

Diddy Kong Racing FAQ/Walkthrough

by NMorgan

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Diddy Kong Racing FAQ Version 2.00

For the Nintendo 64 (N64)

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Diddy Kong Racing Guide version 1.2 is released to the public. The only difference between this and the previous version is many added questions to the frequently asked questions section of this guide. I got tired of you people asking the same questions, so I updated that section with some of the more common questions.

Version 1.2 - April 9, 2003

Diddy Kong Racing Guide version 1.1a is released. The only difference between this and the previous version is that I fixed some errors in the guide.

Version 1.1 - April 6, 2003

Diddy Kong Racing Guide version 1.1 is released. This version includes a trick that will allow you to get 99 golden balloons. It adds three extremely unknown Magic Codes, and it fixes a format issue. It also adds a game review.

Version 1.0 - March 22, 2003

Diddy Kong Racing Guide version 1.0 is released. This version is perhaps the most complete Diddy Kong Racing Guide ever written, with secrets, shortcuts, and a full walkthrough.

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1.2) Frequently Asked Questions
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Just a bunch of questions that I've been asked over the 3 year history of this FAQ. If you're about to email me with a question, please make sure your question was not already answered in here.

Q. What ever happened to the Donkey Kong Racing game that was supposed to be released for Gamecube? That looked like an awesome sequel to this game.

A. The project was scrapped. Yes, there was going to be a game that was supposed to be released sometime early 2002(?). I don't know why the project was cancelled, as it was a relatively highly anticipated game.

Q. What do the keys do?

□A. They open up a special mini-game. If you win in the mini-game, you will get 1/4th of T.T.'s amulet. You must have all 4 pieces of T.T.'s amulet to get into the final door in Future Fun Land to fight Wizpig II, and beat the game. So, although the T.T. amulet doesn't seem important, you must have found all 4 pieces in order to beat the game, and in order to get all 4 pieces, you must have found all 4 keys.

Q. I have the entire T.T. amulet. What is it supposed to do?

A. The T.T. amulet has one purpose, and that is to open up a door that leads to Wizpig II. Though it doesn't seem to serve any purpose throughout the entire game, it is necessary to beat the game.

Q. How do I get to Future Fun Land?

A. In order to get to Future Fun Land, you must have beaten Wizpig 1, and placed first place in all four of the trophy challenges. Once you have done that, go behind the sign that is located near the lighthouse. Go behind it from both directions and beep your horn by pressing Z. If done correctly, you'll get a cut scene showing the lighthouse turning into a rocket ship, and then blasting off toward the moon. This will lead you into future fun land.

Q. Does anything happen after I beat Adventure Mode?

A. Yes; you unlock the Adventure Two mode which is nothing more than adventure one with mirrored courses that has the silver coins in different places. Also, the races are MUCH harder.

Q. Does anything happen after I beat Adventure Two Mode?

A. I have never beaten adventure two. However, according to Dan Scott, nothing at all happens after you beat adventure two. Thanks, Dan for that info.

Q. Can I use this guide on my website?

A. Yes. Don't bother asking permission. Just go ahead and do it.

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1.3) Game Review
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Some say that Diddy Kong Racing is just a copy off of Mario Kart 64. They are so wrong. Just because both games are racing games, doesn't mean one is a copy. Diddy Kong Racing has LOADS of fun features that make it so much better than Mario Kart 64.

Gameplay: 9/10

This game has one feature that Mario Kart 64 does not: an adventure mode. The adventure mode is what makes Diddy Kong Racing so much better than Mario Kart 64. This is the only racing game that I know of that has an adventure mode. Most other racing games' main goal is to get to the finish line before your opponent. The actual gameplay itself is so Addicting and so Fun. When you get into this game, I am telling you, you will be hooked!

Story: 3/10

This is the only thing that I dislike about this game. The story is so childish. The story goes like this: A giant pig terrorizes their island, and the kids of the island must defeat the pig before their parents get home. Sounds dumb, eh? Yeah, the story is really dumb, and really, really childish.

Graphics: 7/10

Some of the best that I've ever seen in this type of game. The character designs are very, very good. The landscape in which the racers race upon is fantastic. There are no flat paper objects. Every object is detailed, and the framerate remains consistant throughout the entire game, which is a big plus. There are so many extra graphical details that make the graphics of this game fantastic.

Sound: 8/10

Without a doubt, the sound deserves a 10. The in-game music is nice and goes along with what is happening in the game. Each course has a different track. The sound effects is what really makes me smile. Each object has a specific sound effect that is realistic to what it should sound like. For example, if you honk your horn, it will honk. But if you honk your horn in an tunnel, it will echo. Simple things like that is what makes the sound so good.

Replayability: 8/10

Unless you are one of those X-Box fanboys, you will be hooked when playing the game, guaranteed. You will not want to stop, because the gameplay is so addicting. Once you beat the game, you will think the game is over, BUT NO! Upon beating the game, you will unlock another challenge which will keep you entertained for months to come. The only problem with the second challenge is that it is way too hard, which reduces points from the replay value.

Rent or Buy?:

Well, you sure as hell can't rent a N64 game anymore. I recommend buying this game from eBay, and giving it a good few hours of gameplay. If you like what you're playing, then keep the game. If you don't like the game, then just resell it. It's only like \$5 anyway, so you shouldn't be too disapointed if you don't like it.

Overall: 8/10

Like I said before, this is my favorite racing game ever. This is not just a Mario Kart 64 ripoff, it has so many more features than Diddy Kong Racing.

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1.4) Introduction

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Ah, Diddy Kong Racing. In my mind, this is one of the best racing games, better than Mario Kart 64. It is so good, because it has a feature that most other racing games do not have: an adventure mode. Most other racing games just consist of trying to get to the goal line faster than your opponent. This game was intended for younger kids. However, that doesn't mean that only little kids can play it. It is extremely fun for all ages. I know, the story of this game

The second Kremling thought about this and then realized what Krunch was about to suggest.

"No way. I not go," he said, and turned and bolted into the undergrowth.

Krunch rolled his eyes. "Hopeless," he snorted. "I go after him," he bellowed to his cowardly colleague. "You go tell the boss - see what he think of that, huh?"

And with that, Krunch lumbered off through the trees, grumpily swatting aside vines as he went.

Meanwhile, Timber was trying to calm the excitable Pipsy so that he could understand at least part of what she was saying.

"He said he'd help us!" she squealed, making Bumper and TipTup wince as the pitch of her voice soared in and out of audible range. "He said he wanted to find a champion to go after that horrible pig once and for all!"

"Slow down, Pipsy," Timber urged, trying to make sense of her words without upsetting her. After all, this whole business had been harder on the little mouse than and of them. Wizpig's unwanted intrusion left her family homeless.

"Who are you talking about?" Bumper asked curiously.

"Taj! The Genie! Pipsy babbled. "He said he'd help! Feally, Bumper, he did! I just saw him!"

TipTup blinked. "The G-Genie? B-but nobody's seen him for f-fifty years," he protested.

"I know, I know! But I just did, I promise!"

Timber frowned, thinking this through. "That means he must have been kicked out of the mountain too," he reasoned. "After all, we've seen what that pig's spells can do..."

They all thought of the huge, leering Wizpig face that had been carved into the mountainside overnight. Then they thought of the race courses, the island's pride and joy, which had been magically sealed off. That made them think of Drumstick, their friend and the island's champion racer, who had gone to challenge the intruder to an honorable race and hadn't been seen since. We could really do with Taj's help," Pipsy prompted.

"N-No arguement there," agreed TipTup, nodding nervously.

Timber scratched his head. "Well, I guess you're right," he sighed, "especially if we're going to get this mess sorted out before my parents get back."

"Well, if that Genie wants a champion, I say we all get practicing,"

Bumper grunted, getting to his feet and snapping down his goggles. "Good plan," Timber agreed. "Come on guys - yeah, TipTup, even you."

"Help should be on its way soon, but we can't just sit around waiting - let's get out there and do what we can! And let's just hope that Diddy Kong doesn't mention any of this to my parents..."

Weather they be unlocking hidden characters, or just simple explanations of unplayable characters, it's all found in here.

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4.1) Playable Characters
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This gives scores to each aspect of the playable characters. Enjoy.

Diddy Kong

Weight group: Middle
Acceleration: 3
Turning: 3
Top Speed: 3
Overall: 3

Tiptup

Weight group: Light
Acceleration: 5
Turning: 4
Top Speed: 2
Overall: 4

Pipsy

Weight group: Light
Acceleration: 5
Turning: 5
Top Speed: 1
Overall: 4

Bumber

Weight group: Middle
Acceleration: 4
Turning: 2
Top Speed: 3
Overall: 3

Conker

Weight group: Middle
Acceleration: 2
Turning: 2
Top Speed: 4
Overall: 3

Timber

Weight group: Middle
Acceleration: 2
Turning: 2
Top Speed: 3
Overall: 2

Banjo

Weight group: Heavy

Acceleration: 1
Turning: 2
Top Speed: 5
Overall: 4

Krunch

Weight group: Heavy
Acceleration: 1
Turning: 1
Top Speed: 5
Overall: 3

T.T. (secret character)

Weight group: Middle
Acceleration: 5
Turning: 4
Top Speed: 5
Overall: 5

Drumstick (secret character)

Weight group: Heavy
Acceleration: 1
Turning: 3
Top Speed: 5
Overall: 3

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4.2) Nonplayable Characters
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There are only 3 nonplayable characters that are worthy enough of a paragraph explanation. Here they are.

Taj the Genie

Taj the Genie is a friend of yours whom helps you along your quest. His magical genie powers will change your vehicle to whatever your chose. Also, when you earn a balloon or medallion, he is the one that presents it to you. Also, sometimes during the game, Taj will challenge you to a race. If you win his challenge, he will award you with a gold balloon.

T.T. the Clock

T.T. the Clock can help you in several ways. If you find him during adventure mode, you can ask him how many medallions/keys/medals you have obtained during you quest. T.T. the Clock is also the one whom hides the keys for you to find.

WizPig the Pig

WizPig the Pig is the evil boss. Every game with an adventure mode has a bad guy, this is him. You will face WizPig twice in the entire game. The first time, he will be running on bare feet, the second time, he will be

riding a rocket. He is extremely hard to beat, which makes him such a great challenge.

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4.3) Unlocking the Secret Characters
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There are only two secret characters in the game. Drumstick is relatively easy to unlock, while T.T. is very difficult to unlock. If you want to know how to unlock them, read on!

Unlocking Drumstick

To unlock Drumstick, you will need to collect all four trophies, all four pieces of the T.T. Amulet, all four pieces of the Wizpig Amulet, and all 39 balloons. Once you have done this, go to the area with all the frogs near the water at the bottom of the waterfalls. One of the frogs should have a pair of feathers sticking out of his back. Carefully run him over, and out pops Drumstick! Now you can select him in the character select screen. He isn't extremely fast, and has horrible turning, but at least you can say you have him.

Unlocking T.T.

To unlock T.T. the Clock, start the game in Time Trial Mode. You must race in every track. If you beat the time listed under "Time To Meet T.T.," then T.T. the Clock will appear and then challenge you to a race. If you beat his challenge, you have done what need to do for that level. You must beat T.T.'s challenge in every level, and then you can play as him. Remember that T.T. is extremely fast, and extremely hard to beat. Unlocking T.T. is one of the hardest things to accomplish in the game. So you can't dawdle... The "Time To Meet T.T.," and the "Time To Beat T.T." are listed below for every stage.

Dino Domain -----	Time To Meet T.T. -----	Time To Beat T.T. -----
Ancient Lake	1:07.00	1:01.28
Fossil Canyon	1:37.00	1:30.18
Jungle Falls	1:08.00	1:02.50
Hot Top Volcano	1:35.00	1:30.71
 Snowflake Mountain -----		
Everfrost Peak	1:53.00	1:48.00
Walrus Cove	2:10.00	2:06.28
Snowball Valley	1:13.00	1:06.41
Frosty Village	1:44.00	1:39.40
 Sherbert Island -----		
Whale Bay	1:19.00	1:13.11
Crescent Island	1:39.00	1:33.16
Pirate Lagoon	1:34.00	1:28.56
Treasure Caves	1:10.00	1:05.63
 Dragon Forest		

Windmill Plains	2:22.00	2:13.13
Greenwood Village	1:46.00	1:40.61
Boulder Canyon	2:11.00	2:02.35
Haunted Woods	1:22.00	1:09.51

Future Fun Land

Spacedust Alley	2:12.00	2:06.16
Darkmoon Caverns	2:20.00	2:12.05
Spaceport Alpha	2:16.00	2:09.03
Star City	2:07.00	2:01.45

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• 05) Indices •

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This is a very nice, very useful section, with plenty of useful information. It will give explanations for all the items in the game, and all the different balloon types. In addition, it will tell you all the Magic Codes in the entire game. Though, for some reason, many of the Magic Codes do not work.

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5.1) Items

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Item: Banana

Description: A banana's effect will speed up your vehicle. The more you have, the faster your vehicle will go. However, if you get hit, you will lose bananas.

Item: Golden Balloon

Description: Golden balloons is what you need to access different domains. There are four ways to get a Golden Balloon. (1) Winning a race for the first time, (2) winning in a race silver coin challenge, (3) finding them hidden throughout the main area, and (4) by beating Taj in a challenge race. A golden balloon can only be found in adventure one.

Item: Key

Description: One key has been hidden in every domain, four in the entire game. A key will let you access a mini-game. Winning this mini-game will earn you a piece of the T.T. amulet.

Item: Platinum Balloon

Description: This is the same exact thing as the Golden Balloon, except found in Adventure Two.

Item: T.T. Amulet

Description: Allows you to challenge Wizpig II, the final boss of the game. There are four pieces of the T.T. Amulet. You will get one piece by beating the mini-game in the locked doors.

Item: Trophy

Description: Win one of these from the trophy challenge. Four first place Trophies must be aquired to earn access to Future Fun Land, which is the last domain of the game.

Item: Wizpig Amulet

Description: Allows you to face Wizpig the first time. There are four pieces of the Wizpig Amulet. You will get one piece by beating beating the domain boss for the second time.

Item: Zipper

Description: There are two kinds of zippers. Air zippers, and ground zippers. Getting a zipper will give you a temporary speed boost that could put you ahead of someone. Releasing the gas while using a zipper will give you an even bigger boost.

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5.2) Balloon Powerups
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Inevitably, while racing through the courses, you have noticed balloons that you can get, which give you different types of powerups. Each colored balloon gives you a different type of powerup. For example, Red Balloons are missiles, used for shooting down your opponents, while Blue Balloons are speed bursts. If you get one balloon, you'll start with the basic powerup, but if you get a 2nd consecuitive balloon of the same color, you'll get an advanced powerup, and if you get a 3rd consecuitive balloon of the same color, you'll get the most advanced powerup of that type. However, if you get a different colored balloon, you'll have to start back at the basic powerup. For each different colored balloon powerup, there are 3 different levels of powerups. I hope this didn't confuse you, but if it did, just look below:

Red Balloons = Missiles
Powerup #1 - Normal Missile
Powerup #2 - Advanced Homing Missile
Powerup #3 - 10 Normal Missiles

Blue Balloons = Speed Bursts
Powerup #1 - Normal Speed Burst
Powerup #2 - Super Speed Burst
Powerup #3 - Extreme Speed Burst

Yellow Balloons = Shields
Powerup #1 - Normal Power Shield
Powerup #2 - Super Power Shield
Powerup #3 - Extreme Power Shield

Green Balloons = Weapon Droppers
Powerup #1 - Oil Slick
Powerup #2 - Spike Mine
Powerup #3 - Air Bubble

Rainbow Balloons = Magnets
Powerup #1 - Normal Magnet
Powerup #2 - Super Magnet

you out lots. Peace, and good luck!

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6.1) Dino Domain
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Location: When you start adventure mode, just go straight. You will find a door that requires 1 Gold Balloon to enter. Luckily, there is a Gold Balloon right next to the door, grab it, then enter Dino Domain.

Course 1: Ancient Lake

Ancient Lake is an extremely easy track. This is really easy to beat as it is the very first level you are supposed to race in. If you have any trouble in it, I suggest you practice a little before you go on to the next Domain. There is a small shortcut in this level. To get it, you will go through the field of grass. To do this without slowing, get the zipper, and the blue rocket balloon for extra speed. Also, beware of the Dinosaur near the finish line. He can get in your way, or possibly step on you which will slow you down.

Course 2: Fossil Canyon

There is a small short cut in this level that will help you if you do it all three laps. Get the third zipper and use your boost straight through the lake instead of going around. If you miss the zipper thought, you are screwed, because you will fall in the water which is very time consuming to get out of.

Course 3: Jungle Falls

Get all the boosts and you should have an easy time winning in this level. Also, at the end of the level, get the boost that leads through the dinosaur skull. This will give you a large advantage, because all other computer characters skip it.

Course 4: Hot Top Volcano

This is your first airplane riding level, so try and get used to the airplane. Also in this level is the first time you are exposed to air zippers. Air zippers have the same concept as land zippers, but they are circular, and in the air. There are no real short cuts, but it is really good to get the two zippers in the row near the finish line.

First Boss Race: Dino Domain

The triceratops is really easy to beat the first time. At the beginning of this race, a boulder will come rolling your way, to avoid it, go to the left of the tree. Get all the blue balloons and red balloons that you can, and this race will be easy. If you are losing at the end, do not restart the race. The triceratops slows down a lot right before the finish line. Also, do not fall off the cliff or you will have to start over.

After you beat this boss, he will tell you about a silver coin challenge. In the silver coin challenge, you will need to collect every silver coin in a track. Once you have done this, you will need to beat everyone. If you collect all of the silver coins, but don't finish the race, you will not get the gold balloon. If you finish the race without collectin all of the

silver coins, you will not get the gold balloon. The silver coin challenge is much harder than the normal challenge, but still quite easy.

Silver Coin Challenge: Ancient Lake

In Ancient Lake, all the silver coins are easy to find. All of the coins are easy to find. None of them are out of your way at all.

Silver Coin Challenge: Fossil Canyon

In Fossil Canyon, there is only one coin that is remotely hard to get, and that is the one after the third zipper that is easiest to get when you take the shortcut. To get this one, you will need to take the third zipper across the lake. If you miss the coin, you can either lose time and go back and get it, or try to get in on your next lap.

Silver Coin Challenge: Jungle Falls

All coins are easy to get in this place. Be careful when you are crossing the bridge. If you fall in the water, you might as well just restart the race because by the time you get out of the water, the other characters will be almost done the race.

Silver Coin Challenge: Hop Top Volcano

In this level, there are two hard coins. One is behind the pillar that is in front of the starting line. The other, you will need to take a left at the first two forks. They are the only coins that could even possibly cause you problems.

Second Boss Race: Dino Domain

This is the same boss exact boss as the first triceratops, and in the same course too. But there is a twist: He goes much faster, and logs might fall on you or in your way. Don't worry though, because it is not that much harder than the first. You can completely dodge the falling logs if you get in front of the triceratops, but if you trail him, there is a small opening at the end of the logs. Use these openings, but they will take longer.

Dino Domain Trophy Challenge

Now that you have beat the boss the 2nd and final time, you will need to win in the trophy challenge to fully complete the Dino Domain. The trophy challenge is a grand prix with each of the four Dino Domain courses. The higher you place in each course, the more points you will get. If you have the most points at the end of the four races, you will get the first place trophy. In the Trophy Challenge computer racers are smarter and faster.

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6.2) Snowflake Mountain
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Location: Go into the rightmost log. It will take to to the door that leads to Snowflake Mountain. You can also get there by going under the rightmost waterfall, and follow it's path until you come to the Snowflake Mountain door.

Course 1: Everfrost Peak

Everfrost peak, another plane level. There are no shortcuts in this level, but there are a few hints. After you come out of the cave, you can either go to the left of the wall, or to the right. Go to the right, there are two speed balloons sitting there right in a row, and there is another speed balloon a little farther on. If you collect all three of these speed balloons, you should have a super powered speed burst. You can use this speed burst at the finish line, because that area is straight away.

Course 2: Walrus Cove

Walrus cove, the first course to include a loop-the-loop. The loop-the-loop looks like you will not be able to make it across, but with going on it, you will automatically get a speed burst and go extra fast. And yes, there is a short cut in this level, it is right near the finish line. There is a wall to the left, and before the wall, there is a path leading to the left of the wall. It is hard to see, but in there it is completely straight, and you will get a boost. Make sure you don't fall on the ice though. If you do fall on the ice, you will go bouncing back onto the snow but you will lose some precious time.

Course 3: Snowball Valley

Snowball Valley is a very short course with lots of speed bursts. When you get to the fork in the road, take the left path. It is shorter, and there is a blue speed balloon. And there is a part where giant snowballs start rolling your way. If you get caught in one of these snowballs paths', you will get crushed for a few seconds, causing you to lose time. Do your best to avoid these snowballs.

Course 4: Frosty Village

This course is probably the hardest course in Snowflake Mountain. There is a short cut in this level. Right after you pass the houses and go into the cave, you should turn left when the wall passes. You will go onto soft soil, and it will slow up your car. However, there are four speeds there, and if you get all of them in a row, it will be a humungous short cut. The problem is that it is hard to get all four speed bursts. You probably wont do this shortcut correctly, so it is better to just forget about it, but it is there. Also, if you are racing in a hovercraft, there is a shortcut in the water by the finish line.

Boss Race: Walrus

This course is different than all others, because it is only one lap and the finish line isn't the same position as the starting line. Winning this race is easy. Make sure you don't bump into any walls, as usual. Try to get some blue balloons, but be careful because most of the balloons in this course are hard to get.

Now that you have beaten the Walrus, you will need to race in every level again, this time you will need to collect the silver coins. The silver coins in Walrus Cove aren't as obvious as the silver coins in Dino Domain, these are a little harder to find.

Silver Coin Challenge: Everfrost Peak

There are only a few coins that are semi-hard to to get. Two of them are behind a tree near the beginning. There are another two above and below a bridge. You will have to go back a second time to get them both.

Silver Coin Challenge: Walrus Cove

Walrus Cove, there are three silver coins in this place that are hard to find. The first on is after the loop the loop, once you go past the two zippers, you will need to make a real sharp turn left. There is a coin here. You might need to go back, or if you miss it, you can try again on your next lap. Another hard coin is near the fork in the road at the end. It is on the right, behind a tree. And the last hard coin, you need to take the shortcut which is the right fork in the road near the finish line.

Silver Coin Challenge: Snowball Valley

There are a bunch of semi hard coins in this level. You will need to go to both forks in the road to get them all. Another coin is in the bunch of coins after the first zipper, but it is easy to miss because it is hard to see, and you'll have a speed burst because of the zipper.

Silver Coin Challenge: Frosty Village

A very hard course to find the silver coins. There are blank hard to get silver coins. Dont hit the first zipper, instead go to the very left and very right, but this will take you two laps to do this. There is another silver coin by the village. It is real easy to spot, but extremely hard to grab without hitting the walls. To get this coin, you will need to stay to the very left, and just before you hit the wall, take a sharp right, and you will get the coin, and still miss the wall. All the other coins are easy to get, but these three cause people lose several times in a row.

Second Boss Race: Walrus

This boss is just about the same as the first time you faced the walrus. However, there are two differences that turned the race into a challenge. One is that the walrus goes relatively faster, and two is that there are giant snowballs that will roll into your way toward the end of the race. These giant snowballs will completely stop your vehicle if you get caught by one. A good thing about the snowballs is that they almost get in the walrus' way and slow him down.

Snowflake Mountain Trophy Challenge

Now that you have beat the boss the 2nd and final time, you will need to win in the trophy challenge to fully complete Snowflake Mountain. The trophy challenge is a grand prix with each of the four Snowflake Mountain courses. The higher you place in each course, the more points you will get. If you have the most points at the end of the four races, you will get the first place trophy. In the Trophy Challenge, computer racers are much smarter and faster.

The octopus is extremely hard the first time you race him. He will lay mines as he races, so if you get stuck behind him, you will have to dodge his mines. A useful technique that I use is that I will charge up on my missiles (red balloons) until I have poweruped to 10 normal missiles. This will take three red balloons to do. Once I get the chance, I will just start unloading my missiles on his giant red back. I just keep firing. He will slow down almost entirely giving you a huge break.

Now that you have beaten the Octopus, you will need to race in every level again, this time you will need to collect the silver coins. The silver coins in Sherbert Island aren't as obvious as the silver coins in Dino Domain, these are a little harder to find.

Silver Coin Challenge: Whale Bay

There is only one coin that could possibly give you any trouble. To get it, just ignore the shortcut, you will see it behind a rock. Every other coin, you can collect with ease.

Silver Coin Challenge: Crescent Island

There are two coins that are hard to find. The first one is in the ship. When you enter the ship, don't head directly down the normal path, instead you will see a line of bananas that leads up a ramp to the right of the normal path. Go up this path and you will see a silver coin on top. The other hard to find silver coin is at the shortcut near the end of the level.

Silver Coin Challenge: Pirate Lagoon

There is one semi hard coin to find. Go just after the tunnel, to the part of the level with the huge wide open space. The coin is on the very right of this wide open space.

Silver Coin Challenge: Treasure Cave

There is a semi hard coin to find, but only because of the angle. It is after the tunnel, bear a right to a cluster of trees.

Second Boss Race: Octopus

This boss is just about the same as the first time you faced him. However, he is much faster, and instead of dropping mines, he will drop bubbles, which are much worse because they will take away more time. Be sure not to get caught behind him. Remember that he is faster than you, and if you fall behind, it will be hard to regain your position. Just use the same exact techniques that you used when you beat him before, he isn't much harder than the previous time you faced him, but his bubbles are much more annoying.

Sherbert Island Trophy Challenge

Now that you have beat the boss the 2nd and final time, you will need to win in the trophy challenge to fully complete Sherbert Island. The trophy challenge is a grand prix with each of the four Sherbert Island courses. The higher you place in each course, the more points you will get. If you have the most points at the end of the four races, you will get the first place trophy. In the Trophy Challenge, computer racers are much smarter and faster, so you can't slack off.

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6.4) Dragon Forest
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Location: Go to the leftmost waterfall in the main area. On the other side of the waterfall is an extremely small path that leads to a door. On the other side of this door is Dragon Forest.

Course 1: Greenwood Villiage

Greenwood Villiage is extremely fun to play in. It can be a challenge the first few times played, but you'll get used to it. There are two shortcuts. The first of which involvs the well that is in the middle of everything. Little do you know that you can go through the well, and fall down a hole to a lower platform. On this lower platform is a zipper. If this is done nicely, you will end up with a nice shortcut, but this one is hard to screw up on. The second of which is when you get to the very end of the forest part and come to a split in the path. Head in the left path, it is somewhat shorter than the right path.

Course 2: Windmill Plains

I dislike this level, it is in a plane and is much longer than all the other levels. There is no real strategy and aren't any shortcuts to this level. As any other level, be sure to get all zippers, and if someone dares to pass you, just blast them with a missile.

Course 3: Boulder Canyon

This is the level that introduces the infamous logs that float and whip in the water. If you run into one of these logs, the log will spin around rapidly and madly and throw you around the water, so try to avoid hitting these logs. The key is in this level, so if you want it, check out the "Finding the Hidden Keys" section of this guide.

Course 4: Haunted Woods

This is an extremely quick stage to play in. Just be sure to hit all of the zippers. There are two somewhat hidden zippers hidden under the balloons that are found just after the bridge. Scary ghosts will pop out in the long wood, don't let them intimidate you.

Boss Race: Dragon

The Dragon is extremely, extremely hard the first time you race him. He is likely to completely destroy you on your first time racing him. He shoots fire behind him, so it is extremely bad to fall behind. Be sure to get all blue speed balloons and use them without powering up at all. You can also shoot him with a missile if you have good aim, but he is harder to hit than other bosses.

Now that you have beaten the Dragon, you will need to race in every level again, this time you will need to collect the silver coins. The silver coins in Dragaon Forest aren't as obvious as the silver coins in the other Domains, these are much harder to find, and even if you do find them all, it will still be hard to finish the level victorious.

Silver Coin Challenge: Greenwood Villiage

There are three hard to get silver coins in this level, all others are easliy found. The first of the three hard to get silver coins is at the bottom of the well shortcut. Just fall down the well, and you will find it. The second of the hard to find coins is in the left path of the fork at the end of the tunnel. The third of the hard to get coins is actually very easy to find, but very hard to get because the angle is so bad. It is infront of a zipper, you will have to make a super sharp left to make it without having the wall slow you down.

Silver Coin Challenge: Windmill Plains

There are two hard to find silver coins in this level. The first is behind a waterfall, but be careful, because you could possibly hit the wall if you get too close to it.

Silver Coin Challenge: Boudier Canyon

There are two coins that are easily confusable. In the castle, the path will split in two. There is one coin to the left of the path, and another to the right of the path. You will have to go back on your second lap to get them both.

Silver Coin Challenge: Haunted Woods

Every single coin is extremely easy to find in this level, there is only one that should give you trouble. The troublesome coin is on the right side of the huge water fountain. All others are easy, just keep your eyes peeled.

Second Boss Race: Dragon

This boss is just about 6 times as hard as the first time you faced him. He is much faster, and he will shoot twice the amount of fire, which means more fire dodging for you. Be sure not to get caught behind him, because it is hard to dodge his fire and win the race at the same time. Remember that he is faster than you, and if you fall behind, it will be hard to regain your position. Just use the same exact techniques that you used when you beat him before. Eventually, with much practice, and much chucking your controller (or keyboard) out of frustration, you will beat him. You will get very frustrated while trying to beat him.

Dragon Forest Trophy Challenge

Now that you have beat the boss the 2nd and final time, you will need to win in the trophy challenge to fully complete Dragon Forest. The trophy challenge is a grand prix with each of the four Dragon Forest courses. The higher you place in each course, the more points you will get. If you have the most points at the end of the four races, you will get the first place trophy. In the Trophy Challenge, computer racers are much smarter and faster, so you can't slack off.

WIZPIG ONE

When you fully complete the dragon forest and return back outside to the

main area, the statue in the very middle of the two waterfalls, will suddenly open wide, making a tunnel for you to go through. Fly in the tunnel, and prepare to fight the Wizpig. I recommend Diddy Kong for this race, or T.T. the clock, if you have him unlocked. Wizpig is actually quite easy, the trick is memorizing exactly where the zippers are. If you get every single zipper using the zipper trick (let go of the acceleration while you go over the zipper), and don't accidentally screw up, you have a very good chance of winning the race. Remember, the first time you play him, you will lose miserably, don't get discouraged.

Once you finally beat Wizpig, you will have a giant party. All the members of the game are celebrating happily, yay! It looks like you've beaten the game, BUT WAIT. Suddenly you will see Wizpig pop out from behind the lighthouse, scaring everyone in sight. Spaceships will come down and shoot you, total chaos will occur! It looks like there is only one thing you can do now: Get revenge on Wizpig.

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6.5) Future Fun Land
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Location: In order to get to Future Fun Land, you will need to have all four first place trophies from the Trophy Challenges. Once you have done this, find the sign near the lighthouse that has pictures of the four first place trophies on it. It kind of looks like a billboard sticking out of the sand. Facing the front of it, head to the right side of it, and drive behind it so that you come out the left side. Upon doing this, you will get a cutscene. In this cutscene, the lighthouse will suddenly turn into a rocket ship and blast off toward the moon. I know, this is extremely realistic (sarcasm). The first time you do this, you will automatically be sent to Future Fun Land, but to get there a 2nd or 3rd or 4th (etc) time, just drive over the area where the lighthouse used to be before it took off.

Course 1: Stardust Alley

In this course, just follow the path. Be sure to hit the zippers at the very beginning of the course, and don't hit walls. Eventually, you will see electricity, avoid it. UFOs will shoot lasers at you, but luckily, they are not very accurate. There is a small shortcut in this level. To get this shortcut, lookout for the large bridge thing in the open room. The shortcut is below the bridge, but is hard to see. Successfully get this shortcut for all three laps, and you will have a very large chance to win the race.

Course 2: Darkmoon Caverns

Like in Stardust Alley, UFOs will come along and fire lasers at you, which are easy to dodge. Unfortunately, there aren't any shortcuts in this level. Instead there are many sharp turns, and places where you could hit a wall and slow down. You will come across a loop-da-loop two times in this level. If you use a rocket right before you approach a loop-da-loop, you will have a speed advantage which could be the difference from first place or second place.

Course 3: Spaceport Alpha

This course is quite hard, especially on your first time playing in it. The default vehicle is a plane, which makes it even harder. There are three things that makes this course hard. One is the sharp turns that occur so often in this course. Two is the wind tunnel area, in which you have to ride through an area with wind that will drift your vehicle upwards, causing you to bump into the wall, and lose speed. Most of the other computers slow down in the wind tunnel, so if you can get through there with some speed, it will give you a large advantage. The third and final thing which is hard about Spaceport Alpha is the large straight away area with the laser turrets blasting at you. The lasers are hard to dodge, and if they hit you, you will lose speed. I don't recommend grabbing a zipper in the straight away area, because the laser turrets constantly fire through the zippers, thus making it hard to get the zipper without getting blasted by the laser turrets. Stay cool, don't bump into walls, and grab all zippers (except during the straight away), and you will surely finish victorious.

Course 4: Star City

This course is relatively easy because it is in a car, and the other computer racers race somewhat slower than in other car races. There is one part where if you fall off a path, you will have to race all the way around the path again, which will cause you to lose about 15 precious seconds. When you exit the city, you will be bombarded by a series of 90 degree turns. If you wish you get all of the zippers and blue balloons, you must use the Z and R buttons to make a sharp turn. Don't make any foolish mistakes and you will probably place first.

Silver Coin Challenge: Stardust Alley

There are four semi hard coins in this level, all others should give you no problems. The first two coins are on the left and right sides of the very first UFO. For the third coin, you will have to take the shortcut, which is located under the path around the large machine that produces electricity. For the fourth and final hard coin, you will need to skip the shortcut. The coin is around the large electricity-producing machine, but be careful not to touch the machine, because if you do, you will get shocked, causing you to lose speed.

Silver Coin Challenge: Darkmoon Caverns

There are only two hard to grab coins. Both of these coins are easy to spot, however, getting them can be tough. The first one is at the exit of the second cave, and the other is just before the first loop-da-loop. Both of these coins are hard to get, because you need to make a curve. If the curve is too sharp, you will not get it, if it is too light, you will not get it. If you are far enough in first place, you can slow down completely so that you can get the coin.

Silver Coin Challenge: Spaceport Alpha

In this level, I highly recommend you play as Pipsy (the small mouse girl). Pipsy can turn very sharp, which is why you should play as her. Okay, there aren't any hard to find coins, but they are all hard to get without bumping into the wall. The first coin is right in front of the starting line, the second is right after the first, except on the left. The third is in the wind tunnel, and the fourth is in the center of the clear area just after the wind tunnel. The fifth and sixth are in the laser hallway. The seventh is at the top of the hallway just after the laser hallway; you'll have to

There are some hidden things located throughout the game that you'll need to get in order to finish the game. Actually, you must find all of the hidden items to finish the game, if you miss one item, you wont be able to finish the game fully, unless you use the free Gold Balloon Magic Code, but that's cheating. We all want to be honest, so if you're having trouble finding either a hidden Gold Balloon, or a hidden Key, this is the section for you.

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7.1) Finding Hidden Gold Balloons
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There are 4 Gold Balloons that are lurking in random places around the Diddy Kong Racing world, and Taj The Genie will challenge you three different times for races, prize being a Gold Balloon for winning against him. So that makes a total of 7 hidden Gold Balloons. Here are detailed descriptions to find each one.

Gold Balloon 1: This one isn't really hidden, because it is supposed to be the first balloon you get in the game. This one is right in front of the entrance to Dino Domain.

Gold Balloon 2: This one is kind of hidden, but not too hard to find. If you look to the right of the huge Wizpig statue, you will see several grass ledges. The balloon is on one of the grass ledges.

Gold Balloon 3: This one is a little harder than balloon number 2, but still not too hard to find. Face the entrance to Sherbert Island. Now head around Sherbert Island so that an endless ocean is on the right of your screen, and some land is on the right of your screen. On the corner of the water, you will see a golden balloon.

Gold Balloon 4: Before entering Snowflake Mountain, you should see a river. follow it until you see a giant log. To the right of the giant log, you will see a small cluster of trees. Hidden in the trees is the fourth hidden balloon.

Gold Balloon 5: Taj The Genie will challenge you to a race very early on in the game. It will be a car race. Beat him, and he'll reward you with a nice shiny polished Gold Balloon.

Gold Balloon 6: Taj The Genie will challenge you to a race towards the beginning/middle of the game. It will be a hovercraft race. Beat him, and he'll reward you with a nice shiny polished Gold Balloon.

Gold Balloon 7: Taj The Genie will challenge you to a race at about the middle of the game. It will be a plane race. Beat him, and he'll reward you with a nice shiny polished Gold Balloon.

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7.2) Finding Hidden Keys
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Yes, the hidden keys are necessary to fully complete this game. There is one

