

# Diddy Kong Racing Guide

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\*\*\*Diddy Kong racing guide\*\*\*

Version 1.2

04/09/2005 17:43

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\*\*\* 1. ↵ info \*\*\* <<↵ info>>

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D.K.Racing (c)1997 Nintendo and Rare. This guide is not from Nintendo of Rare.

\*\*\* 2. Version history \*\*\* <<verhis>>

<->Version 1.1<->

--> Maded 20-03-2005 17.11 <--

This version has many mistakes and not a search system.

<->Version 1.2<->

--> Maded 04/09/2005 17:43 <--

The newest version. There is not many changed with version 1.1 trough.

\*\*\* 3. Search system \*\*\* <<seasys>>

This guide has a quick search system. Enter the code in the "Find"screen by pressing ctrl + F!

\*\*\* 4. Technical information over the game \*\*\* <<teiotg>>

This game is compatible with N64 Controller pack and N64 Rumble pack. For saving you need:

Ghosts : 1 file and 107 Pages for 6 ghosts.

Times : 1 file and 2 Pages for all times from all circuits.

Adventure game : 1 file and 1 Page for one adventure.

You can manage the Controller Pak by Save Options, or reset the N64 when holding START.

To display the ROM checksum insert a code, go to content 6.

\*\*\* 3. characters \*\*\* <<charac>>

-- = Bad - = Under medium / = medium + = Good ++ = Awesome

Diddy Kong

Start of the game, Daddy Kong takes off time from exploring with his friends to help out his friends. Daddy is an all around good character, with a medium in almost every category.

Acceleration /  
Handling /  
Top Speed /

Tiptup

Tiptup is a turtle with a strange voice. Good for the beginner driver.

Acceleration ++  
Handling ++  
Top Speed /

Pipsy

This mouse is so cute.., maybe to cute...

Acceleration ++  
Handling ++  
Top Speed /

Bumper

This character can help you to beat Wiz pig...

Acceleration +  
Handling +  
Top Speed ++

Conker

It's Sandy!!!

Acceleration ++  
Handling +  
Top Speed +

Timber

Timber is a kid Tiger. He's not dangerously(for you(!)).

Acceleration +  
Handling +  
Top Speed +

Banjo

Before starring in his own game with his pal, Kazooie, he's decided to one up everyone else.

Acceleration --  
Handling +  
Top Speed ++

Krunch

Krunch is a fat Kremlin, make no mistake about it.

Acceleration --  
Handling ---  
Top Speed ++

\*\*\* Secret characters \*\*\*

Drumstick

This guy is the best, they say. Now.....IT`S NOT!!!

Acceleration ++  
Handling +  
Top Speed ++

T.T.

This is the one who manages the tracks. It's very hard to unlock him.

Acceleration +++  
Handling +++  
Top Speed +++

\*\*\* 4. Vehicles \*\*\* <<vehicl>>

Car

The most used vehicle in the game, the Car is very fast and maneuverable.

controls

Throttle A  
Brake B (Hold B and the stick down to go in reverse.)  
Steer Stick  
Drift R + stick left or right. (Hold R and B to make sharp turns)  
Use item Z

Hovercraft

This is the fastest vehicle in the game. Maybe you must to practice to get this thing under control.

Throttle A  
Brake B  
Steer Stick  
Jump R (You can steer in the air. I wonder what you can do with this...)  
Use item Z

Airplane

With this vehicle you can anywhere! Practice is a good idea when you fly for the first time.

Throttle A  
Brake B  
Steer Stick  
Use item Z  
Loop R+R while holding Stick up/down  
Barrel roll R+R while holding Stick left/right

For sharp turns, use R + control stick left/right

\*\*\* 5. Tracks + Silver coins \*\*\* <<trisiko>>  
Ancient lake

This is the first track and the easiest. Only the dinosaur can make problems.

Silver coins

1. Right in front of the starting line
2. After the first Balloon Group
3. After the last one
4. After the last one
5. On the second turn
6. Before the dinosaur appears
7. In the middle of the road that the dinosaur is pounding
8. Before the finish line, in a group of bananas

Fossil Canyon

There are many ways to win, try all to see which is the best...

Silver coins

1. Right in front of the Starting Line
2. Inside the first curve
3. Near the 3rd Booster
4. On the shores of the lake (take the shortcut to get)
5. On the fourth Booster Arrow
6. Right outside the tunnel
7. Before the fork in the road
8. Take the left side and it'll be right there. Or, you could fall down from the right side.

Jungle Falls

With the car it's a boring track, but with the hovercraft or airplane it's not. You have less freedom with the car.

Silver coins

1. Directly in front of the Starting Line
2. Inside the first curve
3. On the bridge
4. On the shore of the river. Yes, you'll have to take a dive into the lake to get that one...
5. ...but you'll also receive this one on your way out of the lake!
6. After the cave
7. In the skull of the skeleton

8. Right before the Starting Line

Hot Top Volcano

This is not an easy track. Practicing needed!!!

Silver Coins:

1. Behind the pillar that is in front of the Starting Line
2. Take the left side in the first fork
3. And another left to snag this one
4. Right over the hill
5. Right over a rock bridge
6. At the entrance of a tunnel
7. At the second to last Booster Circle
8. In the last Booster Circle

Ever frost Peak

Without blue balloons you can't win. So, collect them!!!

Locations of Silver Coins:

1. Directly in front of the Starting Line
2. To the left of the first Zipper
3. After that you'll notice a small island with a tree. Go down there and collect it...
4. ...and the one behind it, as well!
5. Above a rocky ridge
6. Right after the tunnel
7. Above another rocky ridge...
8. ...and you'll have to come back another lap to collect the one underneath!

Walrus Cove

This is a track with other track elements than other tracks. It's not so easy as you think...

Silver Coins:

1. Before the loop-da-loop
2. At the entrance to the first tunnel
3. After the two Zippers, turn a hard left and collect this one
4. At the exit of the third cave
5. After a group of balloons
6. Before the fork in the road, go to the far right, next to the icy shore, and collect the one by the tree.
7. Ditto.
8. In the shortcut

Snowball Valley

This is a simple track. On the beginning, go to the left for a shortcut...

Silver Coins:

1. Like always, in front of the Starting Line
2. Go left at the first fork. At the entrance to the tunnel.
3. After exiting the tunnel, turn a hard right.

4. In the bunch of balloons after the first Zipper
5. Behind the Starting Line
6. Go right at the first fork instead, it's out in the open
7. In the Snowball valley, right side
8. In the Snowball valley, left side

#### Frosty Village

Hit as many zippers as you can!!!

#### Silver Coins:

1. In front of the Starting Line, to the far left.
2. Instead of hitting the first Zipper, go down the hill to the right...
3. ...and when you come back, the left side
4. Near a house in the little village
5. In the cave, you'll have to hit the
6. On the hill in the forest; after the third zipper
7. On the straightaway; look near the left wall
8. Right before going over the finish line, look to your left, out in the water. You'll have to use your sliding skills to get it without touching the water.

#### Whale Bay

This track has an animal! Use them friendly, and you have found a...

#### Silver Coins:

1. In front of the Starting Line; in a Zipper Circle
2. On the first turn
3. Right after the last one
4. In the 2nd Zipper Circle
5. Near the whale that serves as a ramp to the ship
6. Ignore the shortcut, it's out on a rock
7. In another Zipper Circle
8. In the straight a way to the Finishing Line

#### Crescent Island

Another track with many zippers. Hit them all to win easy.

#### Silver coins

1. Take the left route at the start
2. Ditto.
3. Take the right route at the start
4. After the fork, head towards the right wall
5. Right before the ship. Problem is, it's at an awkward angle. Use the R button.
6. Instead of going down the tunnel in the ship, continue, then turn left to find a ramp that leads to a hole which drops you into the tunnel. The coin is in the hole.
7. Before entering the last tunnel. Again, it's at a strange angle.
8. When exiting the last tunnel, there will be a pillar to your extreme right. Cut to the inside of this to find it! This can also be used as a shortcut, but it is not advised as if you hit the wall you slow down a lot.

#### Pirate Lagoon

Where is the pirate?! It's not a simple track, but your opponents are so easy to beat...

#### Silver Coins

1. Near the first Zipper Circle
2. On a hill after the last one
3. On the first curve
4. After the previous one, look on the right wall
5. After the tunnel, keep on the left wall
6. After the Balloons!
7. Skip the shortcut and you'll find it
8. Right before the Finishing Line!

#### Treasure Cave

One of the easiest tracks. If you can't win here, then you are a (...)

#### Silver Coins

1. Right in front of you
2. Near the first Zipper
3. After the tunnel, you'll have to bear right into a grove of trees
4. Near the third Zipper, right outside the cave
5. Inside the cave
6. Inside the cave
7. Inside the cave
8. I type some else : Not outside the cave(!)

#### Greenwood Village

This is not the easiest. You can't win in one time. When you made it,  
E-mail my at [beste-spellen@hotmail.com](mailto:beste-spellen@hotmail.com)!

#### Silver Coins :

1. After the first Zipper, turn to the extreme left
2. Near the well
3. In the underground tunnel
4. After the hill with the Rainbow Balloon
5. Near the end of the tunnel
6. Take the normal way
7. Take the odd way
8. Right after the tunnel, it's at an awkward angle, though.

#### Windmill Plains

The windmills are only decoration, with very good luck you can drive through it! It's a track that not so easy as you think, think twice!

#### Silver Coins

1. In the first Windmill
2. In the second Windmill
3. At the entrance to the underground passageway...look low! It's easy to miss it.
4. In the tunnel, near the left wall.
5. In the third Windmill
6. After the above one, venture to your left to find a waterfall; look under it. This one can be difficult to retrieve without smacking into the wall!
7. In the canyon, right after the Blue Balloon

8. Right before the last tunnel, to the left. Skip the Zipper Circle, it points away from it and will launch you at the tunnel instead of the coin.

#### Boulder Canyon

Watch out for all that wood into the track. It's spinning around, and around, and around...

Touch the bell and the bridge lift! You can use this to win, but always you can it use for...

#### Silver Coins

1. Right next to the first Blue Balloon
2. Before the waterfall
3. Behind a badly placed log...
4. On a zipper when entering the castle
5. Before the green river; to the far left
6. At the fork in the castle, turn left
7. Same thing
8. Near a tree, almost to the exit

#### Haunted Woods

AAARGHHH!!!! GHOSTS!!!!

#### Silver Coins

1. Take the right route
2. Right route...
3. Instead, take the left route
4. In the tunnel
5. Right before the haunter woods with ghostly heads...
6. In the forest, deep curve
7. Ditto
8. On the bridge that leads to the final area

#### Stardust Alley

Watch out for the UFO's and the electricity! It's not the easiest track, but not the hardest.

#### Silver Coins

1. In front of the first Zipper Circle
2. After the second Zipper Circle
3. In the first tunnel...beware of the electricity!
4. On the right side of the first UFO
5. ...and the left
6. Skip the shortcut and you'll find a huge machine spewing out electricity. Carefully navigate inside of it and grab the coin!
7. In the shortcut
8. In the last cave; out in the open

#### Dark moon Caverns

The track with the most turns! When you memorized all zippers, you can win.

#### Silver Coins



1. On the first curve
2. First area where a UFO is firing lasers at the track...be careful!
3. 2nd tunnel, after a Zipper
4. Exit of the 2nd tunnel
5. In-between two craters
6. 2nd area with UFO firing lasers at the track
7. On the first loop-da-loop
8. And before the second loop-da-loop. It's a tough one to get, it's at an awkward angle...

#### Spaceport Alpha

Use somebody with a great handling; you must dodge everything! It's a track with a high degree.

Practicing is needed for this track, sure.

#### Silver Coins

1. Right in front of the starting line.
2. Instead of turning on the second curve, keep going straight, it's right by the wall
3. In the twisted tunnel
4. Area after the twisted tunnel
5. This one is precariously positioned in the Laser Filled Hallway
6. In the blue tunnel, up near the ceiling. You'll have to turn very hard to your right when exiting the Laser Filled Hallway
7. Exit of blue hallway
8. This one is high in the air, in the center of the Laser Filled Hallway.

#### Star city

##### Default Craft: Car

After the tunnel the path has no rails and a Zipper is placed near the edge...If you lose control and slip over you'll fall below and surely lose the race. However, if you hit the Zipper and navigate the rail-less path then you'll surely win! Do what you wish, that's all I'm saying. In the city there will be painful 90 degree turns...Only a master of the R button will be able to grab the Blue Balloons scattered around here...

##### Silver Coin Locations:

1. On the rail-less path, right next to the cliff
2. On the rail-less path, right next to the cliff
3. At the exit of the giant gold ball tunnel...
4. City, tight corner
5. City, tight corner
6. City, tight corner
7. City, tight corner (I needed the copy-paste buttons much and much more then by other tracks!)
8. At the entrance of the last tunnel

\*\*\* 6. Keys \*\*\*

<<keys\_\_>>

##### Key 1

In Ancient Lake you have in the first turn on the grass a ramp. More I not telling about it..!

## Key 2

In Snowball Valley is the key located. When you start, go directly left. Into a clove see you the key. Drive through it. NOTE : You cannot win the race anymore :-(.

## Key 3

In Crescent Island. Pick the hovercraft. When you start go left and hit the zipper. Go left into the ocean. Look right. The key is into a clove that you can only reach to drive into that ocean.

## Key 4

Get 3 Blue balloons to get a rocket boost. Ring the bell and go on the bridge. use the turbo to come onto a small ledge with in the middle a key.

The mini games are so funny that you must solve it for yourself. I don't do everything for you!!!

\*\*\* 7. All balloons \*\*\* <<allbal>>

### Blue Balloons:

1. Boost - Small boost (Also, hit a zipper)
2. Blue Boost - A better boost (Also, hit a zipper when you release the A-button.)
3. Rocket Boost - VROOOOOOOOOOOOOOOOOOOOM!!!!!!!!!!!!!!!!!!!!

### Red Balloons:

1. One missile hard to hit somebody, so aim!
2. Homing Missile 99% changes that you hit somebody
3. 10 ordinary Missiles. Pick up more red balloons before you use them all and they will be replenished!

### Purple Balloons:

1. Small orange shield
2. Blue Shield
3. Best shield, lasts 30 seconds!

### Green Balloons:

1. Oil Spill
2. Mine
3. Bubble

### Rainbow Balloons:

1. Magnet, will let you pull up to another racer
2. Same, but has more range
3. The player will be pulled back!

### Gold balloons

Collect these to unlock new tracks. Anyway, there is an other way to get gold balloons...

### Silver balloons

These while appear in Adv.2 mode.

\*\*\* 8. Cheat codes \*\*\* <<chcode>>

Code	What It Does	
BYEBYEBALLOONS	No balloons	*
OPPOSITESATTRACT	All balloons are rainbow	*
TOXICOFFENDER	All balloons are green	*
BODYARMOR	All balloons are yellow	*
BOMBSAWAY	All balloons are red	*
ROCKETFUEL	All balloons are blue	*
ZAPTHEZIPPERS	No zippers	*
BOGUSBANANAS	Bananas slow race	*
VITAMINB	Infinite bananas	*
FREEFRUIT	Start with 10 bananas	*
NOYELLOWSTUFF	No bananas in multiplayer mode	
JOINTVENTURE	Two-player adventure mode	
ARNOLD	Large racers	
TEENYWEENIES	Small racers	
DOUBLEVISION	Race against same character	
BLABBERMOUTH	Alternate horn	
TIMETOLOSE	Expert CPU	*
FREEFORALL	Level three items	*
JUKEBOX	Music test	
OFFROAD	No slow down	*
WHODIDTHIS	View credits	
EOLAOBFENRLONE	Free gold balloon	
DODGYROMMER	Display ROM Checksum	

\* = don't work in adventure mode.

\*\*\* 9. Bosses \*\*\* <<bosses>>

#### Boss 1 Triceratops

Get a rocket start and go trough him. You are first now. Stay first so long as possible. Collect red balloons and hit him (When you hit 2 red balloons, it's much easier.). Use blue balloons only on places without a sharp curve.

#### Boss 2 Walrus

If you drive faultless, you win. Blue and red balloons are hard to reach.

#### Boss 3 Octo!!!

Grab all blue balloons. Watch out for the mines or bubbles that he lays!

#### Boss 4 Dragon

Collect blue balloons and use they on the right places. In the first lap can you hit him with red balloons.

#### Wiz pig 1

It's not easy to beat him, but I know a cheat to beat him easy. Get a Good start (blue fire) and tap A. Don't hold, tap A 1.000.000.000.000 times. Then it's easy.

#### Wiz pig 2

Now you get to race the master on his home course, and he gets to ride on a rocket. Now, this guy is faster, bigger, and tougher than you, but

you...uh...well, you get to use Blue Balloons and Missiles! This course is filled with obstacles, and at the heart of it all is a room where lasers will be EVERYWHERE! Fly to the top for this one...If you can collect three Blue Balloons and use them at the end, then well, you pretty much have him beat. Mess up a few times and you WILL lose! I'm not going to go into detail here, since you should pretty much have it all under control...good luck! You'll need it...

\*\*\* 11. End \*\*\*

<<end\_\_\_>>

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