox #4, dive underwater and head forward to the next platform. Go stand on the switch to the left to open the door and power up the Dash Hoop. Dash forward past the door before it closes and go forward into the next room while avoiding the boulders to get to a doorway with lights. Double-jump to the next area and follow the path around the water there all the way to a room. Enter and quickly head to the right side, between the 2 eye-tentacles that fall down. Use the Slingshot with Normal Bullets twice on each of the eye-tentacles to make them retreat. Quickly switch to the Flash Bullets afterwards and pummel the central tentacle that falls down. You might have to fight back the 4 eye-tentacles again, but after a few Flash Bullets, the central tentacle will burst and free the monkey. Just walk over to him and capture him with the Time Net.

Mars (Blue Pants)- From the start, head to the left to the red dinosaur's head and hit it with your Stun Club, head inside afterwards. Jump into the water straight ahead and swim forward all the way to a small island ahead. Jump on it and stand in the small slope there. Send the RC Car inside the small island via the small hole at the bottom of the slope. Scare the monkey out with it and quickly catch him before he tries to run away.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From Mailbox #2, head to the edge of the ship behind you and jump upwards to collect the Specter Coin there.

#2 - From the start, head to the left to the red dinosaur's head and hit it with your Stun Club, head inside afterwards. Jump into the water straight ahead and swim under the inclined ship to the right to collect the Specter Coin under it.

#3 - From Mailbox #3, slide down the slope to the left and jump on the platform to the right at the bottom. Jump on the higher platform afterwards and head over to the right to a glowing web. Use the Magic Punch to open it and collect the Specter Coin on the other side.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - From the start, look a little to the left for the Mailbox, it tells you about a new creature, that is the red dinosaur in this area.

#2 - From Mailbox #1, head to the left along the shore until you see a large wooden door. Hit it 3 times with your Stun Club to open it and follow the path behind the door until you see a switch on the left. Flip it with your Stun Club to free the nearby turtle. Return outside near the red dinosaur's head and head onto the pier to the left. Hop on the turtle there and let it ride you near the boat. Double-jump on the boat while the turtle is nearby and jump on the higher platform there to find the Mailbox. It explains about the Monkeys' blue pants.

#3 - From the start, head to the left to the red dinosaur's head and hit it with your Stun Club, head inside afterwards. Jump into the water straight ahead and swim to the far-away platform to the right. Head to the left on the platform all the way to the next area. Go forward to a Mailbox there. It warns

you about a maze.

#4 - From Mailbox #3, go down the nearby slope and follow the river to the right all the way to the next room. Go up the platforms from the left of the room to the highest one, attract the tentacle to swing your way and quickly drop down to the previous platform before it hits you. Switch to the Slingshot and fire Bullets at the green eye under the tentacle itself when it swings your way, it will die after 4 bullets and open the nearby doorway to the elevator. Take it upwards and follow the corridor to the next area. Check to the right of the patch of water for another Mailbox. It gives you tips about the Slingshot's normal bullets.

\*\*\*\*\*EVENTS\*\*\*\*\*

Reach the boat- From the start, head to the left along the shore until you see a large wooden door. Hit it 3 times with your Stun Club to open it and follow the path behind the door until you see a switch on the left. Flip it with your Stun Club to free the nearby turtle. Return outside near the red dinosaur's head and head onto the pier to the left. Hop on the turtle there and let it ride you near the boat, where you can simply double-jump on while the turtle swoops nearby.

Enter Dexter- From the start, head to the left to the red dinosaur's head and hit it with your Stun Club, head inside afterwards.

The Eye-Tentacle- From Mailbox #3, go down the nearby slope and follow the river to the right all the way to the next room. Go up the platforms from the left of the room to the highest one, attract the tentacle to swing your way and quickly drop down to the previous platform before it hits you. Switch to the Slingshot and fire Bullets at the green eye under the tentacle itself when it swings your way, it will die after 4 bullets and open the nearby doorway to the elevator. Take it to the next area.

Short-cut- From Mailbox #4, dive underwater and head forward to the next platform. Go into the next area to the right and fire your Slingshot at the switch above the doorway ahead. You'll open a path back to the top of the slope.

Dash Through!- From Mailbox #4, dive underwater and head forward to the next platform. Go stand on the switch to the left to open the door and power up the Dash Hoop. Dash forward past the door before it closes.

Monkey Captures- From Mailbox #4, dive underwater and head forward to the next platform. Go stand on the switch to the left to open the door and power up the Dash Hoop. Dash forward past the door before it closes and go forward into the next room while avoiding the boulders to get to a doorway with lights. You need to capture 5 monkeys to open this door.

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SNOWY MAMMOTH  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Popsicle (Yellow Pants)- From Mailbox #1, go forward to the edge of the platform and jump on the next one straight ahead. Follow the path forward to a bunch of igloos. The monkey there will see you and hide in an igloo, keep watch of the igloo where the flag will warp to and catch the monkey as he jumps out

of the igloo!

Iced (Light-Blue Pants)- From Popsicle's location, head along the path to the left until you see a pole to the right. Jump down on the platform below where the pole is and use your Stun Club to shatter the ice wall behind you. Chase the monkey behind it and capture him.

Rickets (Red Pants)- From the Specter Coin's location, head to the left where the huge mammoth is walking in circles. Switch to the Slingshot with Flash Bullets and shoot the cage on the memmoth's back once, avoid the ensuing gunfire once you hit and shoot another Flash Bullet at the cage to make the monkey fall out. Simply walk towards him and capture him with your Time Net afterwards.

Denggo (Light-Blue Pants)- Right next to Mailbox #3, just capture him after chasing him a bit.

Chilly (Light-Blue Pants)- From Mailbox #3, jump on the nearby circle platform and jump over to the next platform to the right. Crawl towards the monkey on the right and capture him before he sees you.

Skeens (Yellow Pants)- From Chilly's location, head over along the path to the left without falling down and crawl behind the monkey at the very end. Capture him before he tries to shoot you down.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From Popsicle's location, head along the path to the left until you see a pole to the right. Jump at the pole and climb on top of it. Double-jump in the air to collect the Specter Coin above.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - From the start, go forward to a Mailbox. It warns you about the danger of the freezing water surrounding the stage.

#2 - From Mailbox #1, follow the path to the edge and jump on the next platform ahead. Follow the shore to the left all the way to another Mailbox. It tells you about being lost and using the Monkey Radar to spot monkeys.

#3 - From Rickets' location, head over to the left to a river with a platform on the other side. Jump across to the paltform and hide behind the small walls of snow as you go into the cavern to avodi being blown away by the blasts of wind. Progress when the wind is low, you can see it by the speed of the snowflakes in your screen. Once past this area, follow the path to a wheel object. Spin your Stun Club at it to make the nearby platform go down and quickly jump on the platform. Jump across the blades while it heads back up and jump on the platform to the right. It tells you to destroy the nearby machine.

\*\*\*\*\*EVENTS\*\*\*\*\*

Destroying the fan - From Rickets' location, head over to the left to a river with a platform on the other side. Jump across to the paltform and hide behind the small walls of snow as you go into the cavern to avodi being blown away by the blasts of wind. Progress when the wind is low, you can see it by the speed of the snowflakes in your screen. Once past this area, follow the path to a wheel object. Spin your Stun Club at it to make the nearby platform go down and

quickly jump on the platform. Jump across the blades while it heads back up and jump on the platform to the right. Use your Stun Club to destroy the console there along with destroying the propeller.

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FROSTY RETREAT  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Qube (Yellow Pants)- From the start, jump off the platform to the right and spin the Sky Flyer to go up on the next platform ahead. Follow the path along to the left all the way across a small catwalk over a chasm and into a room. Chase the monkey there around and capture him before he tries to shoot you.

Storm (Yellow Pants)- Same location as Qube, just chase him around and capture him, as this one does not have a weapon.

Gash (Yellow Pants)- From Mailbox #1, follow the path past a corner and crawl towards the monkey there. Capture him before he tries to shoot you down.

Shadow (Light-Blue Pants)- From Gash's location, continue along the path to a road to the left leading up with falling snowballs. Go up the road using the small platforms on the sides to avoid the rolling snowballs until you make it to the top. Head to the right to a room all the way to the wall straight ahead. Spin the Sky Flyer to get onto the platform above and simply crawl behind the monkey there and capture him.

Kundra (Red Pants)- From Shadow's location, head over to the right down the platform you're on and go up the slope to the left when you can. Sneak up behind the monkey at the top and capture him before he tries to capture you.

Droog (Green Pants)- From Kundra's location, follow the path over to the right until you get to the next area. Jump underwater and follow the right wall until you can go through an underwater passage to the right. Do so and go back to the ground on the right at the surface. Head towards the igloos and wait at the exit of the one with the flag.

Ranix (Yellow Pants)- From Kundra's location, follow the path over to the right until you get to the next area. Hop into the raft ahead and paddle to the left to a small island, a monkey there will jump into an UFO, get aboard the small island and shoot down the UFO with your Slingshot. Quickly capture the monkey after the explosion subsides.

Sharpe (Yellow Pants)- From Ranix's location, paddle the raft forward to the end of the lake and jump on the platform to the left. Jump up the 2 platforms to the left and crawl across the small catwalk over the lake to another platform. Sneak upon the monkey there and capture him before he tries to shoot you down.

Sticky (Light-Blue Pants)- From Ranix's location, paddle the raft to the right and jump on the platform to the left from there. Go up the slopes to a small cavern and chase the monkey around to capture him.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - Inside the room where Qube is, go near the window to the right and spin the Sky Flyer to grab the Specter Coin in the air.

#2 - From Gash's location, head to the passage on the right to a small lake. Swim to the left wall and go into the alcove to the left for the Specter Coin there.

#3 - From Ranix's location, jump into the water and swim all the way to the bottom to collect the Specter Coin there.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - From the start, jump off the platform to the right and spin the Sky Flyer to go up on the next platform ahead. Continue forward to the next wall and spin the Sky Flyer to go up on the next platform. Continue ahead to yet another wall and spin the Sky Flyer again to go upwards on the next platform. Continue forward to the next area and check to the left for a Mailbox. It explains how to use the Select Button.

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HOT SPRINGS  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Punky (Yellow Pants)- From the start, go down the platform ahead and head one of the steam holes to the left. Crawl behind the monkey there and capture him before he tries to shoot you down.

Ameego (Red Pants)- From Punky's location, head into the river to the right and swim under the waterfall through the tunnel there. Go back to the surface on the other side and jump on the platform ahead. Quickly go after the monkey there and knock him down with your Stun Club. Immediately catch him with the Time Net while he's stunned, otherwise he'll continue unloading an arsenal upon you.

Yoky (Yellow Pants)- From Mailbox #1, spin the Sky Flyer to float to the platform down and ahead. Switch to the Dash Hoop and face towards the ice bridge to the right. Spin the Dash Hoop and dash all the way across the ice bridge while dodging the spiked balls. Stop once you reach the cavern and switch to the Time Net. You should have stopped right next to a monkey who will notice you just as you stop, catch him before he tries to shoot you.

Jory (Yellow Pants)- From Yoky's location, head along the corridor all the way to an exit high above the ground. Spin the Sky Flyer there and float to the platform to the left outside. Stand on the edge to the right and spin the Sky Flyer to get on the higher platform there. Chase the monkey around there and capture him with the Time Net before he shoots you down.

Dissa (Yellow Pants)- From Mailbox #2, head into the right passageway to a room, hit the bear inside this room into the wall to the left twice to destroy the ice barrier there. Go through the new passageway to another room and hit the bear in this room into the wall to the left twice to blow away the next ice barrier there. Go through the new passageway to another room and crawl behind the monkey there. Capture him before he tries to shoot you down.

Roti (Yellow Pants)- From Dissa's location, head into the room to the right and knock the bear into the wall to the left twice to break the ice barrier there. Go through the new passageway to another room and knock the bear there into the

wall to the left twice to break the ice barrier there. Go through the next passageway to another room and crawl behind the monkey there. Capture him before he tries to shoot you down.

Claxter (Yellow Pants)- From the location of Specter Coin #2, head into the lake straight ahead and crawl behind the monkey to the right. Capture him before he sees you.

Looza (Light-Blue Pants)- From the location of Steps, head along the water to a waterfall. Jump on the small platform behind the waterfall and quickly capture the monkey there before he tries to hit you.

Crank (Black Pants)- From the location of Specter Coin #2, head along the wall to the left past the exit of this area and to a set of stairs. Crawl behind the monkey walking around there and capture him before he tries to smack you down.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From Roti's location, just go near the doorway to the left and jump into the air to collect the Specter Coin there.

#2 - From Jory's location, spin the Sky Flyer near the edge to the right and float to the platform ahead. Spin the Sky Flyer again to get on the platform to the right and switch to the Dash Hoop. Face the ice bridge to the left and spin the Dash Hoop. Dash across the ice bridge while avoiding the spiked ball and head into the cabin to the right on the other side of the bridge. Follow the path to the right to an alcove with the Specter Coin to collect it.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - From the start, spin the Sky Flyer near the edge to the left and float to the platform ahead. Spin the Sky Flyer again to get on the higher platform and spin it again to float towards the next one ahead. Spin it one more time to get on the higher platform along with the Mailbox. It warns you about the ice bridge ahead.

#2 - From the start, go down the platform straight ahead and head into the passage to the right to the next area. Go forward to a Mailbox there. It gives you an hint on how to destroy the ice barriers.

#3 - From the location of Specter Coin #2, head along the wall to the left past the exit of this area to a set of stairs. Go up the stairs and go across the small lake to the other side. Check to the right for the Mailbox. This Mailbox speaks of the hot springs, nothing really important, but it is a Mailbox nonetheless.

\*\*\*\*\*EVENTS\*\*\*\*\*

Ice Barriers - Inside the area where Mailbox 2 is, you'll encounter Polar Bears and ice barriers blocking the passages, simply use your Stun Club to push back the bears into the ice barriers and smash them!



Since this stage is only a straight-forward race, no map is included. Here is a strategy to beat Jake and obtain 5 Specter Coins:

Run forward on the left side of the track and spin the Sky Flyer as you reach a wall to get on the platform above. Spin it again while going forward to get on the next platform and spin it another time while going to the right to get on the next platform. Spin it again from there while going to the left to get on the other platform higher. Run along the path sharply around the left corner and slide down the slope.

Jump over the gap in the slope and run around the corner to the right sharply. Quickly run across the small ledge without falling down and jump over the swinging spiked ball. Spin the Sky Flyer to get to the higher platform and run forward to a corner. Turn sharply to the left and spin the Sky Flyer all the way until you are over the neat platform, then release to fall down. Double-jump across the two rivers of lava ahead and spin the Sky Flyer to get on the nearest moving platform incoming from the left. Spin the Sky Flyer again and land on the middle higher platform. Run forward and spin the Sky Flyer as you near the edge. You should reach the higher platform then. Quickly run forward to reach the finish line.

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SUSHI TEMPLE  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Taku (Yellow Pants)- From the start, go up the stairs ahead all the way to the top and crawl forward to a group of monkeys. Capture the closest one before he tries to shoot you down.

Rocka (Yellow Pants)- From Taku's location, crawl a bit to the left to another monkey and capture him before he tries to shoot you down.

Mara-Lea (Light-Blue Pants)- From Taku's location, crawl a bit to the right to another monkey and capture him before he tries to run.

Wog (Yellow Pants)- From Taku's location, go forward to a set of stairs. Switch to the Slingshot and aim at the monkey hanging on the roof in front of you. Fire a normal bullet to make him fall and quickly chase him around to capture him with your Time Net.

Mayi (Green Pants)- From Wog's location, continue forward into the temple and head up the stairs inside. Follow the path to the left to a wall and crawl over to the right all the way to a monkey. Sneak up upon him and capture him before he unleashes guided missiles at you.

Ouyang (Light-Blue Pants)- From Wog's location, continue forward into the temple and head up the stairs inside. Follow the path to the right to a wall and crawl over to the left all the way to a monkey. Sneak up upon him and capture him before he tries to run away.

Long (Black Pants)- From Wog's location, continue forward inside the temple and head up the set of stairs inside. Continue forward to go up another set of stairs and jump on the foundation of the buddha statue ahead. The monkey sleeping on the right hand will see you then, quickly capture him as he'll jump near you, otherwise, run around with your Stun Club and whack him before capturing him, otherwise he'll smack you when you get close.

Elly (Blue Pants)- From Ouyang's location, spin the Sky Flyer near the statue on the right wall to get on top of it and spin the Sky Flyer again to get on top of the catwalk above to the left. Follow the catwalk to the left and to the left again while crawling until you spot a monkey. Make sure you approach him cautiously so he doesn't notice you. Capture him before he starts running!

Chunky (Light-Blue Pants)- From Elly's location, head along the catwalk to the right while crawling to sneak up on a monkey. Capture him before he tries to run away.

Phaldo (Yellow Pants)- From Mailbox #3, head to the right to the lava area and jump over to the platform on the left, follow it to the very end and jump on the next platform ahead. Crawl along the small ledge all the way to a monkey and capture him before he tries to run away.

Quel Tin (Yellow Pants)- From Mailbox #3, head over to the lava area to the right and go forward across the platforms until you get to a monkey. The best idea is to knock him down with a Flash Bullet and quickly jump to the platform where he is and capture him with your Time Net, otherwise you'll have to chase him around the platforms quickly.

Voti (Light-Blue Pants)- From Mailbox #3, head over to the right all the way across the lava area to a large statue. Go on the left side of it and spin the Sky Flyer to get on top of the pillar to the left. Jump on the ledge straight ahead and follow it to the end. Spin the Sky Flyer there and float over to the next pillar far to the left. Double-jump on the ledge ahead and turn to the left. Aim the Slingshot at the switch far away and fire towards it to trigger the switch, which will push aside the large statue inside the room. Jump on the pillar to the left and jump down to the right towards the statue. Double-jump inside the alcove that was behind it and capture the monkey there before he tries to run.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From Taku's location, go to the left around the structure to the area behind it and jump into the air to grab the Specter Coin there.

#2 - From Long's location, spin the Sky Flyer to get on the statue's right shoulder and spin it again to get on the head of the statue to the left. Jump in the air to collect the Specter Coin there.

#3 - From Mailbox #3, head over to the right all the way across the lava area to a large statue. Go on the left side of it and spin the Sky Flyer to get on top of the pillar to the left. Jump on the ledge straight ahead and follow it to the end. Spin the Sky Flyer there and float over to the next pillar far to the left. Double jump on the ledge ahead and follow it to the end on the right. Spin the Sky Flyer and float to the next ledge ahead of you there. Jump at the vine in the air to the right and follow it to the next platform at the end of the vine. Drop yourself down and spin the Sky Flyer or float all the way inside the alcove to the left. Jump in the air to collect the Specter Coin there.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - From Long's location, head over to the corner on the left for a Mailbox. It explains that the monkeys with green pants can see from far away.

#2 - From Long's location, head over to the corner on the right for a Mailbox.

It explains that the monkeys with light-blue pants are gentle, hence easy to catch!

#3 - From Taku's location, head over to the right to the wall of the area and head to the left to a well. Fall down inside and head forward to a Mailbox. It explains to be cautious when chasing monkeys.

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WABI SABI WALL  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Minky (Yellow Pants)- From the start, follow the path forward all the way to the edge to the right and jump onto the moving platform there. Change sides as the spikes get out, they'll sprout out of the left side, then the right, then the left, etc... Jump on the platform on the other side and follow it to a pier to the left. Jump across the 4 turning platforms ahead and spin the Sky Flyer to float to the platform on the left. Capture the monkey there as soon as you land.

Zobbro (Yellow Pants)- From the start, follow the path forward all the way to the edge to the right and jump onto the moving platform there. Change sides as the spikes get out, they'll sprout out of the left side, then the right, then the left, etc... Jump on the platform on the other side and follow it all the way to a slope. Go up the slope past the 3 moving blocks and fall down the lower platform to the right. Fall down even lower to the right again and chase the monkey there around to capture him before he shoots you down.

Xeeto (White Pants)- From Mailbox #1, go up the slope ahead to a room and the monkeys will spot you, stay in movement as weights will fall on you when the monkeys will hit the gong in the middle of the room itself. Chase the monkeys around the room and hit them with your Stun Club. As soon as one is stunned, switch to the Time Net and capture him! That's the best strategy I could find for this area.

Moops (White Pants)- From Mailbox #1, go up the slope ahead to a room and the monkeys will spot you, stay in movement as weights will fall on you when the monkeys will hit the gong in the middle of the room itself. Chase the monkeys around the room and hit them with your Stun Club. As soon as one is stunned, switch to the Time Net and capture him! That's the best strategy I could find for this area.

Zanabi (White Pants)- From Mailbox #1, go up the slope ahead to a room and the monkeys will spot you, stay in movement as weights will fall on you when the monkeys will hit the gong in the middle of the room itself. Chase the monkeys around the room and hit them with your Stun Club. As soon as one is stunned, switch to the Time Net and capture him! That's the best strategy I could find for this area.

Doxs (Yellow Pants)- From Mailbox #2, head over to the left to a raised drawbridge and spin your Stun Club at the wheel object to the left of it. Quickly cross the drawbridge before it goes up again and follow the path to a ledge. Jump on the moving platform to the right and jump down on the lower platform it brings you near below. Double-jump into the passage to the left and follow the path while crawling all the way to a monkey. Capture him before he tries to run away.

Buddha (Black Pants)- From Mailbox #3, aim your Slingshot at the target a bit to the left ahead and fire a Normal Bullet at it. Go to the edge ahead and jump in the air to grab on the pole that changed location once you hit the target. Cross over to the platform ahead and the monkey will see you. Chase him around and hit him once with your Stun Club. Capture him while he's stunned!

Kong (White Pants)- From Mailbox #3, aim your Slingshot at the target a bit to the left ahead and fire a Normal Bullet at it. Go to the edge ahead and jump in the air to grab on the pole that changed location once you hit the target. Cross over to the platform ahead and go through the door on the right of the next area. Grab on the triangle ahead and let it carry you over to the next platform. Drop down and go along the spiraling path ahead all the way to the top, while avoiding the rolling wheels. The monkey will see you at the top and hop into an UFO. Switch to your Slingshot and shoot him down with 3 Normal Bullets. Run over to the crashed UFO and capture the monkey before he tries to shoot you down!

Phool (Red Pants)- This one will see you as you come into the last area while hanging on the triangle and hide inside the tower out of your reach..... for now. From Kong's location, capture Kong and go down the middle platform inside the tower itself. Jump on the lower platform to the left and hit the monkey to the left there with your Stun Club. Quickly capture him before he unleashes his arsenal on you!

Fooy (Blue Pants)- From Mailbox #2, head over to the left to a raised drawbridge and spin your Stun Club at the wheel object to the left of it. Quickly cross the drawbridge before it goes up again and follow the path to a ledge. Jump across the rolling logs ahead to the next higher platform and go through the door there to the next area. Fall down to the lower platform to the left and head to the left for a small hole in the path. Send in the RC Car to scare the monkey inside so he exits the small area. Quickly chase him around clockwise around this path to capture him (He runs counter-clockwise).

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From the start, head forward all the way to the edge and look over to the left for a small platform. Spin the Sky Flyer and float over there and spin the Sky Flyer again to head to the next platform ahead. Jump on the small platform behind it to collect the Specter Coin there.

#2 - Once you captured the 3 monkeys in the room with the gong a little after Mailbox #1, jump into the alcove that opens up and collect the Specter Coin there.

#3 - From Kong's location, capture Kong and head down the middle platform to the inside of the tower. Look over to the left and drop down to the lower platform there. Go near the edge and double-jump forward, spinning the Sky Flyer at the top of your jump to float over to the small platform below. From the top there, face towards the next platform ahead and double-jump towards it, spinning the Sky Flyer at the peak of your jump to float to it. Look a bit to the left ahead to spot the last platform. Double-jump towards it again and spin the Sky Flyer at the peak of your jump to reach it. Simply jump in the air there to collect the Specter Coin.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - From the start, follow the path forward all the way to the edge to the right and jump onto the moving platform there. Change sides as the spikes get

out, they'll sprout out of the left side, then the right, then the left, etc... Jump on the platform on the other side and follow it all the way to a slope. Go up the slope past the 3 moving blocks and continue all the way to the edge to the right. Jump on the rolling block there and follow it to the next platform. Jump on it and cross the door to the next area. Check to the right for the Mailbox. It explains that monkeys with white pants are very alert.

#2 - From Mailbox #1, head forward up the slope and capture the 3 monkeys in the room you arrive to, jump on the small platforms to the far right to reach the upper platform afterwards and continue through the door to the next area. Check to the right for the Mailbox. It explains about the use of Guided Bullets for the Slingshot.

#3 - From Mailbox #2, jump on the moving platform ahead and look over to the left to spot a switch on a far platform, use your Slingshot to trigger it and open the way ahead. Jump on the next platform and follow it around while avoiding the rolling wheels. Once past the slope, check to the right for the Mailbox. It explains to operate the wheel objects.

#4 - From Mailbox #3, head over to the left to a raised drawbridge and spin your Stun Club at the wheel object to the left of it. Quickly cross the drawbridge before it goes up again and follow the path to a ledge. Jump across the rolling logs all the way to the next platform ahead and go through the door to the next area. Head over to the left to a wheel object and spin your Stun Club at it. Quickly switch to the Dash Hoop and spin it around. Dash across the bridge to the right and spin your Stun Club near the wheel object to the right there. Run across the bridge to the right and double-jump over the growing chasm in the middle to get to the other side. Follow the spiraling pathway to a Mailbox. It explains about the monkeys with black pants.

\*\*\*\*\*EVENTS\*\*\*\*\*

Empty The Room!- From Mailbox #1, go up the slope to a room with 3 monkeys, you need to capture all three before you can head to the next area. (The way will open then).

Open The Way!- From Mailbox #2, jump on the moving platform ahead and look over to the left to spot a switch on a far platform, use your Slingshot to trigger it and open the way ahead. Jump on the next platform and follow it around while avoiding the rolling wheels. Once at the end, spin the Stun Club at the wheel object to the left to lower the drawbridge. Quickly run across it before it closes again.

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CRUMBLING CASTLE  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Nanners (Black Pants)- From the start, go straight ahead past a few slopes going downwards and a monkey will most likely see you at the bottom. Quickly chase him and hit him with your Stun Club before he tries to shoot you down, capture him with the Time Net while he's stunned.

Robart (Green Pants)- From Mailbox #1, go forward while crawling and watch out for the monkey ahead, stop moving when he looks your way and only crawl when he's looking elsewhere. Capture him once you get close, if he sees you, simply

rush at him and stab him with your Stun Club to make a more easy capture.

Igor (Light-Blue Pants)- From the start, head along the path forward until you can go to the right. Do so and cross the bridge at the river. Jump on the ground to the right on the other side of the river and follow the castle's wall to the left around the corner. Crawl up the slope to the right and a bit to the left. You'll come upon a monkey, capture him with your Time Net before he spots you.

Donqui (Yellow Pants)- From the start, head along the path forward until you can go to the right. Do so and cross the bridge at the river. Go through the door on the other side to the next area and head through the next door to the left there to another area. Crawl forward and sneak up upon the monkey there, capturing him before he tries to run away.

Joey (Light-Blue Pants)- From Donqui's location, Head over to the left to a huge pillar, go to the left of there to a wall and follow it to the right to a wheel object. Spin your Stun Club at the wheel to make a nearby pillar go up. Prepare your Sky Flyer and head along the wall to the left. Double-jump on the higher platform there and double-jump on the platform to the right all the way to the edge. Spin the Sky Flyer and float over to the lowering pillar. Quickly double-jump to the higher platform and follow it to the top to a door. Look over to the right and spin the Sky Flyer to float over to the middle tower. Chase the monkey there and capture him.

Fej (Yellow Pants)- From Joey's location, spin the Sky flyer and float all the way down to the platform to the left. Chase the monkey there and capture him before he shoots you down.

Neeners (Light-Blue Pants)- From Donqui's location, Head over to the left to a huge pillar, go to the left of there to a wall and follow it to the right to a wheel object. Spin your Stun Club at the wheel to make a nearby pillar go up. Prepare your Sky Flyer and head along the wall to the left. Double-jump on the higher platform there and double-jump on the platform to the right all the way to the edge. Spin the Sky Flyer and float over to the lowering pillar. Quickly double-jump to the higher platform and follow it to the top to a door. Go through the door to the next area and jump down the small cliff ahead. Chase the monkey there to capture him.

Gustav (Black Pants)- From the start, head forward until you can go to the right, do so and cross the bridge across the river there. Go through the door to the next area and head forward through another doorway all the way to a throne. The monkey there will see you, chase him and hit him with your Stun Club before he tries to shoot you down. Quickly capture him with your Time Net while he's stunned.

Sir Cutty (Yellow Pants)- From Gustav's location, head up the stairs to the right and look over to the left up there to spot a chandelier. Spin the Sky Flyer and float over to the chandelier, quickly chase around and capture the monkey on it.

Wilhelm (Yellow Pants)- From Sir Cutty's location, jump on the next chandelier ahead and double-jump to the platform ahead as well. Follow the corridor there all the way to a room and jump on the higher platform there. Crawl behind the monkey looking out the window and capture him before he tries to shoot you down.

Emmanuel (Yellow Pants)- From Gustav's location, go up the stairs to the right and go through the corridor ahead of you. Jump on the higher platform to the right ahead and jump on the next one to the left. Chase the monkey there and capture him before he tries to shoot you down.

Ringo (Yellow Pants)- From Emmanuel's location, head through the corridor to the right all the way to the ledge and jump on the platform ahead. Jump on the platform to the left as you pass by and go through the door there to the next area. Slide down the slide to the left and double-jump before falling down the slope. Spin the Sky Flyer to float into the alcove ahead and chase the monkey there to capture him before he shoots you down.

Densil (Yellow Pants)- From Ringo's location, go near the ledge and to the left end of it. Spin the Sky Flyer and glide over the lower ledge to the left from there. Enter the alcove and chase the monkey around. Capture him before he shoots you down.

Figero (Yellow Pants)- From the location of Specter Coin #3, jump over towards the alcove straight ahead and spin the Sky Flyer to reach it. Simply capture the bouncing monkey there.

Castalist (Yellow Pants)- From Figero's location, fall down to the floor from the ledge and head to the right towards a door guarded by a large knight with a sword. Switch to your Slingshot and aim at its head. Let him walk towards you and wait for him to lift his sword as if he was going to hit you (and he is going to). Shoot your bullet at his head as soon as he goes to slam his sword on you, it's the only half-second opening you have to hit him. Go through the door that opens afterwards and head straight ahead all the way to a lake. Jump inside and swim underwater to spot a monkey ahead. Simply swim up to him and capture him with the Water Net.

Calligan (Yellow Pants)- From Castalist's location, look at the wall to the right underwater and swim through the opening there. Quickly follow it at full speed until the end and surface there before you miss out on air. Jump to the surface and quickly capture the monkey there before he tries to shoot you down.

Deveneon (Yellow Pants)- From Castalist's location, head along the path to the left (not underwater) and dive once you see a monkey at the end. Swim underwater towards him and capture him before he spots you.

Kilserack (Red Pants)- From Deveneon's location, follow the path all the way to a ledge and double-jump to the moving platform there (Be wary of the spikes above, and you might need the Sky Flyer too). Repeat the process for the next platform and quickly double-jump to the last platform. Head through the door ahead to the next area and follow the path to the right up a set of stairs. Crawl to the left behind a monkey and capture him before he unleashes an arsenal on you!

Astur (Yellow Pants)- From Kilserack's location, go over the end of the platform and jump across the rolling gears to the left, all the way to another platform. Crawl to the left and capture the monkey there before he sees you.

Charles (Light-Blue Pants)- From Neeners' location, go along the left wall to a small tower on the castle with a glowing box. Use the Magic Punch to blow it open and capture the monkey that was inside with your Time Net.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From Igor's location, head to the left to the castle's wall and go over to the right down the slope. Go near the edge to the left and double-jump ahead to the next platform, spin the Sky Flyer at the peak of your jump to glide over to the platform. Jump in the air there to grab the Specter Coin.

#2 - From Wilhelm's location, just jump in the air to the left to collect the Specter Coin.

#3 - From Ringo's location, jump down on the slope near the ledge and double-jump just before falling down the end of it to reach a red bouncing pad, you'll collect the Specter Coin there.

#4 - From Astur's location, simply go to the right and hit the switch there with your Stun Club go across the new gears to the middle pillar to the left of there and jump in the air to collect the Specter Coin there.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - From Nanners' location, head over to the left and follow the path until you use a Mailbox to the left side. It tells you to outsmart the monkeys instead of rushing at them.

\*\*\*\*\*EVENTS\*\*\*\*\*

Monkey Door - From the start, go forward until you can go to the right. Do so and cross the bridge on the river ahead. Go through the door afterwards and head forward to another door inside. You need to capture 5 Monkeys before this door opens.

Tumbling Barrels - From Donqui's location, Head over to the left to a huge pillar, go to the left of there to a wall and follow it to the right to a wheel object. Spin your Stun Club at the wheel to make a nearby pillar go up. Prepare your Sky Flyer and head along the wall to the left. Double-jump on the higher platform there and double-jump on the platform to the right all the way to the edge. Spin the Sky Flyer and float over to the lowering pillar. Quickly double-jump to the higher platform and follow it to the top to a door.

Hidden Stairway - From Donqui's location, head over to the left to a huge pillar, go to the left of there to a wall and follow it to the right to a wheel object. Spin your Stun Club at the wheel to make a nearby pillar go up. Prepare your Sky Flyer and head along the wall to the left. Double-jump on the higher platform there and double-jump on the platform to the right all the way to the edge. Spin the Sky Flyer and float over to the lowering pillar. Quickly double-jump to the higher platform and follow it to the top to a door. Head through the door and look over to the right for a switch. Hit it with your Stun Club to form a small stairway on the side of the castle to access the roof from under.

The Iron Knight - From Figero's location, fall down to the floor from the ledge and head to the right towards a door guarded by a large knight with a sword. Switch to your Slingshot and aim at its head. Let him walk towards you and wait for him to lift his sword as if he was going to hit you (and he is going to). Shoot your bullet at his head as soon as he goes to slam his sword on you, it's the only half-second opening you have to hit him.

The Tower Door- From Astur's location, simply go to the right and hit the switch there with your Stun Club to open the door on the tower at the top of the castle, it doesn't get simpler than that! Well, getting there is the problem actually.

Specter - Be sure to accomplish The Tower Door event to be able to get there, then make your way to the top of the castle where Neeners was and go through the now-open tower door ahead of you. Watch the cutscene and you'll have to



fight a boss (sorta). Just run around the small battlefield when the boss got energy around him (indicated by blue sparks on him). Wait until you hear a charging noise, continue running and jump over the shockwave he'll make when he hits the ground with his axe. He'll now be much slower to move, take out your Slingshot and nail him anywhere to damage him, repeat the process until he falls over, you'll exit the stage then.

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CITY PARK

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\*\*\*\*\*MONKEYS\*\*\*\*\*

Kaine (Light-Blue Pants)- From the start, go forward up the stairs and to the left to a structure. Switch to the RC Car and drive it in the small spaces around the structure. Use it to scare the monkey out of the structure, once he's out, simply chase him and capture him with the Time Net.

Alcatraz (White Pants)- From Kaine's location, head forward to a wall and head over to the right all the way to a park bench to the left. The monkey on it will see you coming, hit him once with your Stun Club and capture him while he's stunned.

Jaxx (White Pants)- From Kaine's location, go forward to some tree stumps, jump upwards across the 3 stumps to a room high up and go into it. Chase the monkey inside around and hit him once with your Stun Club before capturing him with your Time Net.

Tino (Light-Blue Pants)- From the start, go forward all the way past a structure to the left and go up the stairs to the left afterwards. You'll reach an hatch at the end, go down the hatch and follow the path ahead all the way to a barred doorway. Switch to the RC Car and send it under the small structure to the right and leave it on the floor switch in there to leave the door open. Go through the doorway and follow the path ahead around the corner to the right to a couple of barred areas. Use the RC Car to go inside the small entrances at the bottom and chase the monkey out, capture him as soon as he gets out of either passages.

Q. Bee (Yellow Pants)- From Tino's location, jump upwards across the platforms to the right and crawl to the right ocne at the top. Sneak up on the monkey there and capture him before he tries to capture you.

McManic (Red Pants)- From Q. Bee's location, turn to the right to a slope and switch to the RC Car, send it up a bit and through the small passage to the right, head back down and leave the RC Car on the switch there. Quickly jump across the platforms ahead to the top of the slope. Head to the right and stand on the brownish metal at the end. Send the RC Car through one of the nearby openings and send it across the small pathway to a switch at the end. Pressign the switch will make you slide down to the lcoation of the monkey above the start of this area. Chase him around and hit him once with your Stun Club before capturing him with your Time Net.

Dywan (Yellow Pants)- From the location of Specter Coin #2, jump down to the lower platform to the right and go down the slope to the left. Just before falling down, double-jump forward to reach a small ledge and capture the monkey there before he tries to shoot you down.

CK Hutch (Light-Blue Pants)- From the location of Specter Coin #2, drop down on

a rolling barrel to the left and jump from barrel to barrel towards the wall ahead of you, jump into the tunnel there and jump down in the water on the other side. Go near the wall to the left and dive underwater, start holding the R1 button to go faster and don't let it go until you've reached air. Dive below until you come across an underwater passage, follow it quickly through a turn to the left and gradually go back along the path upwards for air. You should reach the surface just in time. Jump on the ground to the left and sneak on the monkey there to capture him before he tries to shoot you down.

Winky (Yellow Pants)- From the location of Specter Coin #2, jump on a rolling barrel to the right and jump from barrel to barrel towards the wall ahead of you, jump into the tunnel there and quickly capture the monkey before he tries to run away, otherwise chase him until you capture him, he'll run up the highest platform in the next room.

B Luv (Yellow Pants)- From Winky's location, jump into the water ahead and jump onto the platform ahead of you. Double-jump towards the next platform ahead of you and spin the Sky Flyer at the peak of your jump to reach it. Double-jump towards the next platform to the left and spin the Sky Flyer to reach it again. Quickly chase and capture the monkey there before he tries to shoot you down.

Camper (White Pants)- From CK Hutch's location, jump in the water behind you and swim underwater to the right, head to the left as soon as you can and you'll see a monkey there, quickly capture him before he tries to get away!

Huener (Black Pants)- From B Luv's location, jump down in the water to the left and enter the tunnel straight ahead. Go forward through it while avoiding the spinning blades and jump in the water to on the other side. Go in the middle of the wall to the left and double-jump. Spin the Sky Flyer at the peak of your jump to reach the small alcove there and jump towards the water. Execute the double-jump so you come back towards the alcove and spin the Sky Flyer at the peak of your jump to get to the highest platform. Quickly hit the monkey there with your Stun Club and capture him while he's stunned.

Gehry (Black Pants)- From the location of Specter Coin #3, head over to the right and drop down on the pipe a little below. Quickly hit the monkey there with your Stun Club and capture him while he's stunned.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From Q. Bee's location, turn to the right to a slope and switch to the RC Car, send it up a bit and through the small passage to the right, head back down and leave the RC Car on the switch there. Quickly jump across the platforms ahead to the top of the slope. Head to the right and stand on the brownish metal at the end. Send the RC Car through one of the nearby openings and send it across the small pathway to the left to collect the Specter Coin there.

#2 - From Q. Bee's location, jump into the water to the left and head into the tunnel to the right to the next area. Jump upwards across the rolling barrels while going a bit to the right (Where the 2nd barrel is rolling). Once near the top of the slope, spin the Sky Flyer and land on the higher platform a bit to the right. Jump into the air to collect the Specter Coin there.

#3 - From Huener's location, jump into the water behind you and swim underwater forward through the tunnel to the next area. Jump on the ground to the right there and head to the edge of it to the left. Jump in the air to collect the Specter Coin there.

\*\*\*\*\*EVENTS\*\*\*\*\*

Monkey Hatch - From the start, go forward all the way past a structure to the left and go up the stairs to the left afterwards. You'll reach an hatch at the end, you must capture at least 3 monkeys to open it.

Open The Way - From the start, go forward all the way past a structure to the left and go up the stairs to the left afterwards. You'll reach an hatch at the end, go down the hatch and follow the path ahead all the way to a barred doorway. Switch to the RC Car and send it under the small structure to the right and leave it on the floor switch in there to leave the door open. Go through and jump across the platforms to the right to the top of the area. Turn around the corner to the right to a slope and switch to the RC Car, send it up a bit and through the small passage to the right, head back down and leave the RC Car on the switch there. Quickly jump across the platforms ahead to the top of the slope. Head to the right and stand on the brownish metal at the end. Send the RC Car through one of the nearby openings and across the small pathway to the left to a switch. You'll open the way under you.

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SPECTER'S FACTORY  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Big Show (White Pants)- From Mailbox #1, hop into the Tank behind you and turn to the right. Use the cannon to blast the wall of boxes ahead and head forward to a monkey. He'll hop into a saucer, get out of the tank and switch to your Slingshot. Hit the saucer with 3 Normal Bullets to make it crash and quickly capture the monkey while he's stunned.

Dreos (White Pants)- From Mailbox #1, hop into the Tank behind you and turn to the right. Use the cannon to blast the wall of boxes ahead and head forward. In the next area, blast the wall of boxes to the left and continue forward. Go up the slope to the right and head to the left at the top. A monkey will see you there and hop into a large robot. Blast it using the Tank's cannon, fire as long as the robot is still working, the shots should miss you everytime if you're fast enough. Once the robot is destroyed, hop out of the tank and chase the monkey around to capture him.

Urkel (Green Pants)- From the location of Specter Coin #1, quickly jump on the next platform ahead and crawl over to the left up the slope. Send the RC Car to trip the monkey at the top of the slope and quickly run over to him and capture him with the Time Net while he's stunned.

Reznor (Light-Blue Pants)- From Dreos' location, head forward past the crashed robot to the next area through the door and head up the stairs there. Go to the left to reach a doorway, go through it and get on the metal plate over the lava ahead. Go from left to right to avoid the rolling spikes until you get to the other side of the lava. Fall down the small cliff ahead and spin your Stun Club at the wheels behind you from left to right, make sure you don't waste any time. Switch to the Sky Flyer once you're done with the last wheel and head over the leftmost platform, spin the Sky Flyer to get atop of it, repeat the process to get on the one to the right and the last one to the right. Then spin it one last time to get atop the platform above. Cross the conveyor belt ahead while avoiding the two swinging hammers and go through the door ahead to the next area. Crawl forward to a monkey and capture him before he tries to run

away.

Khamo (Yellow Pants)- From Reznor's location, hit the lever to the left with your Stun Club and go down the platform to the right. Head forward up a slope to a wheel object and spin your Stun Club at it. Quickly go back to the moving platform and hop on it to go back up. Go across the bridge to the left before it comes back up again and head through the door there to the next area. Continue forward to a bunch of cardboard boxes and a huge robot will dash at you. Avoid his dashes and hit the jetpacks on his back when he's not moving. Repeat the process until the robot is destroyed and quickly capture the stunned monkey afterwards.

Radd (Yellow Pants)- From Khamo's location, go forward along the path all the way through the door to the next area and jump across the spinning gears above the lava while avoiding the spikes in the wall to the left. Once you make it to the ground ahead, go to the right and spin your Stun Club at the wheel object to the right. Quickly hop into the tube that will have lowered down and let it go back to it's position upwards. Turn around and jump on the platform ahead of you. Quickly chase and capture the monkey there before he tries to shoot you down.

Shimbo (Blue Pants)- From Khamo's location, jump down the platform ahead and turn around. Head over to the edge ahead of you and jump down to the right to a wall. Follow it to the left until you see a barred area to the right. Send the RC Car in one of the small holes to scare the monkey out and capture the monkey as soon as he exits the barred area.

String (Yellow Pants)- From Radd's location, jump down the edge straight ahead and turn around. Go spin your Stun Club at the nearby wheel object and jump into the tube that will have come down. Run forward all the way to another tube, which you should jump in and continue forward to the next area. Hop on the conveyor belt to the right and head against the way it slides, jumping over cardboard boxes. Jump on the higher conveyor belt ahead and follow it against the way it slides again. Repeat the process until you get near the top, and spot a light with a number with a monkey on it. Spin the Sky Flyer to get atop the light and quickly capture the monkey with your Time Net.

Hurt (Yellow Pants)- From String's location, jump on the conveyor belt a little lower and head to the right end of it, jumping over cardboard boxes as you go. Double-jump on the higher platform to the left as soon as you can reach it and a robot will blast through one of the wall of boxes there. Let him rush at you, avoid him and hit the jetpacks on his back with your Stun Club. Repeat the process until the robot explodes and capture the stunned monkey afterwards.

Vanilla S (Light-Blue Pants)- From Radd's location, jump off the platform straight ahead and use the Magic Punch on the glowing wall to the left three times to open it.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From Dreos' location, head forward through the door to the next area and go up the stairs there. Go on the other side of the middle pillar and head through the door there to the next area. Go to the right and stop by the glass wall. Send the RC Car inside the glass structure by the small opening and guide it's progress by jumping on the glass structure. Send the RC Car all the way to a switch along the passageway and leave the car on the switch while you quickly jump across the platforms that appeared to the right. Go down the pole on the other side and make the RC Car go under you and past your current location. Send it forward across the moving platforms without falling in the hole below

and leave it on the switch on the other side while you jump upwards the platforms that appeared to the right. Jump down on the other side and make the RC Car head into the next small passage ahead of you. Face the edge to the left and send the RC Car on the switch ahead of you, quickly run across the platform that appeared and make the car go all the way to the next switch while you cross. Jump on the next platform that appears when you step on the next switch and collect the Specter Coin there.

#2 - From Radd's location, turn around and jump into the tube there, go all the way forward and fall down on the top of another tube there, just collect the Specter Coin there.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - From the start, go forward to a small platform to the right and hop on it to find the Mailbox. It explains how to pilot the nearby tank.

\*\*\*\*\*EVENTS\*\*\*\*\*

The Tank - From the start, go forward to a small green tank, hop inside and use the control sticks to turn right or left, or both to go forward and backward. Press the control sticks in to trigger the weapons, use the cannon to blast the walls of flashing boxes around the stage.

Monkey Door - From Dreos' location, head forward past the crashed robot to the next area through the door and head up the stairs there. Go to the left to reach a doorway, you need to capture 3 monkeys to open it.

The 3 Wheels - From Dreos' location, head forward past the crashed robot to the next area through the door and head up the stairs there. Go to the left to reach a doorway, go through it and get on the metal plate over the lava ahead. Go from left to right to avoid the rolling spikes until you get to the other side of the lava. Fall down the small cliff ahead and spin your Stun Club at the wheels behind you from left to right, make sure you don't waste any time. Switch to the Sky Flyer once you're done with the last wheel and head over the leftmost platform, spin the Sky Flyer to get atop of it, repeat the process to get on the one to the right and the last one to the right. Then spin it one last time to get atop the platform above.

The Drawbridge - From Reznor's location, hit the lever to the left with your Stun Club and go down the platform to the right. Head forward up a slope to a wheel object and spin your Stun Club at it. Quickly go back to the moving platform and hop on it to go back up. Go across the bridge to the left before it comes back up again.

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TV TOWER  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Tortuss (Yellow Pants)- From the start, go forward through the door up the stairs to the next area and go over to the left. The monkey sitting on the stool on the other side of the counter will see you. Quickly chase him around and hit him once with your Stun Club to stun him before he shoots you down. Capture him while he's stunned.

Manic (Green Pants)- From the start, go forward through the door up the stairs to the next area and continue forward to the next door ahead. Continue forward until you reach a wall and spin the Sky Flyer while facing the wall to the left. Float into the passage upwards and follow it to a switch. The monkey there will see you, quickly jump over the guided missiles he sends your way and smack him with your Stun Club. Quickly capture him while he's down.

Mach 3 (Yellow Pants)- From Tortuss' location, jump into the pit to the right where there was water before and follow the path down to the left through a doorway to the next area. Follow the path there all the way to a patch of water and embark on the raft there. Head to the left and jump on the platform there. Crawl behind the monkey to the left and capture him before he jumps in the water.

Charlee (Yellow Pants)- From the location of Specter Coin #1, jump into the water to the left and swim forward through the tunnel there to a room. Jump on the ground and aim your Slingshot upwards. Fire a Normal Bullet at the monkey there to make him fall and capture him while he's stunned on the ground.

Eighty 7 (Yellow Pants)- From the start, go forward through the door at the top of the stairs to the next area and follow the path forward through the door ahead. Follow the corridor all the way out another door and take the elevator to the left to the next area. Fall down the cliff ahead of you and crawl to the right to a monkey. Capture him before he tries to shoot you down.

Ruptdis (Yellow Pants)- From the start, go forward through the door at the top of the stairs to the next area and follow the path forward through the door ahead. Follow the corridor all the way out another door and take the elevator to the left to the next area. Hop into the tank ahead of you and fall down the left side of the platform. Head over to the right and blast the box you see ahead of you with the cannon, a monkey will emerge from the destroyed box, hop out of the tank and capture him quickly.

Danio (White Pants)- From the start, go forward through the door at the top of the stairs to the next area and follow the path forward through the door ahead. Follow the corridor all the way out another door and take the elevator to the left to the next area. Hop into the tank ahead of you and follow the path ahead of you all the way to another platform. Use the cannon to blast the boxes there and continue on the next path to the left to the next platform. Blast the wall of boxes there and quickly fire at the robot on the other side until it blows up. Once it does, jump out of the tank and chase the monkey that was inside around. Capture him before he tries to shoot you down.

Roosta (Yellow Pants)- From Danio's location, use the tank's cannon to blast open the door ahead and go through it without the tank to the next area. Head to the left across the pipe to another platform and use your Stun Club to break open the glass wall before a switch. Hit the switch with your Stun Club and head back to the start of this area. Jump on the platforms to the right to the higher platform and head to the right to a platform that will go down as you step on it. Step on the switch to the right to make it come back up, don't let it go down to the fans, because you'll get blown off the platform if you do. Check along the pipes ahead of you for a monkey and capture him when he's at your level, pressing the switch to bring yourself back up if needed.

Tellis (Yellow Pants)- From Roosta's location, just look for another monkey on the pipes and capture him the same way.

Frostee (Light-Blue Pants)- From Sunny's location, look over to the left for a glass wall with a red target on it. Quickly use your Slingshot to blast it and

double-jump into the opening after it. Chase the monkey there and capture him.

Whack (Yellow Pants)- From Roosta's location, continue to head down on the platform once the fans have been stopped until you spot the last monkey on the pipes, capture him the same way you did the others.

Fredo (Light-Blue Pants)- From the start, look over on the left side of the entrance to the TV Tower building along the wall for a glowing box. Use the Magic Punch to open it up and capture the monkey that was inside with your Time Net.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From Mach 3's location, turn around and spin the Sky Flyer to reach the big pipe above, turn around again and go across the small green pipe to collect the Specter Coin on it.

#2 - From Ruptdis' location, use the Tank to blast the box to the right of there to reveal a Specter Coin, simply run over there to grab it.

\*\*\*\*\*EVENTS\*\*\*\*\*

Monkey Elevator - From the start, go forward through the door up the stairs to the next area and go near the wall to the far-right from there. Spin the Sky Flyer to get on the higher platform and look over to the right. You need to capture 3 monkeys to open the door to this elevator.

Drain The Water - From Manic's location, hit the switch on the wall ahead to drain the water of the small lake near the starting area.

Monkey Elevator 2 - From the area with the green tank, use the tank to follow the path and blast the mushroom enemies all the way to another platform, go to the far-right corner to find a doorway, you need to capture 3 more monkeys to open the door to the next area.

The Control Room - In the room with the fan, capture 2 monkeys hanging from the pipes to open the control room to the left. Use your Stun Club inside to destroy the consoles to the right and stop the fans from spinning.

Specter - Go through the Monkey Elevator 2 to reach the room where he is. Hop on the moving platform ahead of you and go forward for a cutscene. After the cutscene, there comes another "boss". Prepare your Stun Club, Slingshot and Dash Hoop amongst your gadgets, keep the Stun Club ready from now and circle around the battlefield along with the ship to avoid the missiles. Once the ship lands, he'll blow wind at you trying to throw you off the tower and send UFOs at you. Spin your Stun Club to keep them away (The wind won't blow you away either). Once the UFOs are down (8 or 4 of them), switch to the Dash Hoop and spin it around, dash towards the green button that appeared in the middle of the ship, once you collide with it while dashing, you'll deal damage. Repeat the process a 2nd time, but he'll launch fire instead of a 2nd wave of UFOs this time, just dodge it by going to either side. Use the Dash Hoop to damage him again. Once 2 hits have been landed, he'll suddenly burst in the air when he's launching missiles at you, ready your Slingshot and fire a Flash Bullet at the green button while it's in the air. He'll then rush at you, avoid the large bomb he leaves behind and jump over the shockwave the bomb's explosion will send. After 4 Flash Bullets, the ship will land and explode. Listen to the cutscene afterwards.

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MONKEY MADNESS  
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\*\*\*\*\*MONKEYS\*\*\*\*\*

Cloy (Red Pants)- From the location of Specter Coin #1, head forward between two houses, stand near the one on the right and spin the Sky Flyer to get on the roof. Quickly hit the monkey there with your Stun Club before he shoots you down and capture him while he's stunned.

Nak (Black Pants)- From the location of Specter Coin #1, head forward to a house in front of you and aim the Slingshot at the window above and to the right. Shoot the monkey there so he falls down and smack him with your Stun Club. Capture him while he's stunned.

Shaw (Black Pants)- From the location of Specter Coin #1, head forward to a house in front of you and aim the Slingshot at the window above in the middle. Shoot the monkey there so he falls down and smack him with your Stun Club. Capture him while he's stunned.

Flea (Red Pants)- From the location of Specter Coin #1, head forward to a house in front of you and aim the Slingshot at the window above and to the left. Shoot the monkey there so he falls down and smack him with your Stun Club. Capture him while he's stunned.

Goopo (Yellow Pants)- From the start, head forward to the main area of the park and go up the stairs to the left of the fountain. Go through the door to the left at the top. Head forward down the stairs and double-jump to the right. Spin the Sky Flyer at the top of your jump to reach the next platform and hop on the moving platform to the right. Jump on the next platform on the other side and follow the tunnel to the left all the way to a room. Capture the monkey there before he tries to shoot you down.

Porto (Yellow Pants)- From Mailbox #1, head up the nearby stairs and jump on the Roller Coaster. Zip through the roller coaster mini-game all the way to the end and you'll be dropped in a different area. Follow the corridor forward through a door to a room. Watch the cutscene there. Go through the door to the left and go forward, avoid the sword in the corridor by following the right wall and continue along the path all the way through the door at the end. Follow the path forward until you see a cell to the right with a monkey inside. Get near the door of the cell to scare the monkey inside and press against the door until the monkey steps on the right switch in the cell. You'll go right through the door. Hit the monkey once with your Stun Club to knock him down and capture him.

Slam (White Pants)- From Porto's location, go out of the cell by pressing the switch to the right. Return to the beginning of the corridor and go through the door on the left. Jump across the three skull platforms and go through the door at the end to the room where the cage is. Jump down in the hole below and knock down the monkeys coming out of the coffins there with your Stun Club. Capture them one by one.

Junk (White Pants)- From Porto's location, go out of the cell by pressing the switch to the right. Return to the beginning of the corridor and go through the door on the left. Jump across the three skull platforms and go through the door at the end to the room where the cage is. Jump down in the hole below and knock down the monkeys coming out of the coffins there with your Stun Club. Capture



them one by one.

Crib (White Pants)- From Porto's location, go out of the cell by pressing the switch to the right. Return to the beginning of the corridor and go through the door on the left. Jump across the three skull platforms and go through the door at the end to the room where the cage is. Jump down in the hole below and knock down the monkeys coming out of the coffins there with your Stun Club. Capture them one by one.

Schafette (Black Pants)- From the location of Specter Coin #5, double-jump to the left and spin the Sky Flyer at the peak of your jump to reach a platform ahead (barely). Quickly run after the monkey to the right and hit him with your Stun Club to knock him down. Capture him while he's stunned.

Donovan (White Pants)- From the location of Specter Coin #6, use your Slingshot to shoot down the UFO to the right and quickly hit the monkey remaining from the explosion with your Stun Club. Capture him while he's stunned.

Laura (White Pants)- From the location of Specter Coin #6, use your Slingshot to shoot down the UFO to the left and quickly hit the monkey remaining from the explosion with your Stun Club. Capture him while he's stunned.

Kong (Yellow Pants)- From the location of Specter Coin #6, follow the edge to the right until you come across a doorway on the side of the castle. Head through to the next area and follow the path down there all the way to a wall. Jump on the small platform ahead of you and spin the Sky Flyer to float to the next small platform above you, Jump on the platform to the right and look out the small entrance to the right. Use the Slingshot to shoot the switch to the right of the middle pillar and jump down to the right where the small platforms were. Head over to the left and fall down the hole you opened with the switch earlier. Capture the monkey there with your Time Net.

Gordo (Yellow Pants)- From the location of Specter Coin #6, go straight ahead through the main door of the castle to the next area. Go through the door on the right of there and follow the path until you see a small passageway to the right. Send the RC Car through and hop on the moving platform ahead. Make sure the RC Car follows you on the platform on its side of the barrier. Hop on the next platform ahead and make the RC Car step on the switch on the other side of the barrier. Go through the now-open doorway and follow the path to a pool table. Chase and capture the monkey on it.

Raeski (Yellow Pants)- From the location of Specter Coin #6, go straight ahead through the main door of the castle to the next area. Go through the door on the right of there and follow the path across a small chasm via a moving platform. Go to the left on the other side and crawl behind the monkey at the end of the corridor there. Capture him before he tries to shoot you down.

Poo-Pie (Yellow Pants)- From the inside of the castle, go up the first two stairways ahead and go through the door to the left above. Head near the barrier to the right and hit the switch on the right to open a doorway. Return to the entrance of the castle and head through the door on the right. Follow the path across a small chasm via a moving platform and head to the left afterwards. Go through the doorway at the end and step on the green plate to the right of this room. You'll be sent up, jump on the platform to the left and capture the monkey there before he shoots you down.

Carlito (Yellow Pants)- From Poo-Pie's location, jump down the platform you're on forward to a small room with two switches and step on the first switch in the room. Send the RC Car on the other switch and spin the Dash Hoop. Dash through the open doorway and continue forward through the open mouth of the

monkey head to the next area. Go forward up a slope and head to the right. Fall down to the right when you can and turn around. Go to the end of the lower passage and spin your Stun Club at the wheel object there. Quickly switch to your Dash Hoop and spin it as well. Dash through the two arches nearby and bounce off the rubber band afterwards. Jump on the bouncing platform you arrive to and land on the higher platform behind you. Go up the nearby slope and jump across the stretched eyeballs of the monkey statue to the next platform ahead. Use the Slingshot to blast the monkey's headlight behind you and spin the Sky Flyer to reach the platform where it was. Enter the passageway to the left there and crawl forward behind a monkey. Capture him before he tries to shoot you down.

Bungee (Yellow Pants)- From Poo-Pie's location, jump down the platform you're on forward to a small room with two switches and step on the first switch in the room. Send the RC Car on the other switch and spin the Dash Hoop. Dash through the open doorway and continue forward through the open mouth of the monkey head to the next area. Go forward up a slope and head to the right. Fall down to the right when you can and turn around. Go to the end of the lower passage and spin your Stun Club at the wheel object there. Quickly switch to your Dash Hoop and spin it as well. Dash through the two arches nearby and bounce off the rubber band afterwards. Jump on the bouncing platform you arrive to and land on the higher platform behind you. Go up the nearby slope and jump across the stretched eyeballs of the monkey statue to the next platform ahead. Continue to follow the path to another room and crawl to the left behind a monkey. Capture him before he tries to shoot you down.

Carro (Yellow Pants)- From Bungee's location, send the RC Car in one of the small passageways around the caged area nearby and scare the monkey out while navigating around the holes inside. Quickly capture the monkey before he hides back in the caged area!

Teacup (Yellow Pants)- From Poo-Pie's location, jump down the platform you're on forward to a small room with two switches and step on the first switch in the room. Send the RC Car on the other switch and spin the Dash Hoop. Dash through the open doorway and head up the stairs to the right all the way through a corridor to the next area. Follow the path here all the way to a small chasm with a field of electricity, fall on the floor below and pass under the field of electricity. Spin the Sky Flyer to float on the higher platform on the other side and follow it all the way across a small catwalk. Jump across the bouncing platform following and run across the next moving platform. Look over to the left for a monkey on a platform. Double-jump to the platform itself (Use the Sky Flyer to reach it) and capture the monkey before he shoots you down.

Shine (Yellow Pants)- From Teacup's location, double-jump towards the platform behind you and spin the Sky Flyer at the peak of your jump to reach it. Cross the conveyor belt to the left without falling off and take the moving platform ahead to the next platform. Follow the path to the right all the way to a small chasm. Fall down in it to avoid the electric field and spin the Sky Flyer to float on the next higher platform. Follow the path all the way behind a monkey. Capture him before he shoots you down.

Bronson (Yellow Pants)- From Shine's location, follow the path to the right all the way through a door to the next area. Follow this path to the edge and double-jump on the rolling cylinder ahead. Double-jump forward again and spin the Sky Flyer to reach the next rolling cylinder. Double-jump on the next platform and follow it all the way to another platform. Send the RC Car inside this platform and leave it on the middle switch. Wait for the platform to reach maximum height and double-jump over to the right. Spin the Sky Flyer at the peak of your jump to reach the platform and quickly capture the monkey there

before he tries to shoot you down.

Wrench (Yellow Pants)- From Shine's location, follow the path to the right all the way through a door to the next area. Follow this path to the edge and double-jump on the rolling cylinder ahead. Double-jump forward again and spin the Sky Flyer to reach the next rolling cylinder. Double-jump on the next platform and follow it up to the edge. Spin the Sky Flyer to reach the higher platform and walk to the edge up ahead. Double-jump forward to the next platform and spin the Sky Flyer at the peak of your jump to reach it. Double-jump to the next platform ahead again and spin the Sky Flyer at the peak of your jump to reach it. Quickly capture the monkey there before he shoots you down.

Uribe (Yellow Pants)- From the location of Specter Coin #6, head forward through the main door of the castle to the next area and go to the left to a glowing box. Use the Magic Punch to open the box and capture the monkey that inside before he tries to shoot you down.

\*\*\*\*\*SPECTER COINS\*\*\*\*\*

#1 - From the start, head forward to the main area of the park, go over through the passageway to the left to the Western setting and turn around to face the archway. Spin the Sky Flyer to land on the horns above and spin it again to collect the Specter Coin above the horns.

#2 - In the Roller Coaster mini-game, it's flat out on the track itself, just make sure not to jump over it.

#3 - In the second part of the Roller Coaster track, it's in the air right after the spiraling descent, be sure to jump in the air to collect it!

#4 - From Porto's location, go out of the cell by pressing the switch to the right. Return to the beginning of the corridor and go through the door on the left. From the platform there, spin the Sky Flyer to collect the Specter Coin above you.

#5 - From the start of the stage, head forward to the main area of the park and go up either stairs there. Go through the now-open middle door and you'll see a cutscene. Go forward and slide down the slope all the way to the bottom. Press the button on the left and go near the cylinder of green light to the left. Spin the Sky Flyer to go on top of the cylinder and spin the Sky Flyer again to collect the Specter Coin above it.

#6 - From the start of the stage, head forward to the main area of the park and go up either stairs there. Go through the now-open middle door and you'll see a cutscene. Go forward and slide down the slope all the way to the bottom. Press the button on the left and jump into the cylinder of green light to the right. Hop on the moving platform ahead of you there and jump on the next platform ahead. Go a bit to the right and jump in the air to collect the Specter Coin there.

#7 - From the location of Specter Coin #6, follow the edge to the right until you come across a doorway on the side of the castle. Head through to the next area and follow the path down there all the way to a wall. Jump on the small platform ahead of you and spin the Sky Flyer to float to the next small platform above you, Jump on the platform to the right and look out the small entrance to the right. Spin the Sky Flyer to float on the small platform to the right of the spinning pillar in the middle and double-jump in the air to collect the Specter Coin there.

#8 - From Carlito's location, go a bit to the left and jump in the air to collect the Specter Coin there.

#9 - From Bronson's location, head a bit to the right and jump in the air for the Specter Coin there.

#10 - From Poo-Pie's location, go near the edge of the platform behind you and double-jump on the platform to the right. Jump in the air to collect the Specter Coin there.

\*\*\*\*\*MAILBOXES\*\*\*\*\*

#1 - From the start, head forward to the main area of the park and go up the stairs to the left of the fountain. Go through the door to the left at the top and go forward until you spot a Mailbox to the right. It explains about the Roller Coaster.

\*\*\*\*\*EVENTS\*\*\*\*\*

Roller Coaster - From Mailbox #1, head up the nearby stairs and jump in the roller coaster to start the small mini-game. Just follow the track and press the L1 button to jump over the barricades in the level. The first part of the track contains a Specter Coin and Extra Life. The second part contains a Specter Coin, you'll be dropped off a new area after this part.

Free The Girl - From Mailbox #1, head up the nearby stairs and jump on the Roller Coaster. Zip through the roller coaster mini-game all the way to the end and you'll be dropped in a different area. Follow the corridor forward through a door to a room. Watch the cutscene there. Go through the door to the left and go forward, avoid the sword in the corridor by following the right wall and continue along the path all the way through the door at the end. Follow the path forward until you see a cell to the right with a monkey inside. Get near the door of the cell to scare the monkey inside and press against the door until the monkey steps on the right switch in the cell. You'll step right through the door, press the switch on the left and go back out of the cell. Return to the beginning of this corridor and go through the door on the left. Jump across the three skull platforms and go through the door at the end to the room where the cage is. Jump down in the hole below and walk around, chasing the monkeys that come out of the coffins. Avoid the small ghosts and focus on knocking down and catching all 3 monkeys. Once you catch all three monkeys, the cage will fall down and the girl will be free.

Free The Professor - From the start, go forward to the main area of the park and head up the stairs to the right. Go through the entrance to the right and head forward for a cutscene. Go along the path to the right and jump across the 2 bouncing pads there to another platform. Follow that one to the other end while destroying the clowns with your Stun Club and jump across the 4 bouncing pads there to another platform. Follow it to the end and spin the Sky Flyer to float on the higher platform. Follow this path to the end and jump to hang on the pole there. Follow it to another platform. Jump to it and jump in the air again to hang on another pole. Follow it to another platform and go to the end of this one too. Replenish your energy at the cookie pot and jump across the 4 bouncing pads ahead. Jump on top of the cage from there to begin the fight against a clown. Head near him and jump in the air. Swing your Stun Club at the clown once to damage him. When he stands in the middle and send balloons at you, just spin your Stun Club around to protect you. Once all balloons are destroyed, go near him and hit him with your Stun Club once again. He'll fall

down at some point. Use the Sky Flyer to float down to the bottom of the cage and double-jump over him when he rolls at you to avoid him. He'll knock himself out in a wall, hit him with your Stun Club when he's stunned to damage him. Repeat until he dies, and you'll have freed the Professor.

Jayke - Once you go back to the main area of the park after rescuing both the Professor and the girl, you'll watch a cutscene. From the start of the area, head forward to the main area of the park and go into the doorway to the right to the next area. Follow the path to a road where a cutscene will trigger, along with a boss fight following. Just spin the Stun Club around yourself to avoid the RC Cars he'll send after you and keep moving to avoid the bullets he'll shoot at you. Other than that, stand on the red square at the top of the battlefield so it turns green. He'll try to ram you into the wall, simply jump to the side when he goes forward and he'll crash into the wall. Quickly hit the green button that appears on his back then with your Stun Club to damage him. Repeat until the car blows up and you'll listen to a cutscene, this will open the front door to Specter's castle.

Accessing The Castle - After beating Jayke, from the start of the stage, head forward to the main area of the park and go up either stairs there. Go through the now-open middle door and you'll see a cutscene. Go forward and slide down the slope all the way to the bottom. Go press the switch on the right and enter the cylinder of green light to the left to go to the next area. Head forward on the moving platform and jump on the next platform ahead. Go forward all the way to a door. You need to capture 2 monkeys to make it through.

The Electric Wall - From the inside of the castle, go up the first two stairways ahead and go through the door to the left above. Head near the barrier to the right and step on the first switch in the room. Send the RC Car on the other switch and spin the Dash Hoop. Dash through the open doorway and continue forward through the open mouth of the monkey head to the next area. Go forward up a slope and head to the right. Fall down to the right when you can and turn around. Go to the end of the lower passage and spin your Stun Club at the wheel object there. Quickly switch to your Dash Hoop and spin it as well. Dash through the two arches nearby and bounce off the rubber band afterwards. Jump on the bouncing platform you arrive to and land on the higher platform behind you. Go up the nearby slope and jump across the stretched eyeballs of the monkey statue to the next platform ahead. Continue along the path to another room and head on the left side of it to a switch on the wall. Hit it with your Stun Club to deactivate the electric barrier from before.

Move The Portrait - From Bronson's location, double-jump on the platform behind you and double-jump again on the next platform ahead, spinning the Sky Flyer to reach it. Use the moving pole to cross the chasm to the left and aim the Slingshot at the higher switch to the left to trigger it. Jump across the moving platforms all the way to the platform where the switch is and jump across the 2 bouncing pads to the left. Use the moving wheels to the left to move the pad below you to block the incoming blue pads. Once one is blocked, hop on it and wait to be sent back to where the panels are launched. Jump on the next platform there and hop on the moving platform to the left. Jump over to the next platform to the left and follow the path until a robot drops down. Simply get close to the robot and hammer it with your Stun Club until he explodes. Enter the now-opened doorway to the right and hit the switch with your Stun Club.

Specter - From the entrance of the castle, head forward all the way to specter's portrait and hop inside the elevator behind it to access the next area. Collect the nearby Extra Life and hop on the moving platform ahead. Jump on the next platform and head over to the right along the path to the next moving platform. Hop on it to go up to the next platform higher and jump on the platform there

to trigger a cutscene. The screen will shift to Specter's view after it, avoid the shoots while bringing Spike closer to the gun that's firing at him. When the word "DANGER!" appears on the screen, swing your Stun Club at the gun to damage it. You'll be thrown back at this point, repeat the process until he dies. When the gun starts charging up, just wait for a while and jump over the red shockwave he'll send after charging up. Once you hit him enough, you'll see a cutscene and be forced to fight Specter's Robot.

Specter's Robot - To avoid the purple horizontal shots, just jump over them while going side to side, don't stay immobile since the flying eyes will try to hit you from above too. When the robot fires in the air, just clear away from the area in front of the robot and you'll be safe. When he lifts his arms in the air and smashes the ground, just jump over the faint shockwave that is released. First, target the arms, wait until he starts firing horizontal purple shots from one arm. Once he stops firing, quickly hit the green spot at the end of the arm with your Stun Club to damage him. Repeat the process to take out both arms. Once both arms are out, he'll fire a beam from its mouth that will annihilate one side of the platform you're on. Stand on either side of the robot and wait for him to fire his beam, quickly hop on the central platform and hit the green spot that appears on the robot's chest with your Stun Club to damage him. Once you've hit him once, he'll blast two platforms, stand on either side and quickly run to the other side as he fires. Jump in the middle and swing your Stun Club at the green spot one last time to blow up the robot. Enjoy the cutscene and the credits which follows, and you must now collect all the monkeys in every level. You'll receive the Magic Punch gadget at the beginning of the first stage you try to enter now.

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PEAK POINT MATRIX  
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\*\*\*\*\*FINALE\*\*\*\*\*

Once you've captured all 204 monkeys in the game, you'll get to watch a short cutscene and this stage will be available after Monkey Madness on the Stage Select screen. This is the final showdown with Specter. You'll watch a cutscene right before the battle starts. Ready your Slingshot first, aim at him and fire a Normal Bullet at him to damage him. He'll warp around the battlefield and charge up. Once he launches his projectile, head for one of the edges, ready the Sky Flyer and spin it to float above the shockwaves. Once the shockwaves have disappeared, repeat the process with the Slingshot until he crashes on the battlefield.

An energy shield will prevent you from capturing him at this point, switch to the Magic Punch and punch his shield while he runs around. You shouldn't get damaged by the purple energy balls if you keep a bit of distance between you and him (just enough to hit him with the Magic Punch). Simply run around to avoid the green energy balls. Once the shield is gone and he stands there stunned, hit him once with the Magic Punch to damage him. After 4 or 5 hits, he'll collapse on the floor, switch to the Time Net and finally capture the pest!

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5. Mini-Games

A description of the mini-games, a small strategy and the price required to access every mini-game.

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### SKI KIDS RACING

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Unlocking Price: 10 Specter Coins.

Description: Pick one of 5 characters and choose one of 3 races to play in. This is only a simple mini-game of ski, except the controls can be hard to manipulate.

Strategies: Use each control stick to operate the skis themselves, the characters themselves are all pretty good, but I really recommend you pick other than the Professor, he's the exception to the rule. To turn, bring the skis together by tilting both of them towards the middle to bring the skis together and turn, it lets you do a sharp turn without losing much speed.

By pressing the sticks forward, you activate the flame jets and will go faster than usual, maintain a stable racing position and the flame jets will turn blue, leading to even more speed. Pull the sticks toward you to slow down your speed, only use this when approaching tight and sharp turns so you prevent hitting the walls. Hitting the walls will reduce your speed often from 50% to 100%.

There is basically nothing to win in this race, it's just a mini-game added there for fun.

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### SPECTER BOXING

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Unlocking Price: 20 Specter Coins.

Description: Pick one of the 5 characters (18 in total if you beaten Championship mode) and decide which kind of game you want to play.

Strategies: Push back on the control sticks to prepare a punch and point it forward to punch, you can turn the stick around to make round punches while moving, but those are weaker than direct punches. The best strategy is to punch forward with a single punch as long as the opponent stays defensive, when he starts to attack, start punching sideways! Meaning you should turn both sticks around like mad, you'll be a moving target while giving damage, that's about the only "safe" strategy I could find. Succeed in the Championship and you'll have access to the challengers as players this time around.

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### GALAXY MONKEY

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Unlocking Price: 40 Specter Coins.

Description: A 3-d rendition of Space Invaders, entertaining for a while, but it's just a small mini-game...

Strategies: Use the left control stick to move around and the right control stick to fire at the enemies. Keep an eye out for the enemies looking like grey spheres, they give INSANE number of points, destroy them as soon as they appear

if you can afford it. Collect the P items when they appear, it lets you fire more than a single beam. Apart from that, try to stray far from the enemies as much as you can. Stay away from the sides of the screen that flash red, that's where the enemies will be incoming. The enemies looking like pigs or flowers will always inflate as much as you fire at them, be careful.

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## 6. Credits & Legal Stuff

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