Ape escape (picture: <https://vignette.wikia.nocookie.net/sarugetchu/images/7/73/Ape_Escape_ntsc_front.jpg/revision/latest?cb=20160118014723> )

I was really thrilled when I first saw that Caddicarus for his 101th video talked about this game. He then went on and destroyed my ears with his own version of the intro song. Here’s the full intro for a little nostalgia:

<https://www.youtube.com/watch?v=Tt3_mNEj2Dc>

If you played this game before, the intro was a nice treat. I’ve talked about this game in my top 10 Ps1 games(link). I love this game, even though I know there’s bugs and problems with it.

Getting started

You start the game as Spike, this red haired hyperactive boy who goes to see the professor and … everything goes bad from there. You are now in a kind of space station, and you need to travel in time to capture the escaped monkeys. The game is straightforward and the story is easy to understand. From dinosaurs to cities, this game has a lot of different and nice biomes. The main goal : capture the cutest monkey in the world who got an intelligence helmet and went berserk with world domination.

Along the way, you will need to acquire some more gadget to help you on your journey to capture the monkeys. The starting gear is a pogo stick – I think it’s called like that but frankly it just looks like a lightsaber – and a monkey net. Soon enough you will have other tools like the monkey detector – a kind radar that spots monkeys you can’t see or that are in other areas of a stage-; a super hoop that makes you go super fast; a propeller called Sky flyer that lets you glide and reach unattainable areas; a water net – because monkeys love water – and you’ll even have a little R.C. car.

A nice little touch that I really liked was with the detector you could see the monkeys name, likes and forces. Each monkey had a unique trait or thing about it. It makes it feel so much more polished with small details like this.

So the game is divided by time zones and within that time zone you have 3 stages to complete. Each stage in the time zone has monkeys to capture and collectibles to find. The first time you enter a stage, you are told how many are needed to complete the level. But beware, there are always more monkeys to catch, and not always accessible the first time you play it. You will need to advance, get a certain gadget and then come back to get it to have a 100% completed level.

The monkeys in the stages don’t respawn, unless you do time trial. So once this monkey is capture, for the 100% you don’t have to backtrack to this mysterious place and jumping challenge to get it.

Also, monkey aren’t just docile little creature. While some are passive and cutesy – the cyan pants monkey – some a fierce and hardcore to catch – like the black pants monkeys… who often have a gun, rockets or just deadly karate skills –, and you have the normal ones who have yellows pants that are a little more alert than the bubbly light blue ones. The are even more colored pants so if you want to give this game a try, go get them !

The gameplay

Once you start playing, you notice something with the controls are odd. Yup, it’s not in your head. For the fist time, Ape escape used the analog stick, so to fully show how awesome they where, you use the right analog stick to use your gadgets. The left one is to walk, and the R1,L1 are to jump! Yes! Not a lot of games used those mechanics – even now I don’t know a lot of games how uses the controllers that way. The X, O , square and triangle are for choosing your gadget in hand.

So how are the controls? At first wonky because you are really not used to them. But really quickly you get the hang of it and it becomes really easy and really normal for that game.

As expected, it’s a PS1 games so the controls weren’t as fluid as games nowadays, but I found that they were enjoyable nonetheless.

Your health is shown with cookies and your lifes are Spike’s jacket.

Final Thoughts

Review : Positive. You should try it.