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|                                     Monkey Academy                                     |\  
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Version 1.0 (08/22/2005)

Version History:

-3/27/2006, added lup as a host.
1.0: Basic Guide Complete - (08/22/2005)

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Legality:

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Websites with permission to use this Guide:

www.GameFAQS.com
www.neoseeker.com
faqs.IGN.com
www.lup.com

Game by Konami

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|                                     M1: Intro                                     |  
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Monkeys are righteous, so when I saw the game "Monkey Academy," I just had to leap at the chance to wrtie about it. You know, monkeys just kind of make games a little more interesting, at least for me. They're agile, loveable, and maybe the relationship between monkeys, chimps, gorillas, humans and the like gives me some certain sympathy for the plight of monkeys in games. Whatever it is, it works for me.

Which is why I probably enjoy this game, another Colecovision math adventure. I realize that solving equations doesn't appeal to everybody, but this kind of requires more than just knowing math. It can require reflex and timing. So I guess I'm just smitten with the game.

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M2: Gameplay

Right Fire: Jump
Left Fire: Activate Hanging Scroll

When you've chosen a question type and difficulty level, it's time to begin. Balloons will float to the top, and a monkey will push them forward to make an equation. You will get some time to figure the equation out. The equation will always lack one letter.

$$\begin{array}{r}
 4 \\
 + 5 \\
 \hline
 ()
 \end{array}
 \qquad
 \begin{array}{r}
 4 \\
 + () \\
 \hline
 9
 \end{array}$$

That's just two examples. Also keep in mind that you can come up against equations like this:

$$\begin{array}{r}
 49 \\
 + 155 \\
 \hline
 2_4
 \end{array}$$

You need to pay attention to every number, not just the two above or below each other. Remember to carry your 1's and the like.

So once you think you have the number, you're ready to play. You will see some rolled up scrolls on the ceilings of each floor. Jump up to them to pull them down. If they are the missing number, press left fire and it will fall down. Carry it to the other monkey and jump to deliver it. If it is not the right number, you will get an X. Three X's causes a blue crab to come out and finish the equation for you. This costs you a life.

There are red crabs during the course of the game too, they will cost you a life if you touch them. You can jump up to grab a fruit to throw at them.

Fruit includes: Bananas, Grapes, Apples.

Your Screen:

TIME	HIScore	<--- Equation is presented here.

LIVES		
SCORE		
STAGE		

You get 5 minutes for every stage, with the need to solve 3 equations each stage.

There is a two player mode. Each player gets to select a mode and difficulty.

M3: Modes

The game has four modes of equations:

Addition: Add the numbers, just be sure you work from the right -> left. I suppose addition is the easiest mode, as it's among the first we learn by convention.

Subtraction: Be careful with subtraction, and again, think of the entire equation in question, not just what's above the number you're working with.

Multiplication: A bit harder, especially on high difficulties. However, if you work from right to left it should go fine.

Division: The hardest mode I suppose, these are estimations, so just think of them in that light.

Difficulties: There are four difficulties, and the main difference is that there are more numbers/more complicated equations at the higher difficulties.

M4: Crabs

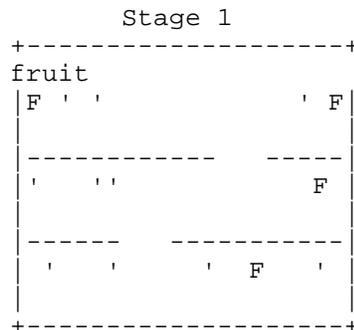
Crabs are your only enemy in this game, besides the equations I suppose.

- They always appear from the top and centre of the screen.
- They drop until they hit the nearest platform.
- They can move in any direction, but typically move in a way that they would be coming after you.
- The more platforms they drop onto, the harder they are to predict.
- They only leave the screen through the bottom left corner.
- All other seemingly 'empty' walls they bounce off of.
- You can throw a fruit at a crab to defeat it.
- They are worth 100 points
- At the later stages, crabs come much more frequently.
- They may only hit you by touching them.
- Two crabs cannot be onscreen at the same time.
- Let a crab remain onscreen to pass by their point of entry without worry.

M5: Stages

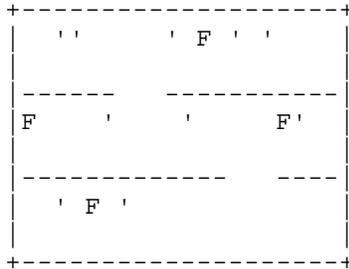
Key:

----- Floor
F Fruit
' ' Number Scroll



Stage 1 is pretty simple in design, there's a few fruit and the scrolls are easy to access. Keep mainly to the right, except to check scrolls, as the fruit is mostly located on this side. You can best reach the third floor from the right side, as well.

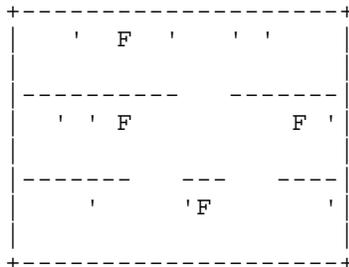
Stage 2



Laid out sort of like Stage 1, Stage 2 forces you to get right into the path of crabs with relatively poor fruit placement. Use the fruit on the right side of the middle floor to clear the crab before attempting the fruit on the left. Consider grabbing the fruit near the start as the crab arrives shortly after the game starts.

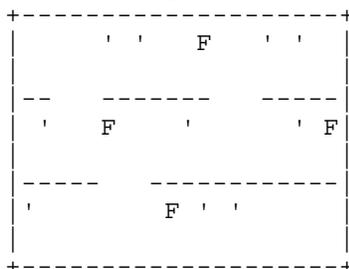
The top left corner is safe from crabs.

Stage 3



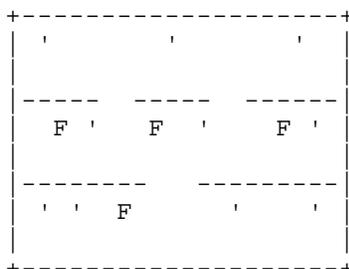
The layout is a little more difficult this time around as there's that little platform in the middle of the two wallbound floors. Make sure a Crab won't drop on your head when you try to reach the third floor. This is because teh crab will always hit the left side of this platform as it falls. You have fruit to take it out from either side, if you want.

Stage 4



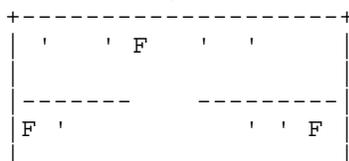
Stage 4 becomes more difficult because the crabs come quite a bit more often. Either destroy them or skip them, but be prepared to deal with any new crabs, they can arrive fairly quickly. Maybe the best bet is to leave on onscreen, while you search for the proper scroll. This will prevent any new arrivals until the crab leaves the screen.

Stage 5



Again, the crabs can come very quickly here. They have the advantage of being able to drop down to either platform on the second floor. Since there are no fruit on the top floor, if you want to check out that middle platform you are going to have to wait for the Crab to pass you first.

Stage 6



Right, this atage throws the crabs right at you. They will drop down onto the centre platform of the second floor and then drop down to the first. Only try to get onto the top floor when the crab has passed. For that matter, don't try to leap the gap on the third floor unless the crab has fallen past you.

