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Introduction  
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Donkey Kong 64 is another one of Rareware's platformers which closely resembles Banjo-Kazooie. You go around different worlds, collect tons of items and use five different characters to do so. Overall, it's a pretty fun game but maybe just a bit too tedious for the average gamer. Nevertheless, it's still a great game.

--- Revision History ---

03/16/2001 - v3.4 - Reformatted a bit and changed my e-mail address. This guide will be brand new with everything complete... right after I finish my Conker's BFD guide and my Banjo-Tooie guide.

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12/09/2000 - v3.3  
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No, I haven't died, dropped off the face of the planet, or retired FAQ writing. To tell you the truth, I was hit with a bad case of laziness back in January. After all the contradictions I've placed in this FAQ, I am FINALLY coming back to update it (yes, I know, it's a huge shock) but updates will, once again, be very spaced out because I'm busy with several other FAQs right now (Including Banjo-Tooie, etc.) If I get up the strength, I'll get this FAQ complete and nice looking by January 1st, 2001, but I'm not making any guarantees. The format, wording and vocabulary in this guide really sucks, as this was one of my earlier works. However, I'll be totally rewriting the guide this time around, and (hopefully) make it the best DK64 FAQ in the history of...DK64 FAQs. This update features very little: Some new, nifty ASCII Art, created by yours truly, and a "taste" of the new format in store for this FAQ. Much more to come. For a list of my other FAQs, check out:

<http://www.gamefaqs.com/features/recognition/3855.html>

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1/26/2000 - v3.2  
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Ok, this is the first update of the millenium, a lot of people have been e-mailing me worrying that this FAQ was given up on, IT HASN'T, I just haven't gotten around to updating it, I'll try and keep up on my FAQ, but I really don't have a lot of time. Anyway, in this version I have included a PARTIAL walkthrough for Level 4, and that's about it. I know it's a very minor update, but I just wanted to let everyone know, this FAQ is being worked on, just very slowly. Oh and I also finished the Banana Checklist for Level 4 as well. Sorry, for not updating frequently, but as I said I don't have much time and I haven't gotten around to it. Oh 1 more thing I finished up the DK Rap lyrics thanks to Andrew!

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12/23/1999 - v3.0  
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Last update before Christmas, I hope everyone has a Merry Christmas and Happy Holidays to all. In this version I finished the COMPLETE walkthrough for Level 3 as well as Golden Banana Locations and Checklist for Level 3. For those of you getting the game for Christmas, have fun, this game is great!

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12/21/1999 - v2.8  
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Wow! Long time no see. FINALLY IT'S WINTER BREAK :)! A lot of you have been e-mailing me asking to update the FAQ (you people just don't read!). Anyway, I have majorly (well, not "MAJORLY" but pretty big) updated the FAQ. Added Walkthrough and Banana Checklist for Level 3 and that is about it. I recently got Jet Force Gemini so I decided to put DK64 and the FAQ to the side for a little while. But now I am back with an update. I'll try to update more regularly now since I have 3 weeks of fun! Also for all of you who have contributed to the FAQ, I am sorry but I am no longer accepting them, However I have not added them to the FAQ (there are over 50 contributions which are VERY VERY small and have nothing to do with gameplay itself and that is a little too many for me) but I do thank you all for your help. As of today I have added the last person into my Credits.

-----  
11/28/1999 - v2.7  
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Ok, this is a major update (maybe not major but still pretty big). Due to SEVERAL e-mails saying "How do I get the golden banana for (insert character's name) in Level (insert level here)" I have now added a Golden Banana Locations section which contains how to get the golden bananas for each character in each Level (only up to Level 2 because that is how far I am in the game.) I now have finished EVERYTHING FOR LEVELS 1 & 2 and I also updated the "Secrets" section and added HOW TO GET MORE THAN 1 PLAYER IN MULTIPLAYER MODE! in the "Secrets" section for those of you who couldn't figure it out :) I'll start on Level 3 sometime this week or this weekend due to school....

-----  
11/27/1999 - v2.6  
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Another update...Finished Level 2 walkthrough! Also added 2 new sections... "Banana Fairy Locations" which locates the Banana Fairies in the game and "DK Rap Lyrics" which is a fun little thing I put together of the lyrics to the intro rap in the beginning of the game. Also Thanks to Earvin Santos (Nivrae@jps.net) for the info on the banana camera. Plus updated the banana checklist...

-----  
11/26/1999 - v2.5  
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Well, I couldn't wait until the weekend, I've added a complete walkthrough for Level 2 (almost complete)..Angry Aztec, I also added 3 new sections (My

Review, Character Abilities/weapons/instruments, and Gameplay types), plus the banana checklist will be updated this weekend, the banana checklist is a checklist to make sure you get every golden banana in the game...Oh yea, I also added a word count at the end of the FAQ...Next update will be this weekend...

-----  
11/24/1999 - v2.4  
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Here is an update with a complete walkthrough for the first level as well as the Pre Level...DK's Island, plus updated the characters and story. I'll add more on the walkthrough this weekend.

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11/23/1999 - v2.3  
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Made the FAQ for the whole game, not just the demo, walkthrough for the 1st level coming soon...

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10/31/1999 - v2.2  
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Added LOTS of new stuff, including a rumors section, and more on the characters.

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10/29/1999 - v2.1  
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Added a Few new sections to this guide.

-----  
10/22/1999 - v2.0  
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Added 3 NEW things about the game, thanks to Sachit H. (The 3 things are in the new section called Secrets/Game Info.) Also changed the release date after many, many e-mails correcting my mistake, SORRY EVERYBODY!

-----  
10/9/1999 - v1.0  
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First Version, only have walkthrough for DEMO of the game...

=====  
1.) G a m e I n f o .  
=====

Title: Donkey Kong 64  
Platform: Nintendo 64

Genre: Action; 3D Platform  
No. of Players: 1-4 Simultaneous  
Developer: Rare  
Publisher: Nintendo  
Memory Pak Compatibility: Not Compatible  
Rumble Pak Compatibility: Yes it's Compatible  
Expansion Pak Compatibility: Required for Gameplay (Included w/game)  
ESRB Rating: Everyone (Mild Animated Violence)  
Price: \$59.99  
Save Slots: 3 Slots to Save in  
Cartridge: Banana Yellow Colored

-Demo Game Info. (ONLY FOR DEMO!)-

The game starts out, as most games do, with a rap. This rap is a total of 3 minutes and 20 seconds long and it shows DK rapping along with the song.

Then the game starts with you controlling Donkey Kong, and you are in a hallway, sort of like in Super Mario 64 you are in a hallway, like that. This hallway has lots of doors leading to rooms. You can access lots of levels from 1 room. In each room there is: 2 Boss Battles, 2 Mini-Carts, and a few of the game levels.

The 1st game level you can play is called "Jungle". This is a sort of training level to get you familiar with the controls and how to move DK around and stuff like that. Inside "Jungle" one of your objectives is to Open up a gate that leads to a bunch of Caves. To do this you need to make DK climb up a tree and swing on vines to reach a cliff where the switch to the gate is.

After the training level you can play another game level called "Crystal Caves". This time you control Lanky Kong and you are in an Icy world, with polar bears and igloos, etc.

One of the Mini-Cart games is "Diddy's funhouse Mine Ride" and to find out how to beat this, see the walkthrough section in this FAQ/Walkthrough.

Once you explore the world a little bit, you will find a Kremling named "K. Lumsy" (Don't you love how they spell out words with characters names.) locked up into a cage by K. Rool for not obeying his orders. As you progress farther in the game you will rescue some of the kong's, but your main goal is to find the 7 keys to unlock the cage that K. Lumsy is in so that he will tell you how to beat K. Rool.

There IS a multiplayer game in DK64 in which you and 1-3 other characters try to kill each other. Of course, each character has his/her own weapon. The 3-D watermelon is a life meter. So when you take damage, parts of the watermelon come off. You can also race in the Mini-Carts as a multiplayer game, such as in Mario Party.

You will come to places that you can't pass in the game, because you don't have the right character. This is how it will be in the whole game. Each character has his/her own abilities to conquer different levels. So if you can't pass an area, that is why.

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## 2.) Story

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Here's the story from the manual & Rareware.com, sort of mixed together to give

you a better feel of the story:

"Left!" rasped a voice to his left.

"Right!" came the immediate response from the other side.

It had seemed like a good idea at the time, but now the Klaptrap turning the wheel wasn't so sure. His little legs were getting tired, and those two incompetent fools hadn't a clue where they were going.

"Left!"

"Right!"

With a sudden sickening crunch of metal against rock, the King's pride and joy came to a shuddering halt, knocking all three off their feet. The tough little Klaptrap was up first, dashing eagerly across to the broken bridge window to see what those goons had hit.

"You two are going to be in sooo much trouble when I tell him what you've crashed into!" he barked gleefully "and those monkeys aren't going to be too pleased either..."

Klaptrap was right, but it wasn't just that pair that were in trouble. Deep within the gloomy bowels of his latest creation, a furious King K. Rool sat on his throne, glaring down at the quaking generals of his vast Kremling army assembled before him.

"Well? I'm still waiting for an answer..."

His plan couldn't fail this time, or so he had thought. But like so many times in the past he'd underestimated just how useless his scaly minions could be. It had taken years to build, but now his mighty island stronghold lay immobile off the coast of it's very first target --- Kong Isle.

Perhaps all is not lost though, the King mused. I know we're ahead of schedule but it must be working by now. It's time to rid myself of those flea bitten apes once and for all! K. Rool's evil laughter echoed around the throne room as the order was given.

"Power up the Blast-o-Matic. Target in Kong Isle. Fire when ready!"

The weighty King lumbered over to a window. How he'd waited for this day, to see their precious homeland reduced to rubble. They'd beaten his so many times in the past but this was to be his finest hour! The silence was interrupted, not by a deafening explosion, but by a pathetic wimper.

"I'm so v-very sorry your M-Majesty, but i'm afraid the Blast-o-Matic isn't quite w-working yet..."

K. Rool turned to face the white-coated technician responsible for the bad news who'd hesitantly shuffled across. Then, suddenly, the King began to cry.

"It's just not fair..." he sobbed, "I really thought I was going to win this time."

The bloated form of Klump waddled over and put a consoling arm around his distraught leader. "Don't get all upset now, your Excellency. We'll go and capture those nasty Kongs for you. Then you'll have all the time in the world to get your Blast-o-Matic ready, won't you?"

"Do you think that will be enough?" the King sniffled.

"Your right as always, O Exalted One. We'll also steal their Golden Bananas as

usual, so that if any Kongs escape us they will be too busy looking for them to come and ruin your magnificent plans."

"Oh I'd be so grateful..."

King K. Rool watched his generals leave with a big smile on his ugly green face.

He wiped away his crocodile tears and began to laugh. His little bit of play-acting had worked, and those Kongs would soon be history. He glared down at the bemused technician.

"Well, what are you waiting for? Get the Blast-o-Matic working, I've got an island to destroy!"

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### 3.) Characters

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Thanks to JDude84 for the DESCRIPTIONS of the characters and the site(s) he got them from...

Character Name: Donkey Kong

Description:

Back at the head of the DK Crew in his first starring role since the original DKC, the longest running ape in video game history (with the exception of one other grouchy member of the family) is tougher than ever, packing heat and ready to face down those Kremlings in his latest battle for his homeland.

No retreat! No surrender! No bannanas? That's the last straw...

Cranky's Comments:

"About time that lazy good-for-nothing went adventuring again. He's the leader of this mangy bunch and tells me that he has learned a whole new bunch of 'mean, reptile-stomping' moves. I doubt whether they will be any better than his old ones, but we shall see, shan't we?"

Instrument: Bongo Blast

Rating: 4/5

Weapon: Coconut Shooter

Secret Move: Gorilla Grab (Allows DK to activate machines, etc.)

Previous Games:

Donkey Kong (Arcade; NES)

Donkey Kong Land (Gameboy)

Donkey Kong Land 2 (Gameboy)

Donkey Kong Land 3 (Gameboy)

Donkey Kong Country (Super NES)

Donkey Kong Country 2 (Super NES)

Donkey Kong Country 3 (Super NES)

Super Mario Kart (Super NES)

Mario Kart 64 (Nintendo 64)

Mario Party (Nintendo 64)

Super Smash Brothers (Nintendo 64)

Donkey Kong 64 (Nintendo 64)

Comments: Of course without DK the game would be pointless. I mean after all, the game is named after him (plus he is a great character, a little overweight but great!)

=====  
Name: Diddy Kong

Description:

Long-established second half of the big Kong double act, DK's nephew Diddy makes ever-bigger leaps and bounds towards fully-fledged video game hero status with his part in each succesful overthrow of K. Rool's hordes. He's more fiesty and versatile than ever this time around, with the familiar cartwheel assult still in tact and a whole host of new abilities at hand, including mastery of those very useful jet-barrels.

Cranky's Comments:

"Donkey's little nephew wannabe. He's quick, nimble and courageous but still a bit of a lightweight when compared to my fine physique. He's also got this new-fangled thing he calls a Jetbarrel, but it sounds like nothing more than a lot of hot air to me."

Instrument: Guitar Gazump

Rating: 5/5

Weapon: Peanut Pogguns

Secret Move: Chimpy Charge

Previous Games:

Donkey Kong Land (Gameboy)  
Donkey Kong Land 2 (Gameboy)  
Donkey Kong Land 3 (Gameboy)  
Donkey Kong Country (Super NES)  
Donkey Kong Country 2 (Super NES)  
Donkey Kong Country 3 (Super NES)  
Diddy Kong Racing (Nintendo 64)  
Donkey Kong 64 (Nintendo 64)

Comments: Diddy is a cool little chimp, but my favorite is DK. But Diddy is better than DK in almost every way except for strength!

=====  
Name: Lanky Kong

Description:

Coming to join the DK crew from a distant branch of the family, Lanky's something of a wildcard - a gangly, loping orang-utan whose long arms work particually well in the Krem-bashing department (Though he can also stand and run on his hands if neccesary). Another peculiar trick invloves floating some distance up in the air by puffing himself up like a ballon - odd, but useful, just like old Lanky himself.

Cranky's Comments:

"A newcomer to the Kong clan and the joker of the pack. I haven't a clue whom he's related to -- must be some distant cousin or something. Those silly stretchy arms give him plenty of potential, but I'm sure he'll be too busy clowning around to be of much use."

Instrument: Trombone Tremor

Rating: 1/5



Weapon: Grape Shooter

Secret Move: OrangStand (Lets you move on slippery surfaces)

Previous Games:

Donkey Kong 64 (Nintendo 64)

Comments: Not a good character at all! His only good move is OrangStand which uses his arms and makes it able for you to walk on slippery surfaces.

=====

Name: Tiny Kong

Description:

Don't get her confused with big sister Dixie of DCK2 and 3 fame - in this adventure it's Tiny who get's to hog the limelight, siezing the chance to put her own attitude and athletic skills to the test. Inheriting that trademark pigtail spin from her sis was only the beginning, as she's also picked up an uncanny shrinking ability somewhere along the way. Is size really everything? Time to find out...

Cranky's Comments:

"I thought this was Dixie Kong<sup>h</sup> until she told me that she is Dixie's younger sister. Bah, kids these days all look alike! You'll probably recognize Dixie's trademark hair spin techinque, but Tiny can also shrink in size -- although I reckon that one's nothing more than a marketing gimmick and won't even be in the game!"

Instrument: Saxophone Slam

Rating: 3/5

Weapon: Feather Bow

Secret Move: Ponytail Twirl

Previous Games:

Donkey Kong 64 (Nintendo 64)

Comments: Tiny is an 'OK' Character. But I would most likely go with DK or Diddy Kong but if you want something different choose Tiny! Unless of course you need to choose her for something in the game, otherwise stick with DK or Diddy!

=====

Name: Chunky Kong

Description:

Older brother to DKC3 Co-Star Kiddy, Chunky demonstrates just what the oversized toddler of the family could grow into. Huge boulders prove no obstacle to him, and neither do most Kremlings, so they'd better watch out if they get his usally cheery nature to take a turn for the worst. He may not be the quickest kong in the world, but he's definetly handy to have around.

Cranky's Comments:

"Let me guess, this one's the big guy? Sheesh, I don't know how they come up with these names. Anyway, he's Kiddy's older brother and lists crushing, smashing and pounding Kremlings as his hobbies. Hey, perhaps there is a glimmer

of hope for these bums after all. I bet he's really slow though.

Instrument: Triangle Trample

Rating: 4/5

Weapon: Pineapple Launcher

Secret Move: Primeape Punch

Previous Games:

Donkey Kong 64 (Nintendo 64)

Comments: Well, not many comments, Chunky is kind of like Donkey Kong,  
only stronger.

=====

Other Characters in the game:

Professor Cranky Kong - Sells potions; Plays JetPac when you get 15 banana medals.

Funky Kong

Previous games: DKC 1, 2, 3

Description of History: Ran the "Funky's Flights for DK to switch between levels" (Thanks to Georgina Bodick for this one :)

Candy Kong - Instrument Seller

Funky Kong - Weapon Seller

Wrinkly Kong

History: - Wife to Cranky; Was in DKC 2

Wrinkly gives you tips in the lobby of a level, use them as a last resort or first if you really suck at the game.

King K. Rool - The final Boss, this nasty alligator is the one who is behind all of the destruction.

Snide - The fox you give Blueprints to.

Troff n' Scoff - 2 fat pigs who eat up your bananas.

K. Lumsy - The innocent Kremling locked up in a cage.

Bosses - The Bosses from each level!

Banana Fairy: Take pictures of them.

=====

-Characters II (Demo Info.)-

These are the characters again, but they have some info. that is different. Both Character lists are accurate (almost) but here is a second view on the characters:

a. Donkey Kong:

The Main character in the game of course, but not alone he brang some relatives

along as well. His mission is to save the world from King K. Rool. But DK isn't the strongest Ape in the game anymore. Now its Chunky (Hence the name chunky!)

Type of Animal: Ape

Skin/Fur Color: Dark Brown

Clothing: A red Tie with the letters DK in yellow on the front of it.

Weapons: Coconut Shooter - Its a gun of course, but not too much of a real one. Its a HOMEMADE gun and its ingredients are: 1 Hollow log, 1 wooden handle, and a bunch of leaves for the aimer.

Moves:

Double Jump; How to do it: Jump (A) and while in the air press A again and you will get a higher jump (Double Jump)

Instrument: Bongo Blast

Past Games he was in:

Donkey Kong - NES/Arcade

Donkey Kong Classics - NES/Arcade

Donkey Kong Jr. - NES/Arcade

Donkey Kong 3 - NES/Arcade

Donkey Kong Land - Gameboy

Donkey Kong Land 2 - Gameboy

Donkey Kong Land 3 - Gameboy

Donkey Kong Country - SNES

Donkey Kong Country 2 - SNES

Donkey Kong Country 3 - SNES

Donkey Kong Jr. - SNES (Super Mario Kart)

Mario Kart 64 - N64

Mario Golf - N64

Mario Party - N64

Super Smash Bros. - N64

DK64 - N64

b. Diddy Kong

-----

Yep, DK's little cousin. Anyway, he's back in full 3-D with all of his relatives. Hey, what fun could the game be without Diddy? Hey he isn't as strong as DK, but he sure can jump farther.

Type of Animal: Monkey

Skin/Fur Color: Brown

Clothing: A Red vest with 4 Yellow stars (2 Front; 2 Back) and a Red Hat pointing forward.

Weapons:

Peanut Poppuns - Well of course, shoots peanuts, I don't have a full description of this weapon yet, but I'll find out soon.

Moves:

Not sure yet. But I know he has the double jump like DK.

Instrument: Guitar Gazump

Past Games he was in:

Donkey Kong Land - Gameboy  
DK Land 2 - Gameboy  
DK Land 3 - Gameboy  
DK Country - SNES  
DK Country 2 - SNES  
DK Country 3 - SNES  
Diddy Kong Racing - N64  
Donkey Kong 64 - N64

c. Tiny Kong

-----

Sachit H. tells me that Tiny is Dixie's sister, but I don't know. Anyway, she is the only girl character in the whole game and she is GREAT! With her inherited Pigtail Spin from her sister, Dixie, she can fit into little tiny spaces. Thats why she is so tiny.

Type of Animal: Monkey

Skin/Fur Color: Brown

Clothes: Hmm... I really don't know on this one.

Weapons:

Feather Crossbow - A crossbow made out of red feathers I would guess, but I really have no description of this yet.

Moves:

Pigtail Spin - Lets her fit into tiny spaces  
More moves as I get them.

Instrument: Saxophone Slam

Previous Games she was in:

None only:

Donkey Kong 64 - N64

d. Lanky Kong

-----

Here is an oldtimer, however he is new to the game, but not new in age. He has long arms which will help you get places that can be hard to reach, as well as swinging on vines. Besides this he can walk on his arms, and blow up like a balloon and float around in the air for a while.

Weapons:

Grape Shooter - Evidently it is a gun that shoots out grapes at enemies, but a full description is on it's way.

Moves:

I don't know any moves for him yet, besides his long arms to help reach hard places, and his blowing up into a balloon shape to float around. Oh, and walking on his hands.

Instrument: Trombone Tremor

Previous Games he was in:

None besides:

Donkey Kong 64 - N64

e. Chunky Kong

-----

Wow! An ape that is STRONGER than DK, get outta here. Nope, its true, chunky kong is stronger than Donkey Kong himself. Older Brother of Kiddy Kong, this ape can break down brick walls!

Weapons:

Pineapple Bazooka - Well, just going by the name you should know, but I'll get a description of this soon.

Moves:

Cannonball Spin - Do a jump with A and press B while in the air.

Whirling Spin - Move or Run and press B repeatedly to start spinning.

Instrument: Triangle

Previous Games he was in:

Yet again, none except:

DK64 - N64

f. King K. Rool

-----

Bet you though it was another Kong hey, well this time its King K. Rool, the EVIL of all EVIL. He is a Kremling God and has a new invention, the Blast-O-Matic cannon. I'm pretty sure he is the Final Boss.

History: In the first game, he stole of all of DK's bananas! In the second game, he became a pirate! In the third, he built a robot!

Weapons:

Blast-O-Matic - An invention he has created, don't know what it does, but a full description is on its way.

Moves: Not sure yet

Instrument: NONE

Past Games he was in:

All except the NES ones, and Diddy Kong Racing.

g. Funky Kong

-----

Hmmm... I don't know much on this character yet, but I'll be sure to get some info as soon as I can.

Weapons: Will find out soon

Moves: Will find out soon

Instrument: Will find out soon

Past games he was in:

DKC 1 - SNES - Ran "Funky's Flights" (Thanks to Georgina Bodick :)

DKC 2 - SNES

DKC 3 - SNES

h. Candy

-----

Hey its DK's Girlfriend. She isn't a PLAYABLE character, but she gives all of the tools to the other characters. Hey, thats pretty good isn't it?

Weapons: NONE

Moves: NONE

Insturment: She gives them out to the other PLAYABLE characters.

Past games she was in:

Donkey Kong Country - SNES

Donkey Kong 64 - N64

i. Klump

-----

Same as Funky Kong...

Previous Games:

DKC 1 - SNES

j. Klaptrap

-----

Same as Klump...

k. Cranky Kong

-----

Same as Klump, Klaptrap, and Funky...

History:

-----

Was the star of DKC 1

Father to DK

Wife to Wrinkly

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4.) C o n t r o l s

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Basic Controls:

A Button: Jump

B Button: Punch/Grab; Shoot weapon

Z Button: Crouch; Takes out weapon when pressed with C-Left

Left: Nothing

Right: Move Camera angle; Switch position on vines.

C-Buttons: Camera

D-Pad: Nothing

Joystick: Moves Character(s)/Selections

Start Button: Pause Menu

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5.) I t e m s

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Here are the Items in the game as well as some other non-items, and you must collect these items because they count towards your score at the end of the game:

First of all, here are each characters colors:

-----  
Donkey Kong - Yellow  
Diddy Kong - Red  
Tiny Kong - Purple  
Lanky Kong - Blue  
Chunky Kong - Green

Banana

-----  
These are worth 1 Banana, and they come in 5 different colors. Each character has a their own color.

Banana Balloon

-----  
These are worth 10 Bananas, and they also come in 5 different colors. 1 Color for each character.

Golden Banana

-----  
These are a necessity in the game. You must collect these in order to open new worlds as well as make it to King K. Rool.

Banana Bunch Coin

-----  
Each one of these coins is worth \$1 in Kong money which you can spend at stores. These come in 5 different colors as well. 1 color per each character.

Banana Bunch

-----  
Worth 5 Bananas.

Banana Medal

-----  
There are a total of 15 Banana Medals in the game. To get 1 Medal you must collect 75 bananas.

5 Banana Coin

-----  
Worth 5 Banana Coins, or in other words \$5 in Kong money. These are also 5 different colors for each character.

Watermelon

-----

Has 4 pieces to it and will fully restore your life meter.

Melon Crate

-----

Same thing as the watermelon basically. Each crate contains 4 slices of watermelon to fully restore your life meter.

Oranges

-----

Used as Grenades.

Blueprints

-----

These are collected when you defeat Kasplats.

Supply Crates

-----

Each Crate carries 5 different ammo.

Crystal Coconut

-----

Unlock Cranky's Potion Potential

Boss Keys

-----

There are a total of 8 keys in all. You need these to unlock K. Lumsy's jail cell cage. You get them by defeating bosses.

Headphones

-----

Replenish the number of times the Kongs can use their instruments.

Crowns

-----

There are a total of 10 crowns and you get them in the Battle Arena.

Banana Camera Film

-----

Used in the Banana Camera to capture Banana Fairies on film.

Rareware Coin

-----

This coin is used with the Nintendo coin to unlock the lask key to open K.



Lumsy's cage. To get it you must collect 5,000 points in the Old Arcade.

#### Nintendo Coin

-----  
This coin is used with the Rareware coin to unlock the last key to open K. Lumsy's cage. To get it beat the Donkey Kong game in the factory.

#### Blueprints

-----  
Each character has their own color of these, you get them from the Kremplings, and when you get them, take them to Snide to get a reward.

#### Portals

-----  
Transfer between levels and level lobbies.

#### Wrinkly Doors

-----  
Used to get help for that level, (use as a last resort)

#### Switches

-----  
These do various things. To activate them, you must use the weapon that is specified on the switch (i.e. - If there is a peanut use the peanut popguns.)

#### Battle Arena Pads

-----  
Used to transport to Battle Arenas. There is one in every level.

#### Kong Barrels

-----  
Invented by Cranky Kong. Jump into one to activate one of Cranky's special abilities.

#### Tag Barrels

-----  
Jump in one of them and select another character to play with.

#### Kong Pads

-----  
Step onto one of these and press the Z button for one of Cranky's special abilities to happen.

#### Animal Crates

-----  
Touch one of these to have an animal help you. Usually it's Rambi the Rhino.

#### Troff n' Scoff Portals

Takes you to Troff n' Scoffs room, leaving the room brings you back to the level through the same portal you entered the room.

#### Bananaport Pads

-----  
For these to work, you must stand on 2 of the same number to create a warp. Then to warp back and forth between that number, stand on the Bananaport and press the Z Button.

---

---

### 6.) G a m e p l a y    T y p e s

---

---

Here are the different types of gameplay you can choose from:

#### Adventure

-----  
Adventure mode is the most common mode of play if you just started playing the game. This is the basic part of the game. From here you can start a new game, load a previously saved game, or erase a game.

There are 3 save slots on DK64 for the Adventure mode.

In the adventure mode. You start out with Donkey Kong and you goal is to resucue your friends, free K. Lumsy, and get rid of K. Rool.

You play through 8 long levels collecting golden bananas and tons of other items. This is the best part of the game, imo.

#### Options

-----  
This really isn't part of "Gameplay", but it is something you can choose. The options menu lets you choose game options. You can change the screen size if you want, or you can even select to skip the cinemas in the game, but I wouldn't do that if it's your first time playing, because the cinemas are GREAT!

#### Mystery

-----  
As the title suggests, this is a mystery type of gameplay. You cannot access this option until you rescue at least 1 banana fairy. And once you do access it, you will get new things (see Secrets) when you collect more fairies.

#### Battle

-----  
This mode is inaccessible until you rescue at least 1 of the Kongs (which shouldn't be too hard because you rescue Diddy in Level 1) and you collect the first crown in the Battle Arena. And as in mystery the features in this part are accessed as you progress through the game.

#### Sound

-----  
Lets you change the Audio settings for the game...

---

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7.) A b i l i t i e s / W e a p o n s / I n s t r u m e n t s  
-----

=====  
Abilities  
=====

These can all be found at Cranky's Lab:

All of the Kongs:  
-----

Simian Slam - Press A button to jump, and while in the air, press the Z button to come crashing to the ground.

Super Simian Slam - Same as above, only stronger.

Super Duper Simian Slam - Same as above, the strongest of the 3.

Donkey Kong:  
-----

Baboon Blast - Press the Z button while standing on a Donkey Pad.

Gorilla Grab - Press the B button when standing next to a lever.

Strong Kong - This uses Crystal Coconuts. Jump into a DK Barrel and press and hold Z and press C-left.

Diddy Kong:  
-----

Chimpy Charge - Press and hold the Z button then press B.

Rocketbarrel boost - Jump into a Diddy Barrel, hold Z button and press C-Left. This uses Crystal coconuts.

Simian Spring - Press the Z button when standing on a Diddy Pad.

Tiny Kong:  
-----

Mini-Monkey - This move uses coconut crystals. Jump into a Tiny barrel and press and hold Z then press C-Left.

Pony Tail Twirl - Press A to jump then press and hold A again.

Monkeyport - When on a Tiny Pad pres the Z button.

Lanky Kong:  
-----

OrangStand - Press Z and then press the B button. Continue holding the Z button and use the joystick to move around.

Baboon Ballon - Press the Z button when standing on a Lanky pad. This only lasts for a limited time.

OrangSprint - Press and hold Z then press B. Continue to hold the Z button and use the joystick to move around.

Chunky Kong:

-----

Hunky Chunky - This uses crystal coconuts. Jump into a chunky barrel.

Primate Punch - Press and hold Z and press B.

Gorilla Gone - Press the Z button when standing on a chunky pad.  
This will make you invisible.

=====

Weapons

=====

\*\*Note\*\* - All of these can be found at Funky's Shop:

Donkey Kong's Weapon - Coconut Cannon

Diddy Kong's Weapon - Peanut Poppuns

Tiny Kong's Weapon - Feather Bow

Lanky Kong's Weapon - Grape Pipe

Chunky Kong's Weapon - Pineapple Launcher

=====

Instruments

=====

These can be found at Candy's shop:

Donkey Kong's Instrument - Bongo Blast

Diddy Kong's Instrument - Guitar Gazump

Tiny Kong's Instrument - Saxophone Slam

Lanky Kong's Instrument - Trombone Tremor

Chunky Kong's Instrument - Triangle Trample

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8.) W A L K T H R O U G H

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=====

8.1 - Pre Level - DK's Island

- =====  
Objectives: - Leave Treehouse  
- Talk to Cranky Kong  
- Finish the 4 Training Barrels  
- Get 3 coins in the cave  
- Get the Simian Slam move from Cranky  
- Leave DK's Island  
- Banana Checklist

---

#### Leave Treehouse

-----

Squawks (the parrot) will fly in your window while you are doing push-ups and report the bad news of all your buddies being ape-napped and your banana hoard being stolen.

Squawks then tells you to leave your Treehouse and go report what's happened to Cranky Kong. So just jump out of your treehouse when ready, (btw, DK won't get hurt unless he jumps from a REALLY high platform, so you won't get hurt by jumping from your treehouse.)

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#### Talk to Cranky Kong

-----

After leaving your treehouse, read the signs that are posted in DK's Island to find out where everything is. Find the sign that says where Cranky's Lab is to find him.

When you talk to Cranky he will tell you to go and complete his training barrels before he will help you. Upon leaving Cranky's lab, you will see a cinema DK being confused about the barrels.

---

#### Finish the 4 training barrels

-----

Jump into each barrel 1 by 1. These teach you the basics of the game while also forming a mini-game. The first barrel will teach you how to swing on vines, press the A button to swing from vine to vine. Press the R button to change directions on the vine. Press the Z button to let go of the vine. Make you way across the vines and get the coin on the other side.

The remaining 3 barrels teach you other basic gameplay info as well. 1 Barrel teaches you how to throw the orange grenades. 1 Barrel teaches you how to swim.

After you complete each barrel, the barrel will explode sybolizing that you have completed it. Once you have completed all of the barrels, head back to see Cranky, but before that you must get the 3 coins on DK's Island.

---

#### Get 3 coins in the cave

-----

Look for the sign that points you to a cave. But be careful, it isn't the cave that has the sign "Way out!" on it. The cave you are looking for is different.

Once you find it, go through and you will come to a dead end. Here you will find 3 coins, collect them all, and don't worry about the bats because they can't hurt you.

---

#### Get the Simian Slam move from Cranky

-----  
Now you can head back to see Cranky. He charges you 3 coins to buy his special Ability which is the Simian Slam move. There are 3 of these moves (Simian Slam, Super Simian Slam, Super Duper Simian Slam) but for now you can only have this one.

This move can be used on all of the characters, and it costs 3 coins. Basically, it is a Butt-Stomp move. You jump with A and press Z while in the air to come crashing down to the ground.

Btw, the way this move is aquired is by drinking a potion, and there is a funny cinema when DK drinks the potion where he smells it after drinking it and throws the glass behind him due to the smell :)

Now that you have learned your new move, you can find the exit of this place and leave on for your journey. The Simian slam is necessary for you to leave, so you must buy it.

-----  
Leave DK's Island  
-----

Find the sign which reads "Way out!" to find the exit of this place. It is a cave-like area and at the end is a door blocking your way of getting out.

In front of this door is a little switch. Use you Simian Slam on the switch and the door will open allowing you to leave and start your 3D journey!

-----  
Banana Checklist for DK's Isle  
-----

For Donkey Kong:

- 
- #1 - Talk to K. Lumsy, the banana is in front of the Level 1 Entrance.
  - #2 - Pull Lever, play instrument in Lobby of Level 3.
  - #3 -
  - #4 -
  - #5 -

For Diddy Kong:

- 
- #1 -
  - #2 -
  - #3 -
  - #4 -
  - #5 -

For Tiny Kong:

- 
- #1 -
  - #2 -
  - #3 -
  - #4 -
  - #5 -

For Lanky Kong:

- 
- #1 -
  - #2 -

- [] #3 -
- [] #4 -
- [] #5 -

For Chunky Kong:

- 
- [] #1 -
  - [] #2 -
  - [] #3 -
  - [] #4 -
  - [] #5 -

=====  
8.2- Level 1 - Jungle Japes  
=====

- Objectives:
- Meet K. Lumsy
  - Get Coconut Gun
  - Free Diddy Kong
  - Go see Cranky using Diddy
  - Get Rambo Rhino to break the huts
  - Play the Barrel mini-game
  - Go up the mountain w/Diddy
  - Make the Golden banana appear on top of mountain
  - Slow down conveyer belts
  - Play Mine cart mini-game
  - Get the hidden bananas
  - Battle Arena
  - Get Ammo. Belt for all Kongs **\*\*NEW\*\***
  - Fight Army Dillo
  - Banana Check List for Level 1

-----  
Meet K. Lumsy  
-----

This is actually not part of the first level, but you must do this before going to the first level.

As you leave the DK's Island, your parrot will tell you to visit the cave across the way. This is where K. Lumsy, a Kremling, has been locked up for being nice.

Swim across the way and enter the cave. Upon entering you will see a huge cage with 8 locks on it, and a huge Kremling inside the cage. This is K. Lumsy. Talking to him reveals that K. Rool has locked him up for not smashing DK's Island.

K. Lumsy asks if you will help him out by getting the 8 keys and releasing him. He also tells you something pretty obvious...Not to tell K. Rool about their plan.

After you agree to help him out, he starts jumping with joy and causes the ground to shake, and as this happens a rock breaks apart revealing a golden banana for you to get. Leave the cave of K. Lumsy and go find the Golden banana. After you get it, swim back to DK's Island.

-----  
Get Coconut Gun  
-----

Ok, There are 2 cave openings on DK's Island. One leads into the Island itself,

and the other leads into the First Level - Jungle Japes. Go into the one that takes you to Jungle Japes which is located just to the right of the one that leads into DK's Island.

The place you are taken to is the first Level - Junle Japes, but you are in the "Lobby" of the level, which is the area outside the main part of the level. Walk through the tunnel to get to the main part of Jungle Japes. Once there, search for at least 3 Coins if you don't have 3 already.

Once you have collected at least 3 coins find Funky Kong's store which you can find by climbing up a pole-type thing to the west of the level. Go inside of Funky's shop and purchase the Coconut Gun. Funky will give you a brief explanation on the weapon. Press and hold the Z button and press C-Left to take weapon out. To aim the weapon press C-Up, and to shoot press the B button. You now have and know how to use the Coconut Gun!

---

#### Free Diddy Kong

-----

Now it's time to free one of the 4 other characters in the game, and none other than Diddy Kong. Diddy is locked up at the top of the level, and the only way to break his cell door is to shoot the 3 Coconut switches that are located above doors throughout the level.

The first switch is located all the way to the right of the level (where the bee is), shoot the Coconut switch above the door and 1 Coconut light will light up above Diddy's Cell. Only 2 more to go.

The second switch is all the way to the left of the level, (over where the rock on the big "X" is), shoot the Coconut switch above the door and the 2nd coconut light will be lit above Diddy's cell.

The 3rd and final switch is the hardest one to get. It is right in the middle of the level, but the problem is you can't reach the switch with your gun that far back. You must climb up to where Funky's Shop is, and then climb the tree next to Funky's shop. Aim the gun down, and you should see the switch right below, shoot the last switch and the 3rd and final light will light up above Diddy's cell releasing him.

Upon releasing Diddy, he will tell you that if you want to switch with him, to go to the Tag Barrel, also there is a golden banana inside of his Cell, so go up and get it.

---

#### Go see Cranky using Diddy

-----

If you took my advice and collected the golden banana in Diddy's cell, the 3 doors that have Coconut switches on top of them will now open allowing you to go inside.

Go down and switch characters so that you are now Diddy Kong. Now, go in the door all the way to the right. This is the path that leads to Cranky's Lab (The Middle door also leads to Cranky but go in this one first). When you first go in, kill the Kremling with the red hair and he will leave behind some blueprints, you can take these to Snide a little later or you can do it now, you're choice (I suggest you do it now so you don't forget, each time you give Snide some blueprints you will receive 1 golden banana. Remember to switch to DK sometime in the game and kill the yellow haired Kremling to get blueprints for DK and take those to Snide and DK will also get a banana. Each character has to get blue prints).



Continue on, and you will see some transparent bananas on the floor. You can't collect these because they aren't yours, they are yellow which means they are for Donkey Kong. Keep going and you will come to Cranky's Lab.

Talk to him and buy the Chimp Charge attack with 3 coins. If you don't have 3 coins, then go back and search for some more. To use the Chimp Charge, press and hold the Z button, and press the B button, keep holding both buttons and Diddy will do a Chimp Charge!

After this, change back into Donkey Kong (The Tag Barrel is right by Cranky's Lab) and visit Cranky again and buy the Baboon Blast move. This move allows you to stand on a Kong Pad and while on it, press the Z button to go soaring into the air and go to a mini-game.

---

#### Get Rambi the Rhino to break the huts

-----

Still as DK, go over to the door near Cranky's Lab and shoot your Coconut gun at the switch to open it. Inside you will find some coins and an Animal Box. Rambi the Rhino is inside of this box, just touch it to open it.

With Rambi the Rhino, press A to jump, B to Charge, hold Z and press B to do a Super Charge, and press and hold Z and press C-Left to change back into your character.

Now that you have Rambi the Rhino, charge into the huts that surround Cranky's Lab, to make character switches appear, and also a bunch of bananas in one of the huts. After that take Rambi to his picture in the cave (don't go past his picture or you will get a (X) sign and will change back into your character (Diddy or Donkey). At his picture charge through it (Press the Z button and hold it, and then press the B button and he will super charge).

When you are back to Diddy or Donkey, go back to the hut that had the bunch of bananas and collect them, now move back down to where the Kong Pad is to the far west (left) of the level.

---

#### Play the Barrel Mini-Game

-----

The Barrel Mini-Game is located all the way west (left) of the level, to reach it, climb up the tree and swing on the vines. Stand on the Kong Pad and press the Z button to go soaring into the air.

You will be taken to the sky and land in a barrel. Here are the rules of the game. When the Crosshairs land on the next barrel press the A button to fire yourself into it. But make sure to get all of the items on the way.

You must time your fires correctly in order to collect all the items, and to make it to the next barrel.

Your main goal is to make it through all of the barrels, and at the last one, you will get a golden banana. If you missed some of the items while playing, just go back and try again (you won't have to get the items twice) and get all of the items you missed.

---

#### Go up the mountain w/ Diddy

-----

Change into Diddy, and go up to where Funky's shop is located. Around this area

you will find a Peanut Switch (it's located right to the left of the #2 bananaportal). Shoot the switch with your Peanut Popguns and a ramp will appear around the mountain.

The ramp is only there for a few seconds, so be quick! Make your way up the mountain and enter it at the top.

You are going to have to hit a switch inside of the mountain, and when you do a golden banana will appear on the top of the mountain. Here is how to do it...

---

Make the Golden banana appear on top of the mountain

-----  
Ok, first things first. For you to reach the platform with the switch you will have to make a walkway appear for you to cross over to it. From the beginning of the level climb on top of the boxes to the right. Then do a flip-jump to get to the top of them.

On the back wall is the switch that will create a walkway for you to get to the switch that releases the golden banana. Shoot the switch and you will get 30 seconds to cross the walkway and make it to the other side.

I actually didn't find this out until later on in the game, so I did it the hard way, but going right up to the switch, shooting it, and running back with 5 seconds to spare crossing the bridge.

Once you make it to the other side, Simian Slam the switch on the floor, and the golden banana will appear on top of the mountain. But don't go up and get it just yet, first you need to play the mine cart mini-game!

---

Slow down the Conveyer belts

-----  
Before you can make it up to where the mine cart mini-game is at, you must first slow down the conveyer belts which are your path up to the mini-game.

To do this, do a Chimp Charge to the smaller gate that seems to be already half broken. It will completely break when you charge into it. Inside is a switch to slow down the conveyers, but first you must kill the big worker Kremling inside. To do this, throw a bomb at him.

Once he's gone, Chimp charge the switch that says "Low" on it, this will make the Conveyer belts go much slower. After you slow them down, go over to the area with the 2 big worker Kremplings and kill them both, and make your way up the belts.

---

Play Mine Cart mini-game

-----  
This is a really fun mini-game! And by completing your task of collecting 50 coins you will be rewarded with a golden banana.

Your goal in this game is to get in a mine-cart and dodge tons of obstacles that get into your way. You will be confronted with TNT Barrels, Kremplings with hammers, and TNT Barrels that chase you from behind. To go faster press UP on the joystick and press DOWN to go slower. The A button lets you jump, and pressing the joystick RIGHT or LEFT lets Diddy hang out and grab hard to reach coins.

There are more than 50 coins in the whole thing, but collect every one you come

to, because you are bound to miss some. Once you collect at least 50 and make it back to the start line, you will be rewarded with a golden banana.

---

#### Get the hidden bananas

---

The remaining 2 bananas are located in 2 cages. The first cage is right in the beginning of the main part of the level next to the #2 bananaport. And the other is behind a door near Snide's HQ.

To get the first one you must be Donkey Kong, and go near Cranky's Lab. Make DK Simian Slam his Switch and the banana will be released from it's cage for you can get it.

To get the other one is a little bit harder. You must be Diddy Kong (since it is his banana), and go near Cranky's Lab and Simian slam Diddy Kong's Switch. But Diddy has a time limit to get his banana. You get 50 seconds to get to it.

To get to the banana this fast, use the #4 bananaport and warp to the water. Swim and climb up to where Snide's HQ is and get the banana which is in the place where the door was.

---

#### Get Ammo. Belt for all Kongs

---

This is new and I just discovered it. Once you have gotten Lanky Kong in Level 2, go back to Funky's shop and he will sell you an ammo. belt for 3 coins that allows all the Kongs to carry up to 100 bullets!

---

#### Battle Arena

---

By completing the battle arena you will get a crown. The battle Arena is located right in front of Funky Kong's Shop. Step on the pad and press the Z button to enter the battle arena.

This is the Beaver Brawl arena. You must defeat 3 sets of 3 beavers. The best way to do this is to just stand still and pound the ground (A button 3 times) when they come near. Or you can kill them with any other method you choose.

After you defeat 3 rounds of these beavers (9 in all) you will receive your first crown.

---

#### Fight Army Dillo

---

Army Dillo is the first boss you'll meet. To get to him, you must first find a Troff 'n Scoff door. Go inside and you will see Troff and Scoff. One of them can't reach the lock to Army Dillo's den, so you must feed his partner 60 bananas so he will be heavier and push the other one up to the lock. **\*\*Note\*\*** - If you don't have enough bananas with one character, switch characters to feed him some more.

They will open the door for you, and you must be Donkey Kong to fight Army Dillo, otherwise the door closes when you try to go in as Diddy Kong. Enter the door and watch the cinema.

Army Dillo is rather easy. He first attacks you with flames shooting out from both sides of him, just dodge these both by moving to the left or right.

He then rolls up into a ball and starts rolling after you. To avoid being hit, stand against a wall and he will roll away from you back to the center and shoot more fire at you.

Once he goes through that cycle, he will stop and start laughing at you. This is your chance to attack! Pick up the TNT barrel and throw it at him. He will get electrocuted by his electrical shell and repeat his process again.

Hit him with 3 TNT barrels and he will be defeated. You will see a cinema of him running off and hiding in a door. He also leaves behind a boss key which you can use to unlock the #1 lock of K. Lumsy's Cage.

---

#### Banana Checklist for Level 1

---

(These are in no particular order)

For Donkey Kong:

- 
- [] #1 - Freeing Diddy Kong from his cell
  - [] #2 - Completing the Barrel Blast mini-game
  - [] #3 - Giving the Blueprints to Snide
  - [] #4 - Cage in beginning of main part of level (Hit DK Switch)
  - [] #5 - One in front of Diddy's Cell.

For Diddy Kong:

- 
- [] #1 - Cage next to Snide's HQ (Hit Diddy Kong Switch)
  - [] #2 - Giving the Blueprints to Snide
  - [] #3 - Hitting the switch on the mountain
  - [] #4 - Completing the Mine-Cart mini-game
  - [] #5 - Opening the Troff n' Scoff door in the tunnel (2 peanuts)

For Tiny Kong:

- 
- [] #1 - Play "Splish Splash Salvage" mini-game.
  - [] #2 - Go inside the thing with the 3 doors (far left of level)
  - [] #3 - Snide's Blueprints
  - [] #4 - Hit the Tiny Switch near Cranky's Lab.
  - [] #5 - Jump on mushroom and bounce into the tree stump.

For Lanky Kong:

- 
- [] #1 - Shoot the 5 Zingers (Bees)
  - [] #2 - Play the "Speedy Swing Sortie" mini-game.
  - [] #3 - Hit the Lanky Switch near Cranky's Lab.
  - [] #4 - Snide's Blueprints
  - [] #5 - Play "Mad Maze Maul" mini-game.

For Chunky Kong:

- 
- [] #1 - Play "Minecart Mayhem" mini-game.
  - [] #2 - Go underground and shoot Pineapple switch
  - [] #3 - Break boulder on the big blue "X"
  - [] #4 - Hit the Chunky Switch in the cave near Cranky's Lab.
  - [] #5 - Snide's Blueprints

=====  
8.3 - Level 2 - Angry Aztec  
=====

- Objectives:
- Find Level 2
  - Get the Bongo Blast instrument for DK
  - Get the Guitar Gazump instrument for Diddy
  - Open big door
  - Find Cranky's Lab
  - Get Rocketbarrel boost for Diddy Kong
  - Get Strong Kong ability for DK
  - Play Barrel Mini-Game for Banana
  - Replenish Instrument energy at headphones
  - Open the smaller door
  - Melt the big block of ice
  - Free Tiny Kong
  - Get Diddy's Golden banana
  - Get Tiny the Mini-Monkey Ability
  - Buy Tiny the Feather Bow from Funky
  - Get Tiny the Saxophone Slam from Candy
  - Give Blueprints to Snide
  - Open another smaller door
  - Make Tiny small and get banana
  - Make Lava Water into normal Water
  - Open outside door
  - Free Lanky Kong
  - Get Lanky his Items
  - Play Teetering Turtle Trouble Bonus Stage
  - Play Music Game for Golden Banana
  - Play Stealthy Snoop Bonus Stage
  - Make the tower appear and get the banana
  - Get the Other Kongs Bananas from 5 door building
  - Follow the Bird
  - Race the Beetle
  - Get the rest of the bananas
  - Fight Dogadon
  - Banana Checklist for Level 2

---

Find Level 2

-----

So you are finished with Jungle Japes huh? WRONG (You are finished for now though), remember you have to collect bananas for EVERY character. But you are finished for now, so now you must find Level 2 -- Angry Aztec.

Well, first things first. You got the Boss key when you smashed Army Dillo, so you now must unlock the #1 lock in K. Lumsy's cave. Go to his cave (use the #1 bananaport in front of DK's Island) and upon entering you will see a cinema of the #1 lock being unlocked.

K. Lumsy is very happy again, he starts jumping with joy and upon doing so, he opens the entrance to Level 2. Swim or warp back to DK's Island and then use the #2 bananaport to warp right in front of the Level 2 entrance, walk inside of the cave-like place.

Once inside collect the Supply crates, and then go up the ramp to meet B. Locker. To enter level 2, you must have at least 5 golden bananas, which is no problem because you should have a total of 11 or more. B. Locker will leave and you can enter level 2- Angry Aztec.

---

Get the Bongo Blast instrument for DK

-----

Make your way to the main part of the level, where you will find a llama or a camel (I don't know which) who is locked up in a cage. He tells you that the key is in the clouds (??). But don't worry about him right now. First you need instruments.

Ok, as DK, swing over to where Candy's Shop is. You will be able to find it pretty easily because there is a huge picture of candy and an arrow pointing down to where she is.

Enter the store and candy will sell DK the Bongo Blast instrument for 3 coins. She also gives you an extra melon so your amount of HP is now doubled. Pay the 3 coins and the the instrument. To use the instrument press and hold the Z button and press C-Up. Each time you use the instrument it loses energy (Candy can refill the energy if you go and see her again). The only time it doesn't lose energy is when you are on an instrument pad or if you have the headphones.

Once you get the instrument, leave her store and go back to the little island that is surrounded by poison water. Change into Diddy Kong and return to Candy's Store.

---

Get the Guitar Gazump instrument for Diddy Kong

-----

Go back to Candy's store as Diddy Kong and talk to Candy (btw, Diddy already gets the extra melon. All characters now have 2x HP) and she will sell you the Guitar Gazump (which is necessary to progress through the game as well as the Bongo Blast instrument) for 3 coins.

Buy the Instrument, and she will teach you how to use it. All of the instruments & weapons are used the same way (Instruments - Z + C-Up) (Weapons - Z + C-Left).

Now that you have the guitar Guzump you can progress farther in the game by opening the large door that is located to the right of the beginning of the main part of the level. If you don't know where it's at, don't worry you will see when it opens.

---

Open the Big Door

-----

To open the Big door, you must have the Guitar Gazump instrument. First of all, change back into DK at the island that is surrounded by poison water and climb all of the trees that are there. There are bananas on top of these trees for DK so make sure you collect them all. After you get them all, change back into Diddy Kong.

As Diddy Climb the tree that is closest to the vines on the island surrounded by poison water. Swing across the vines and you will end up on top of the llama or camel's cage. On top of his cage is an instrument pad that has the picture of the Guitar Gazump. Stand on the pad and play Diddy's Guitar Gazump.

You will see a cinema of a Kremling being knocked out by the sound and then you will see a huge door open. So now you must go down and go inside the door!

---

Find Cranky's Lab

-----

Cranky's Lab is located inside of that big door. Once you go in through the big

door, you are in a cave-like area. Go to the place where there is a very skinny walkway and poison water below it.

Walk along the walkway and be careful not to fall. Once you make it to the other side you will find Cranky's Lab. Go inside as Diddy Kong, or Donkey Kong, it depends on who you are playing with right now.

---

Get Rocketbarrel Blast ability for Diddy Kong

-----

Walk inside of Cranky's Lab, and he now has a new potion for you. This time it is the Rocketbarrel boost ability that you gain when drinking the potion. To use this ability you need to jump into a Diddy Barrel and the press and hold the Z button and press the C-Left button.

For this potion Cranky is going to raise the price up 2 coins (such a cheapskate, charging his own son and nephew money for help, if it weren't for DK and Diddy, Cranky would be killed by K. Rool :) So the price is now 5 coins for the potion.

Pay the 5 coins because you need this move to progress through the game. If you don't have 5 coins, there are some located near the island in the main part of the level. (They are by the steps that lead to some statue thing.) Or just keep searching until you find 5, but you should already have enough.

---

Get Strong Kong ability for Donkey Kong

-----

Once you get Diddy's new ability. Change to DK with the tag barrel just outside of Cranky's Lab. Then, as DK, go inside Cranky's lab and he will sell you the Strong Kong potion for 5 coins as well. Buy it and leave Cranky's Shop...

To use the Strong Kong ability, jump into a donkey barrel, press and hold the Z button and then press C-Left.

---

Play Barrel mini-game for banana

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Once you have both new abilities, change into Donkey Kong if you aren't him already. Then continue on through the cave. Kill the blue-haired Kremling and collect some DK coins, and continue on.

You will come out of the cave to a new area. Go over to the east of this area to find a Donkey Pad. Step on the pad and press the Z button (you must be Donkey Kong for it to work) and you will be blasted to another Barrel mini-game.

This mini-game is a little tougher than the last one. Some of the barrels automatically fire you so you need to time the first one exacty right. Also sometimes you will have to side to side instead of up and down.

Once you come to the last one, you will get a star with the DK symbol on it. This is actually the key to the llama's or camel's cage. (Remember he said the key was in the clouds :)  
The camel/llama then says you can have his golden banana for releasing him. So go back to where his cage is and get the first golden banana for the 2nd Level.

---

Replenish Instrument energy at headphones

-----

Upon releasing the camel/llama from his cage, you will also be shown where the

headphones are. They are right behind the place you are at right now. Walk behind and you will find the pair of headphones right next to a balloon switch.

The headphones replenish all of your instruments energy (A total of 10 energy particles in 1 instrument). After replenishing DK's instrument's energy, you will want to change into Diddy and replenish his as well.

The headphones are a place to you can get your energy if you aren't near Candy's shop. Because Candy will also replenish your energy, but the headphones are a sort of portable energy replenisher!

---

Open the smaller door

-----

Go back and get the golden banana if you haven't done so already, and change into Diddy Kong if you aren't him already. You must now open the smaller door that is in the main area of the level. The door has a picture of a face on it and that is all I can describe it with.

To the left side of this door is a peanut switch, have Diddy shoot the switch with his peanut popguns and the door will then open. In this area is where Tiny Kong is locked up.

---

Melt the big block of ice

-----

As you go in the door, you will notice that there is a giant block of ice in the middle of the area blocking your path of going down. First you must melt this ice to get to where Tiny Kong is locked up.

To melt the ice, you should notice a Diddy Switch on the floor in front of the 3 monkey heads. Pound it and and 3 tongues (platforms will come out of the 3 monkey heads going up the wall.)

You have a time limit to climb up these platforms, so be quick about it. Once you get to the top platform stop and look across the way.

You will notice yet another peanut switch that you can shoot and you should also notice another monkey head. Shoot the switch and an extra long tongue (platform) will come out of the monkey head's mouth. You have a shorter time limit to cross this platform than you did before.

Cross the platform quickly and collect all of the banana bunches on the way. When you make it to the other side you will notice an instrument pad on the floor. It has a picture of Diddy's Guitar Gazump on it. So play Diddy's Guitar Gazump.

When you play the Guitar Gazump, a huge beam of light (sun) comes out of the ceiling and melts the huge block of ice for you! It now turns it into water, making you able to swim in it, so go down to the water and jump in!

---

Free Tiny Kong

-----

Swim through the water and collect all of the bananas you come to. There are also Supply Crates under water, so if you are low on ammo. pick those up too. Be careful because there is 1 enemy underwater and that is a starfish. I don't know how to kill it underwater, so just swim past it for now and emerge on the other side.



When you get out of the water you will be in the area where Tiny Kong is locked up. In this area are 2 enemies. A Kremling and a baby Kremling, kill them both.

You might also notice the letters K O N G on the walls. These are what you will be using to free Tiny Kong. On the floor hit the Diddy Switch and platforms will rise under each one of the letters on the wall.

Stand on each platform and Chimp Charge the letters in the correct order, which is K O N G. After you charge each letter it will light up above Tiny's cell. When you light them all up Tiny will be released.

Tiny then tells you that she is going to the tag barrel for when you need her, and a golden banana is inside of her cell.

---

#### Get Diddy's Golden banana

---

You will now get Diddy Kong's first banana for the 2nd level. It is inside of Tiny's Cell. You should now have a total of 13 or more golden bananas all together.

For this level only you should have 1 banana from Donkey Kong, 1 from Diddy Kong, and 0 from Tiny Kong (that is if you have been following my walkthrough).

---

#### Get Tiny the Mini-Monkey Ability

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Now that you can choose Tiny Kong for one of your characters, do it! First go back out of the smaller door and back into the main part of the level, then switch to Tiny Kong at the Tag barrel.

As Tiny, go through the cave (where the big door was) and collect at least 3 coins at the place across the way of Cranky's Lab. Then go and see Cranky.

Cranky will sell you the Mini-Monkey ability potion for 3 coins. Buy it and then leave from Cranky's Lab. To use the Mini-Monkey ability, jump into a Tiny barrel. This ability uses up crystal coconuts.

---

#### Get Tiny the feather Bow from Funky

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Now that you have gotten Tiny her move, you must get her a weapon. Go to Funky's Shop which is located at the other end of the tunnel past Cranky's Lab.

Diddy and Donkey can't buy anything from Funky because they already have their weapons. But Tiny can. First get tiny another 3 coins from around this area (swing on vines to find the coins if you need to) and then go see Funky.

Funky will sell Tiny the Feather bow for 3 coins. Buy it and leave Funky's shop. To use the feather bow is the same way you use all the other weapons (Z + C-left; C-Up to aim; B to shoot).

---

#### Get tiny the Saxophone Slam instrument

---

Now you have gotten Tiny everything but an instrument. Go see Candy at her shop and buy an instrument for 3 coins. The instrument that tiny gets is the Saxophone Slam.

Use it the same way you use the other instruments by pressing and holding the Z

button and then press C-Up.

Just like the others, Tiny's instruments has 10 energy particles that are used up when she plays the instrument. You can replenish energy at Candy's shop or at headphones.

---

#### Give Blueprints to Snide

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First you need to get the blueprints before you can give them to Snide :) Go to the cave (the one where Cranky's Lab is located). Kill the corresponding hair colored Kremlings that your character is. I.E. - If you are looking for Donkey Kong's Blueprints you would kill the Kremling with the yellow hair.

You need to kill the yellow-haired Kremling, the Red-Haired Kremling, and the Purple-Haired Kremling for DK, Diddy, and Tiny in that order. Once you get all of the blueprints go and see Snide to get your golden bananas. So now Donky Kong should have 2 bananas, Diddy Kong should have 2, and Tiny should have 1.

Now you are going to have to find the 2nd banana for Tiny. So, let's get searching! :)

---

#### Open another smaller door

-----

To open this door, you must have Tiny as your character, so change to Tiny at a Tag Barrel. Take Tiny to the door that has a Camel's face on it. This is the door you will be going in (btw, it is located past the cave where the big door is, not the main part of the level, and not the lobby of the level, but the only remaining part of the level.)

Once you are at the door with Tiny, go to the back of the door. You will find a feather switch here. Take out the Feather Bow and blast the switch to make the door open.

Go inside and you will notice that it looks familiar to the other small door. Only this time there is hot lava water in the center of the area instead of Ice. But don't worry about that right now.

---

#### Make Tiny Small and get the banana

-----

Ok, so now you are going to get Tiny her 2nd golden banana for this level. At the start of the small room, jump off of the platform you are on, and look out for the blue little Kremlings on the ground.

Defeat the Kremling as you go, and just pass the lava pit for now (the lava in the center of the room). Walk up the stairs you come to and stop at the top. Turn into the room to the right of the top of the stairs. This room has a Tiny Barrel in it as well as a small little tunnel you need to go through.

Collect the Crystal coconuts around the room if you don't have enough to use the Tiny barrel. Once ready, jump into the Tiny Barrel (Barrel with Tiny's face on it) and you will become Tiny! But this is only uses up your Crystal Coconuts, so be quick about it! Once you make it to the other side of the small tunnel, turn back into regular Tiny by pressing and holding the Z button and then press C-Left.

**\*\*Note\*\*** - If you want to, you can just stay as Tiny Tiny because it will make

it easier to cross the upcoming platforms you are going to cross, plus you will also be able to get more Crystal coconuts up ahead, but if you are really short on crystal coconuts (say about 6 or 7 of them) don't try this.

Move forward until you come to some lava and a Tiny switch on the ground. First kill any enemies that are in your way, then Simian Slam the switch to make platforms that you can cross appear in the lava.

Cross the platforms to get over to another platform with another Tiny Switch as well as some Crystal Coconuts which you can take if you are still Tiny. Simian slam this switch to make some more little platforms appear in the lava.

Cross these platforms as well and you will make it to yet another platform with one more Tiny Switch and some crystal coconuts on it. Get the coconuts and Simian slam the switch to make 2 sets of small platforms appear in the lava.

Cross the platforms nearest you and you will make it to the platform that contains the Golden Banana! Collect the banana (you should now have 2 for each character if you followed my Walkthrough correctly. If you don't have 2 for each, get the blueprints for each character and take them to Snide for another Golden banana.) and leave this area.

---

Make Lava water into normal water

-----

Now it is time to get rid of that nasty lava water in the center of the room. If you have noticed, the llama/camel you saved earlier is sleeping in here. So your job is to wake him up first.

Go to the Tag Barrel and change from Tiny to Donkey Kong. Take DK down the steps and then up the steps to the left. Here you will find a Bongo Blast Pad, and a mini blue Kremling.

Stand on the pad and avoid the Kremling and play your Bongo Blast instrument (Hold Z + C-Up). This will wake up the sleeping llama/camel as well as get rid of that pesky mini blue Kremling.

Upon waking the llama/camel, he will sneeze into the lava water and for some reason turn it into regular water. I guess he has a magical sneeze or something :) Anyway, not only does he turn the water into swimmable water, but the door underneath the water opens as well.

But don't go into the door just yet, you must first do something that is necessary for you to continue with your quest.

---

Open Outside door

-----

There is a door outside of this mini-level here. It is located at the end of a lava stream. Don't worry about going to it right now, but you will need to open it right now for you to progress later in the game.

Take Donkey Kong back up the steps after you wake the llama/camel and when you get to the top of the steps go to the right. There is a room with a DK switch and another one of those mini blue Kremlings.

Go ahead and play the Bongo Blast if you want to get rid of the mini blue Kremling, otherwise just Simian Slam the switch. Upon doing this, the door in another part of Angry Aztec will open. Don't worry about this door right now, just as long as you open it.

---

## Free Lanky Kong

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Wow! 2 Kongs saved in the same level! Jump into the water as DK and swim into the door that opened underneath the water. Once you emerge on the other side, pick up some of the crystal coconuts if you need them, you will also see Lanky Kong locked up.

To Free Lanky kong, all you need to do is hit the Coconut switch next to his cell. So get out your handy dandy Coconut Cannon and blast that switch to release Lanky.

Upon releasing him, he will compliment you using your Coconut Cannon and tell you that if you need him he'll be in the Tag Barrel. Left behind in his cell is another Golden Banana for DK. Now DK should have 3 golden bananas for this level, Tiny and Diddy should have 2, and Lanky should have 0 :)

---

## Get Lanky his items

---

As with all new characters, Lanky needs to get his 3 items. 1st get him his weapon because it is the closest shop near you. It will cost you 3 coins at Funky's Shop.

Lanky's weapon is the Grape Pipe. Basically it is a pipe that shoots out grapes. The Grape Pipe can be used on Grape switches anywhere in the game. To use the Grape Pipe, as always, hold the Z button and press C-Left; C-Up is used to Aim; and B is used to shoot.

Now you must get Lanky his ability from Cranky. The first ability (the one in this level) is OrangStand. This ability makes it able for Lanky to walk on his hands and is useful for steep hills or slippery areas.

To get to Cranky from Lanky's Shop. Just use the #3 bananaport which will take you right in front of Cranky's Lab. Cranky will charge 3 coins for you to get your ability (because it is your first one, otherwise it would cost 5 coins), so pay the coins and be on your way.

The last item Lanky needs is his Instrument. Go and pay a visit to Candy at her shop to get Lanky's Instrument which is the Trombone Tremor. It costs 3 coins to get, so pay the coins and test out your new instrument if you want by pressing and holding the Z button and then pressing C-Up.

---

## Play Teetering Turtle Trouble Bonus Round

---

To Play this Bonus Round game for a golden banana you must be Lanky Kong because he is the only one who is able to get to the bonus round, you'll see what I mean in a minute.

First, as Lanky, go into the llama's room (door with llama's face on it). Once inside you must look for a space that has a Trombone Pad and a little blue Kremling. Stand on the Pad and use Lanky's Trombone Tremor instrument which will cause a big bridge to appear in the water that is in the middle of the room.

Now this is why you need Lanky to get up the bridge. Try walking up the bridge normal, you make it a little way up and then come sliding back down. So you now must use Lanky's OrangStand ability (Press and hold Z then press B, continue holding Z while moving the joystick) to get up the bridge.

Once you get to the top you will see a Golden Banana Barrel. Jump inside and you will hear the words "Bonus Round". This is the Teetering Turtle Trouble Bonus round.

Your goal in this bonus round is to keep the snakes spinning all of the turtles on their tails until the timer runs out. Whenever a snake says "Help!" and has the word "Help!" written over their head, this is when you need to shoot them some watermelons! To shoot press the A button and to Reload press the B button.

Once the time on the clock gets to 0 you will earn your 1st golden banana for Lanky Kong! Congratulations. You should now have 1 for Lanky, 2 for Diddy and Tiny, and 3 for DK! With a total of 19 or more in all!

---

#### Play music game for golden banana

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So Lanky has gotten his 1st Golden banana...Well now he can get his 2nd in the same area! Go to the side of the room, where you will find a switch with a Grape on it. Shoot it with Lanky's Grape Pipe and the Huge door right next to the switch will open.

Go Inside and kill the 2 Kremlings, when you kill both of them some Vines will appear on both sides of the lava. Swing across the left side first and get the bunch of bananas and the end of the vines, to switch directions while on a vine press the R button, turn back the other way once you collect the bananas.

After you get the bunch of bananas, hop on the vines that are on the right side of the room. At the end of these you will find 2 Coins for Lanky. Collect them both and turn back the other way.

Now, if you notice, there is a Lanky Switch on the ground in the middle of the room. Simian slam the switch and the walls ahead will leave, revealing a bunch of monkey's heads! This is the music game. If you win you will be rewarded with a golden banana.

Now here is how the game works: This is a matching game as well as a memory game. You use Lanky's Grape Pipe and shoot the monkey heads. Each time you shoot a head you will hear a sound, you then try to find the matching head that has the same sound. You can also kind of tell by color, but sounds are your best bet in completing this.

Each time you get a match wrong, that match just simply isn't valid anymore, so you don't get penalized for getting a wrong match. Once you match each one, and all of the monkey heads are spinning you will receive Lanky's 2nd banana!

---

#### Play Stealthy Snoop Bonus Stage

-----

Ok, do you remember back when you opened that outside door? Well, if you turn your game off, you have to do it again, so go to the door that has the llama's face on it if you aren't already there.

Once inside climb up to where the 2 big double doors are and a tag barrel. Change to Donkey Kong and then go to the area that is right near here, inside this area is a Donkey Kong Switch and a little Blue Kremling. Pound the switch and you will see a cinema of a door at the end of a lava stream open up. But how do you go through if it is in lava? You'll find out soon.

Once you open the door, leave the llama's room, and head to Funky's shop. Don't

go in Funky's shop, just go near it. The door that you just opened it right across from Funky's shop, and across from that door is a DK Barrel and some Crsytal Coconuts.

Get into the barrel as Donkey Kong and you will turn Invisible! This uses up your crystal coconuts as well so be quick. Since you are invisible you can now walk in the lava. Go through the door you just opened and collect the banana bunches on the way.

Once you get to the other side stop DK from being invisible (hold Z and press C-Left). There is a golden banana barrel here as well as some crstal coconuts and a DK Barrel. Do a backflip to get into the golden banana barrel.

Once you are inside you will get to play the Stealthy Snoop bonus stage! Your goal is to make it through the maze but not to get caught by the guards. This is very easy to do, just make sure the light of the guards' flashlights don't touch DK. Walk through the maze (it's very short) and you will soon come to the checkered floor which means you have found the goal. DK has now gotten his 4th golden banana for this level!

---

Make the tower appear and get the banana

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Now it is time for Diddy to get his 3rd Golden banana. Go to the area (not the main part of the level, the other one) where there are 4 gongs (it's the only area that has gongs in this level besides the lobby). Make Diddy Chimp charge each one.

Once the 4 gongs have been hit, a huge tower will rise from the ground and a golden banana will be on top. But how on earth is Diddy ever going to be able to reach that!? Wait! What about Diddy's Barrel! Yea, the barrel that makes Diddy fly through the air!

Go to Diddy's barrel, which is near the big tower and hop in. Diddy will get 2 rockets on his back allowing him to soar through the sky. Press up to go forward and down to go backward. Press and hold A to thrust. Fly over to the top of the tower and collect the Diddy's 3rd Golden Banana for Level 2!

---

Get the other Kong's Bananas from 5 door building

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Each Kong can get 1 golden banana from the building that has 5 doors (The building that has the skinny walkway that leads to it). But how do you open the doors!? To open the doors you are going to first have to make switches appear on top of the doors.

To do this you must first have Diddy Kong as your character. So switch to Diddy if you aren't already him. Now go to Diddy's Barrel to use the Rocketbarrel blast ability. Fly Diddy over to the 5 door building and make him fly to the top of it.

On top you will find a Diddy Kong switch on the floor, pound the switch which will make the statue in the middle of the area come to life and say "Feed Me!" So it looks like you are going to have to feed this statue if you want to do anything.

Take Diddy back to the Diddy Barrel and make him fly again. If you are short of Crystal coconuts, pick some up on your way back to the Diddy Barrel because you are going to need a full supply of them for what you are going to do next.

Fly Diddy over to the statue. Hover right near the statues mouth and take out your peanut popguns. Shoot peanuts into the statues mouth about 5 times and he will be satisfied. After you feed him, he places switches on top of each 1 of the 5 doors of the 5 door building.

Now that the switches are there, you can go inside! Take each Kong 1 by 1 into their door. Inside is sort of a maze. Just follow paths until you come to the Golden banana. For some of the Kong's you will have to play a mini-game to get the banana, and for others the banana will be there waiting for you.

Each time you collect the golden banana in that Kong's room, you will hear a voice say "Get out!" and you have 30 seconds to get out of the room or else something bad happens (I don't know what happens because it hasn't happened to me). This will give you 1 of the bananas that the Kongs need.

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#### Follow the Bird

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Ok, here is another way to get Diddy Kong his last banana. You know that statue that you had to feed. Well look on top of it. You should notice a ring that you must fly through.

So jump into the Diddy Barrel to make Diddy fly, and fly through the ring 3 times. Once you fly through it 3 times a bird will be released from a cage. This bird then tells you to follow it and fly through each ring that it leaves behind. It also tells you that if you can keep up with it and fly through each ring you will get a banana.

This can be kind of hard, but just try to keep up with the bird and to fly through every ring. Don't be scared to go back and get a ring if you think you can do it really fast. Once you complete this you will get a golden banana which is the last one for Diddy.

---

#### Race the Beetle

-----  
Ok, here is something you need to do in order to get Tiny another golden banana. You know that big tower that Diddy made rise from the ground? Well if you have noticed there is a small little hole on top of this tower, and the only one who can fit in this hole is Tiny!

Jump into the Tiny Barrel first of all to make Tiny shrink. Then stand on the instrument pad and play Tiny's instrument which will cause Squawks to come and lift Tiny off the ground and drop her into the little hole on top of the tower.

Inside the tower you will find a beetle! She isn't too enthusiastic about seeing Tiny, but she still challenges her to a race. In this race you must beat the beetle as well as collect 50 coins while trying not to fall of the edge of the course.

This is the hardest thing you are going to have to do in this Level. You must first collect 50 coins throughout the whole race plus if you get hit by the beetle you lose 5 coins! You are just going to have to try and get in front of the beetle first and speed up when there are walls blocking you from falling, then slow down when there are no walls, and make sure to try and collect every coin you come to!

Once you win you will get the banana.

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#### Get the rest of the bananas

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I can't remember where all the bananas are in this level because I have played it so much I have forgotten. But look at the banana checklist to see which ones you need.

Remember if you are 1 or 2 bananas short, don't forget about Snide and his blueprints. The Blueprints can be found when you defeat a big Kremling somewhere in the level.

---

#### Fight Dogadon

-----

Ok, I don't know the Level 2 bosses name, but I do know that he is very easy to defeat. Go into the Troff 'n Scoff door and pay 150 bananas to Scoff to lift Troff up and reach the lock.

This time you will be fighting as Diddy Kong against this boss. So enter the door once it opens. Upon entering you will see a cinema of a mini-me of the boss which Diddy stomps on and kills, and then Diddy turns around to find this huge boss breathing on his neck!

This boss is VERY easy compared to the last one you fought. He only does 1 attack which is throwing fire balls at you. But he does throw about 10 of them or so and then stops. Right when he stops is your chance to attack.

Pick up the TNT barrel when he stops and throw it at him. He will fall into the hot molten lava down below but then pops back up on the other side. Once you hit him 3 times he will be defeated and leave the boss key behind! Time for Level 3....

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#### Banana Checklist for Level 2

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##### For Donkey Kong:

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- [] #1 - The one in the 5 door building
- [] #2 - Free the llama in the barrel blast mini-game
- [] #3 - Free Lanky Kong
- [] #4 - Use Invincibility to go through Lava door near Fuky's shop
- [] #5 - Snides Blueprints

##### For Diddy Kong:

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- [] #1 - The one in the 5 door building
- [] #2 - Free Tiny Kong
- [] #3 - Fly through the birds rings
- [] #4 - Make the tower rise and get the banana at the top
- [] #5 - Snides Blueprints

##### For Tiny Kong:

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- [] #1 - The one in the 5 door building
- [] #2 - Race the beetle
- [] #3 - Shrink in llama temple and go through the cave
- [] #4 - Shrink and go in barrel where Tiny was rescued
- [] #5 - Snides Blueprints

##### For Lanky Kong:

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- [] #1 - Get the one in the 5 door building



- [] #2 - Play the Music monkey game
- [] #3 - Teetering Turtle Trouble game
- [] #4 - Swim to a different region than where Tiny was rescued
- [] #5 - Snides Blueprints

For Chunky Kong:

- 
- [] #1 - The one in the 5 door temple.
  - [] #2 - Play the "Busty Barrel Barrage" mini-game.
  - [] #3 - Kill the Klaptraps in the temple.
  - [] #4 - Place vases on their switches.
  - [] #5 - Snide's Blueprints

=====  
 8.4 - Level 3 - Frantic Factory  
 =====

- Objectives: - Get to Level 3
- Free Chunky Kong
  - Get ALL characters their new moves from Cranky
  - Get Chunky's Weapon & Instrument
  - Play Barrel Game with DK
  - Play the Number Game w/DK
  - Turn on the Machine
  - Go through the Machine
  - Play Bonus Stage w/Diddy
  - Play the Slot machine game with Lanky
  - Make your way to the R&D Room
  - The 3124 Door game with Diddy Kong
  - Race against the Racer with Tiny
  - Play the Piano game with Lanky Kong
  - The K. Rool Pad
  - Play another Bonus Stage with Diddy
  - Fight Dice Man in R&D room with Chunky
  - Play Bonus Stage with Tiny Kong
  - Play Dart Game with Tiny
  - Tiny's Last Golden Banana (for Level 3)
  - Get Lanky's Golden Banana
  - Get Chunky's Golden Banana before time is up
  - Climb up the steps to get Chunky's Golden Banana
  - The DK Arcade!
  - Go to the Troff 'n Scoff Room
  - Fight Mad Jack with Tiny Kong
  - Banana Checklist for Level 3

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 Get to Level 3  
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Ok, a lot of you have been e-mailing me asking "How do I get to Level 3!?" Well, when you open Level 3, Level 4 is also opened. Level 4 is the gate underwater. Some of you may have gone here first before going to the 3rd Level...Frantic Factory.

This however is a problem. You can go to Level 4 first if you want to, but you will not be able to complete some of your missions. You first must go to Level 3 to get Chunky Kong. Level 3 is located on K. Rool's Island, NOT underwater.

To open Level 3 first you must have beaten the Level 2 Boss, Dogadon. You then

receive the Key that unlocks the #2 Lock on K. Lumsy's Cage. Unlock his cage and you will then see a cinema of K. Lumsy jumping up and down as usual, thus opening Level 3 AND Level 4. Level 3 is on K. Rool's Island. A platform rises up allowing you to climb up a ramp which leads to the top of the island where the entrance to Level 3 is located. Level 4 is a gate underwater which is also opened. This causes a lot of confusion for some people. I repeat once more, Level 3 is ON K. Rool's Island, NOT the underwater cage.

Once you have opened Level 3, swim over to K. Rool's Island which is gloomy looking, and when you are near it, it begins to rain and get all stormy and gloomy. Once on the Island, head over to the platform that rose and jump up onto it. Jump up onto the ramp and make your way up the long path to the top of the Island. At the top you will find the #4 Bananaport and the entrance to the Lobby of Level 3. Activate the Bananaport and step through to make your way into Level 3, Frantic Factory...

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### Free Chunky Kong

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Well, first things first. You are going to want to free Chunky Kong which is the last kong you will be freeing in the entire game. Chunky is locked up in a giant caged which is hung from the ceiling in a room called the "Storage Room". There are basically 4 different rooms in Level 3, they are:

- 1.) Production Room
- 2.) Storage Room
- 3.) Testing Room
- 4.) R&D Room

The Production room is the main room you will be visiting and the Storage room is right next to it. The Testing Room is one you will not be visiting too often, and the R&D room is where you will be getting a lot of golden bananas. The Production, and Storage Rooms are all located on the west side (left) of the Level from the start of the level, and the Testing room as well as the R&D Room are located to the east, which is the right side of the level from the beginning of the level.

So from the beginning of the level, first go straight into the room ahead to find 2 robots. Throw to Orange Grenades at them (C + C-Right) to get rid of them. Then in this room hit the switch to open a lid on the west of the Level which leads to the Production room.

Now that the lid is open head to the left side of the level to find the lid that was covering a passageway down now open. Climb down the pole in the middle or else you will fall VERY far down and get hurt. You will notice Transparent bananas as you make your way down but these are for Chunky when you get him. Once you make it to the bottom, go down the small ramp and kill the Kremling and the Robots you come to. You will come to a door which reads "Production Room" on it. Go through the door into the Production Room.

Run around this room because there is nothing to do here now. Find the door that says "Storage Room" on it. Go inside. Here you will find Chunky who is dangling in a cage high up on the ceiling. To free him, go over to the Tag Barrel underneath a pipe, and switch to Lanky Kong. As Lanky climb up this pipe using the OrangStand move (Z + B + Joystick) and once up to the top you will see a Lanky Switch, pound it to release Chunky from his nasty cage. This also gives Lanky his first golden banana for this Level.

You might also notice under Chunky's Cage there is a DK Pad. This leads to a Barrell mini-game which is explained a little later, but if you already know what to do, go ahead and play it, otherwise wait until I get to it in my

walkthrough. For now continue on...

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Get ALL characters their new moves from Cranky

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Well of course you won't get to this right away but I wanted to let you know that you are going to have to buy all characters including Chunky (who will get 2 new moves in Level 3) their new moves from Cranky in his Lab.

Cranky's Lab is located on top of a bunch of boxes that is in the Storage room if I am not mistaken. The moves each character will get are as follows:

Donkey Kong - Gorilla Grab  
Diddy Kong - Simian Spring  
Tiny Kong - Pony Tail Twirl  
Lanky Kong - Baboon Balloon  
Chunky Kong - Primate Punch;  
                  Hunky Chunky

Descriptions of these moves:

Gorilla Grab - The Gorilla Grab is a very useful move in this Level. It lets DK grab and pull any levers he finds. This includes the lever which activates the DK Arcade and any other levers in the game.

Simian Spring - This useful move bounces Diddy high up into the air using his tail. To use it, stand on a Diddy Pad and press and hold the Z button and watch as Diddy soars up to new areas.

Pony Tail Twirl - This move is very useful if you plan on defeating Mad Jack (Level 3 Boss). Tiny uses her hair as a helicopter and twirls over to new areas or twirls anywhere at all. To use it press the A button to jump and then while in the air press A again and watch as Tiny uses her hair to float.

Baboon Balloon - I don't really like this move at all, but anyway when Lanky stands on a Lanky Pad press Z to make Lanky fill up with air like a balloon and then you can float around for a limited time then you fall back to the ground, it may be useful for some things but it really sucks as a move.

Primate Punch - This shows Chunky's true strength. When used, the Primate Punch can break through ANYTHING. Bust through closed gates, pound in switches or defeat enemies, this move is really useful. To use it press Z and then the B button while still holding Z.

Hunky Chunky - This not only shows Chunky's strength but his huge size as well. Jump into a Chunky Barrel whenever you find one to become GIANT! This however does use up your Crystal Coconuts.

Those are all of the moves you will learn in Level 3, good luck on getting them all because they will be very useful throughout the game.

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Get Chunky's Weapon & Instrument

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Again, you don't have to get these right away, but when you come to the shops be sure to get them because you will need them to progress through the game. Chunky's weapon is the Pineapple shooter, and his instrument is the Triangle. Can you imagine!? A little monkey with an electric Guitar and a huge ape with a

dinky little Triangle!?!? Well this just goes to show you that Rare adds humor to their games.

Anyway, Candy's shop is right across the way from Cranky's Lab which are both located in the Storage room. Buy your instrument when you find Candy's Shop. I cannot remember where Funky's shop is at but I know it is located by itself. Once you find it buy the Pineapple shooter which is similar to DK's Coconut Cannon.

The Pineapple shooter is just like the name suggests, and gun made of log and the ammo. is...PINEAPPLES! Use Z + C-Left to take out your weapon, C-Up to Aim, and press B to shoot. The Triangle that Chunky has is rather girlish because Chunky dances like a Ballet dancer (no offense to anyone). His triangle is used like all other instruments, press Z + C-Up to use it, and upon doing so you use up 1 of it's energy particles. If you are on an Instrument Pad you won't use up any energy particles, and headphones or visiting Candy will recharge your instrument fully.

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Play Barrel game with DK

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Remember back when I told you about the DK Pad under Chunky's cage, well now (if you haven't already done so) play it. Switch to DK using the Tag Barrel in the same area and go over to the DK Pad in the center of the room that was located under Chunky's Cage. Press Z when standing on it to go soaring into the air to the Bonus area.

You now come to DK's Barrel Mini-game once again. To complete it, you must fire DK from barrel to barrel and have the right timing or you will fall back to the ground and have to do it again.

Shoot DK ONLY when the crosshairs are placed right on the next barrel. Fire your way through all of the barrels collecting coins and bananas until you come to the DK Star. Fire yourself through it to finish the DK Barrel game and get DK's first Golden Banana.

---

Play the Number Game w/DK

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Ok, it's now time to get DK his 2nd golden banana! From the beginning of the Level (to get there quickly use the #1 or #2 bananaport) go to the right side. Climb up the pole you come to and once at the top you will find the door labeled "Testing Room". Go inside the door and make your way to an area that has a bunch of number blocks in it. This is where DK will be getting his banana.

Go over to the right side of the huge platform of numbers to find a DK Switch. Simian Slam it and all of the number blocks will rise and a timer will start. Jump up onto the blocks and get ready for some fun countin', Simian Slammin' action!

Your goal here is to pound down all of the number blocks within the given time. If you can manage to pull it off you will be greatly rewarded with a shiny golden banana. To do this you cannot simply pound down any buttons you want, but instead you must count.

Start by pounding the #1 Block (using the Simian Slam (A + Z)) and continue on by poundint #2, #3, #4, etc. onto block #16. But the hard part of this is that the blocks are not in order! You will have to search around the large platform

and find the numbers yourself. Once you pound them all down and there is still some time on the clock DK will collect his second golden banana for Frantic Factory!

---

#### Turn on the Machine

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Before collecting anymore golden bananas, it's time to turn on the machine in the factory. The machine is located in the Production room but the switch to turn it on however is not. To turn on the machine, you must first be DK, so go to a tag barrel if you aren't DK already.

Now as DK, head back over to the Storage Room. Look around here and you will find a door which is titled "R&D". This leads to a pole which leads to another R&D door which then leads to the R&D room. Go through the door, climb the pole and go through the other door to make your way into the R&D Room. You will find a chute in this room which drops down back to the Storage Room but you land where a steel shack or building is located. But the door is closed, how do we get in!? Well look to the left, if you have noticed yet, there is a Coconut Switch which will open the door when shot at. Whew, a sigh of relief :)

Once the door opens head inside and you will find a screen with a lever in front of it. Use DK's Gorilla Grab move to pull the switch which then activates the Machine in the Production Room!

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#### Go Through the Machine

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Now that the machine is active, you can get DK his 3rd Golden Banana! Hop on down to the base of the Production room (which is now active with motion since it has been turned on). Down here you will find an open door which leads into the insides of the machine. You should still be DK when doing this of course...

Well since you are now in the INSIDE of the machine, you could've probably guessed that this was going to be pretty dangerous. This is what makes the machine run, all the gears are in here just waiting to smash DK to pieces. But this won't happen!

You will notice a DK Barrel right when you enter the inside of the machine. Hop in to become Invincible (make sure you have a lot of Crystal Coconuts because it would be pretty devastating to be halfway through the machine and then run out of Crystals....GULP!). Navigate DK past the massive gears as they slam down.

Once you make it to the other side you will find your reward...the Golden Banana! You will also find some crystal coconuts in-case you are running low. Once you collect your reward, make your way back through the machine and exit.

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#### Play Bonus Stage w/Diddy

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Ok, as Diddy make your way to the Testing Room (to the east of the level). You come to the room with a bunch of ABC blocks in it. If you haven't gotten Diddy's Simian Spring, you have to go and get it first. Look around and you will find a Diddy Pad next to the blocks. Stand on it, press and hold Z and watch Diddy spring to the top of the blocks.

Once on top you will find yet another Diddy Pad. Simian Spring on that one up to the Bonus Stage Barrel! This is the "Peril Path Panic" bonus stage. Your goal is to save at least 6 fairies. So shoot the Klaptraps and let the fairies pass on by. This can get difficult, but keep trying. Also, remember that there are 2 conveyer belts with fairies not just the top one.

Once you have saved the 6 fairies, Diddy will exit the barrel, it explodes, revealing Diddy's golden banana!

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#### Play the Slot machine game with Lanky

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You can actually gamble in this game! Not really but it is still a fun banana slot machine! First change to Lanky via the Tag Barrel. As Lanky make your way over to the testing room near the east of the level (right). Once in the testing room, you will find a Lanky Pad on top of a platform.

Stand on the Pad and press Z to make Lanky into a big balloon (actually it's just his gas filling him up :p) Then once he is all filled float up to the bonus stage barrel. Now it's time to play one of the EASIEST bonus stages in the game. It is a slot machine!

Your goal here is to line up ALL 4 golden bananas. But remember you will only get a limited time to do this, so be quick, and try not to make any mistakes. Once the 4 bananas are lined up, you will be rewarded with a golden banana!

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#### Make your way to the R&D Room

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Now it is time to go to the "R&D" Room. The R&D room is a room which has tons of games to earn the rest of your golden bananas. What does the R&D Stand for? Beats me, I was thinking the R was for Rare but then what would the D be? I don't know, if you do, tell me and I'll post it in the FAQ (I know I said no contributions, but you can send them in if I tell you to.) There are 2 "R&D" doors. The first leads to a pole you climb which then takes you to the 2nd door which leads into the room itself.

Ok, first you can be any character because there is a tag barrel in the R&D room. Make your way to the Testing room which is to the right of the level from the beginning point. Once in the Testing room, search around the room to find a door marked "R&D", enter it. Then make your way to the pole. Climb up and you will come to another door labeled "R&D". Enter this door, and welcome to the R&D Room!

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#### The 3124 Door game with Diddy

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Now that you are in the R&D Room, head over to the tag barrel and switch to Diddy if you aren't him already. Now head over to some plexi-glass with a Guitar Gazump Pad in front of it. Play Diddy's Guitar Gazump using Z + C-Up when standing on the pad. Upon doing so, the plexi-glass opens.

Head inside, and straight ahead you will see a door numbered "3124". You will also notice that there are number buttons on the wall. Chimp Charge the numbers 3 1 2 and 4 to open the 3124 door. Upon doing so, some enemies will be released. Kill them using any method you choose.

Now look to your left, you will notice another door with a different number on it. Chimp Charge those numbers too. That door will open just as the previous one did, and some more enemies will be released. I think there are 2 Robots and an Explosive Zinger (bomb throwing bee). Kill them and then look to your right.

You will see the last door that has numbers on it. Chimp Charge those numbers in order to release the last set of enemies which I believe are a robot and 2 explosive Zingers. Kill all 3 of them and Diddy is rewarded with a Golden Banana.

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#### Race against the Racer with Tiny

-----

This is one of the funnest mini-games throughout the game. You race as Tiny against another racer, who seems to be rather confident in himself. Your goal is to race 2 laps against him while collecting 10 coins AND beating him. This may sound like a tough task to accomplish, but believe me it is very easy. I have noticed that most every mini-game in the game has been rather easy. The only hard thing was the DK Arcade for me (the 2nd time for the Nintendo coin).

Anyway, first head back to the Tag Barrel in the R&D Room and switch to Tiny. Now take her through a door that is unmarked in the R&D room, pass the Explosive Zinger and you will come to a Tiny Barrel. Hop in to shrink. Now walk through the little hole that has a Rare symbol on top of it. Once on the other side turn back to normal (Z + C-Left). Now run past the mini racing track over to the other side where there is another Tiny Barrel and a Crystal Coconut on the track. Collect the coconut and hop back into the barrel. Then walk through the next little hole with the Rare symbol on top of it.

Upon doing so you will view a cinema of Tiny hopping into her racer and you will talk with the other racer. He will explain everything to you, including the controls. To accelerate press the Z button (the game uses "Speed Up" for younger children who don't know what accelerate means :p), to switch lanes, press left of right on the joystick, and to cheat press the A button. By cheating they mean shoot some rockets at the racer when he gets in front of you, but the cheat wears off very soon and pressing A results in Tiny honking the horn in her racer.

Your goal is to race the racer 2 laps, beat him AND collect 10 coins while doing so. This is very easy. Start out, and go through the course. When you come to DK stars, go through them to get boosts, and collect as many coins as you can. Don't stop once you collect 10 because you might get hit by the racer or a TNT barrel and lose 5, so collect as many as you can. Avoid the TNT barrels as best as you can, and you should most of the time be ahead of the racer if you go through the DK stars.

Once the 2 laps are over and you have 10 coins collected, the racer will tell you how embarrassed he is for losing to a monkey :p he says he will give you a golden banana if you promise not to tell any of his racer buddies. Collect Tiny's golden banana!

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#### Play the piano game with Lanky Kong

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Once back in the R&D room, head over to the Tag Barrel and switch to Lanky. Now head over to another plexi-glass area with the Trombone Tremor Pad in front of it. Stand on the pad and play Lanky's Trombone Tremor to open the plexi-glass.

Now it's time to play Lanky's Burping Piano Game! Your mission here is to follow

the pattern of the burping guys in the barrels. This is rather easy but is a little on the challenging side if you don't know what to press. Here are the letters in order you need to press. Btw, to press a key just Simian Slam it (A + Z)...

1st Time: C B C  
2nd Time: C B C D  
3rd Time: C B C D E  
4th Time: C B C D E C  
5th Time: C B C D E C A

Once you have finished all 5 you will be rewarded with yet another Golden Banana. (Btw, I just noticed this, but if you just stand around while playing with Lanky, he begins to juggle orange grenades. But if you walk away he drops all of them, but check your inventory and you still have the same amount of grenades, where did they go!? :p)

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The K. Rool Pad

Or Battle Arena Pad, whatever you want to call it. Anyway, in this Battle you will have to fight both Kasplats (the things that carry the blueprints) as well as Kremlings. The Kremlings are very easy to defeat so get rid of them first using 1 hit. After most of the Kremlings are gone, start working on the Kasplats which take a few hits to knock down.

Once the time on the timer runs out, if you are still standing you will be rewarded with your 3rd Battle Crown in the game. The 1st 2 are from Levels 1 and 2. Congratulations!

---

Play Another Bonus Stage with Diddy

Yep another Bonus Stage for Diddy (as if Peril Path Panic wasn't enough :p). Anyway, first how to get to the barrel. First switch to Diddy if you aren't him already. Then go up to the R&D Room if you aren't already there. Once there climb up to the UPPER LEVEL of the R&D Room and you will notice a door with nothing written on it, go through that door to find a hole in the floor. Jump in!

You will drop down and land in front of the Steel Shack DK uses to on the machine. As you land you will notice a Diddy Switch on the floor. Simian Slam it to make some vines drop down and to make a Bonus Stage Barrel appear at the end of the vines.

You will get 20 seconds to swing across the vines and into the barrel, otherwise the barrels disappears. Hop into the barrel and it's time to play the "Beaver Bother" mini-game. This is one of the tougher mini-games throughout the entire game. I had to replay it about 3 times to finish it.

Your goal here is to herd 12 Gnawty's into the hole in the middle of the floor. You are a Klaptrap! Press A to jump B to scare the Gnawty's and Joystick to move. If \*YOU\* fall into the hole you lose, so you need to scare in 12 Gnawty's in 60 seconds, are you up to it?

Well it took me a couple of tries until I figured out what to do. An easy way to get those Beavers in the hole is to not bite their butts off, but rather to just stay at a distance, run in circles pressing B to scare them, I found that this



was the easiest way to get those critters into the hole.

Once you manage to get 12 of them into the hole (I wonder where that hole leads to??) Diddy will be rewarded yet ANOTHER Golden Banana for his efforts. Don't worry that is the last Mini-game you will have to play FOR DIDDY in Level 3.

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#### Fight Dice Man in R&D Room with Chunky

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Now it is time to get Chunky his banana from the R&D Room. Switch to Chunky and head for the R&D room if not already there. Now head on up to the 2nd Level of the R&D room to find some more plexi-glass AND a Triangle Pad in front of it. Stand on the pad and play Chunky's Triangle (Z + C-Up) to open up the plexi-glass.

This actually is KIND OF challenging because you will be fighting a huge Dice Man! As you enter, Go over to the Treasure Chest and you will begin to fight some enemies. First you are going to have to fight 1 Die, then after it is either 2 dominoes or 2 skinny blocks, I forget. But anyway, once the smaller enemies are gone, all of the toys will emerge from the chest.

You will then see a great cinema showing all of the toys combine into 1 gigantic man, the Dice Man! So now you are face to leg with the Dice Man :p So you are wondering, how do I beat this guy he is 20x my size!? Well, in case you didn't notice there is a Chunky Barrel near the entrance to this room. Hop in to become Hunky Chunky!

Now it is a fair match, however, the Dice Man can be very tough if you use the wrong strategy. I found out that if you approach the Dice Man and start punching you are going to get hit and odds are you will be defeated quickly. So what I did was just run around the room, and get in Cheap Shots by running around the room and punching the big old Dice Man when he wasn't lookin'. Whatever you do, just don't stand in the same spot because you are bound to lose this fight if you approach the Dice man this way.

After a few hits or so the Dice Man will be defeated. Chunky is then rewarded with his hard earned Golden Banana!

---

#### Play Bonus Stage with Tiny Kong

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Now this will be the last Mini-game you will have to play in this level, I promise. As Tiny of course, head over to the Production Room. Make note that you have to have turned on the Machine with Donkey Kong in order to get to this Bonus Stage. Now, as tiny make your way to the top of the Machine first off.

Soon you will come to some conveyer belts. Climb up these belts and collect Tiny's bananas while doing so. Once up to the top you can see a bonus barrel off in the distance. How are you ever going to get over that far!? Remember Tiny's Pony Tail Twirl? Use it here. Jump as far as you can and then press A while in mid-air to reach the platform where the Bonus Stage Barrel is at.

Hop inside of the barrel to play the "Krazy Kong Klamour" mini-game! This is actually pretty fun, it is fairly easy to complete but it's still fun. Your goal here is to shoot ONLY the golden bananas and NOT the Kongs (one thing that doesn't make sense here is that if Tiny is shooting the gun, how can she be in the mini-game as well?? :p).

While playing you have a time limit as usual. Once you see a golden banana shoot it IMMEDIATELY because the lights will go out and if you shoot when the lights are out, you will hit a Kong. My Tips for this mini-game are to shoot a banana right when you see it, don't wait for the lights to go out if you aren't going to hit it.

Once you have the amount of Bananas hit that are necessary, Tiny is rewarded with another Golden Banana!

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#### Play Dart Game with Tiny

-----

I forgot to list most of Tiny's Bananas before, so I am listing most of them now. The next Golden Banana Tiny will be getting is by playing a Dart Game! But I warn you now, this is very hard! First of all, you are far back from the board and the toughest part of all is the board is spinning!

Head over to the Testing Room as Tiny. Once there look for the Tiny Barrel and jump in to become a "mini-monkey". Go through the small little hole and once on the other side switch back to normal by pressing and holding Z and pressing C-Left (don't want to waste any more Crystal Coconuts than necessary).

Simian Slam the Tiny Switch in this room to start up the spinning dart board. Now it's time for some good ol' dart throwin'. What you need to do is shoot whatever is under the sign that reads "Next". If it shows a Crystal Coconut, you need to shoot the Crystal Coconut, if it shows a banana Medal, shoot the Banana Medal, etc.

Once you finish Tiny will be rewarded with another one of her 5 golden bananas for Level 3. If I am not mistaken you need about 2 more (blueprints and the next section I am about to explain...)

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#### Tiny's Last Golden Banana (for Level 3)

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Well, this is your last if you have collected the blueprints already, but if not you need 1 more after this. Anyway, this is the EASIEST banana to get for Tiny in Level 3. Head over to the DK Arcade. If you don't know how to get there, here is an explanation:

First head over to the Production Room (left; west of the level). Once inside make your way over to the Storage Room. Once here, go over to the Tag Barrel and switch to Tiny Kong if you aren't playing as her already. Now Go over to an open door in the Storage room that has a pole and a Kasplat in it.

Kill the Kasplat and climb up the pole, or you can just ignore the Kasplat if you want. Once at the top follow the pathway and straight ahead you will see an area blocked by a gate, ignore this area and turn left just before you get to it. It's the DK Arcade! (I'll explain that later in the walkthrough). But for now jump into the Tiny Barrel which is just near the entrance to the room.

Now hop up the boxes when Tiny is shrunken to get to the top where a little hole is located. Go in this hole and a cinema will take place guiding Tiny to the golden Banana at the end of the little walkway. Don't worry you won't lose Crystal Coconuts when cinemas are playing. Congratulations that is the last (except for the Blueprints) golden banana for Tiny in Level 3!

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### Get Lanky's Golden Banana

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Ok, switch to Lanky and make your way to the Production Room. Once there, look around on the floor to find a Lanky Switch. Simian Slam it to make a golden banana appear WAY UP on top of the machine. Before I thought you had a time limit to get this banana but I made a mistake. I got Chunky and Lanky mixed up.

Anyway, to get the banana you are going to have to go up the machine with Lanky. This shouldn't be TOO hard to accomplish but it can be pretty tough. Make your way up the machine starting with the moving platform on the floor of the Production Room.

You will soon come to a long steep pipe which you cannot go up unless you use the OrangStand move, otherwise you will just slide down and probably fall to the bottom of the Production Room. Use the OrangStand move (Z + B + Hold Z + Joystick to move) and climb up the steep skinny pipe. Once you get to the top, you will collect the banana that was released when you pounded that switch WAY down on the floor!

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### Get Chunky's Golden Banana before time is up

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To get this banana, first you need to switch to Chunky via the Tag Barrel. As Chunky make your way to the Production Room where there is one last switch to be Simian Slammed on the floor. It is Chunky's switch which releases his Golden Banana in a VERY dangerous place.

Simian Slam Chunky's Switch and you will view a cinema of Chunky's Banana being released right in the center of the smashing device! There is a rather quick way to get up to this area, just use the #4 Bananaport to get up to the top, then head on over to the moving walkway platforms (the spinning walkways) and over to the smashing device in the center.

Be Careful and collect Chunky's 2nd to last Golden Banana for Level 3 (not including Snide's Blueprints...)

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### Climb up the Steps to get Chunky's Golden Banana

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Whew, Chunky's last golden Banana for the Frantic Factory! To get this one, of course you will need to switch to Chunky with the Tag Barrel. As Chunky head on over to the Production Room and then into the Storage room where you will find a closed gate.

You must have Chunky's "Primate Punch" in order to get past this gate. Use the Primate Puch (Z + B) and punch open that gate. Inside you will find 3 platforms on the floor, a Chunky Wall Switch, a couple of Zingers and some boxes.

First off, head over to the "?" Box in the upper-right hand corner. Simian Slam this box to make it explode revealing a Chunky Switch (on the floor). Simian Slam the switch and a Golden Banana will be released inside another "?" Box which is located up high.

Now head over to the Chunky Wall Switch and Primate Punch it to start up the 3 moving platforms. Jump onto the first one, then time your jumps correctly and you will make it up to the 3rd platform where you can jump to the Golden Banana

with ease! Congratulations, you now should have all bananas for all characters except for Donkey Kong (and the Blueprints if you haven't gotten those yet). Now it's time to get DK's last golden Banana as well...

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### The DK Arcade!

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Remember the Classic Donkey Kong back in the Arcade? The one with the 4 levels of fun. Well you can play it in DK64! This just proves why Rare is the BEST gaming company ever because they add in old games from the past into new games in the present. Btw, they also have added in their first game ever made...JetPac.

Now for those of you who can't seem to find the DK Arcade, here is how to get to it: First head over to the Production Room (left; west of the level). Once inside make your way over to the Storage Room. Once here, go over to the Tag Barrel and switch to Donkey Kong if you aren't playing as him already. Now go over to an open door in the Storage room that has a pole and a Kasplat in it.

Kill the Kasplat and climb up the pole, or you can just ignore the Kasplat if you want. Once at the top follow the pathway and straight ahead you will see an area blocked by a gate, ignore this area and turn left just before you get to it. It's the DK Arcade!

Go over to the lever on the floor which activates the DK Arcade. For now it is free of charge. Here is a Level by Level explanation of how to beat the DK Arcade...

Level 1 - This is your basic level, very easy to get past, just climb up the ladders when there are no barrels in site and make your way to the top of the railing. Jump over all barrels that you come to and you will be rewarded with an extra 100 points. Try to be quick because you will also get a big bonus if you finish a level fast enough. Once you get to the top DK will carry the princess up to the 50 m point.

Level 2 - This level is a bit harder, now you are faced with Fireballs, Conveyer Belts, and Pies. Collect the Umbrella, purse and other item (can't remember what it is) in each level if you want to increase your score. Each one is worth a keen 300 points. Now for Level 2, here just climb up the ladders and jump over any pies you come to, once up to the 2nd to top conveyer belt, climb up the ladders that move up and down to finish the level.

Level 3 - This is the hardest level of them all, I couldn't seem to get past this one but on the DK Classic game on the Gameboy I beat all 100 levels! Anyhow, climb up the first ladder, and make sure you jump WHEN THE PLATFORM IS RIGHT AT YOUR LEVEL otherwise (this is very stupid but hey this game was made about 18 years ago) you will fall a VERY short distance, hit your head and die. then jump off on top of the railing and onto the platforms going DOWN. Then jump off at the bottom, avoid the falling spring and make your way up the series of platforms to the top where the princess is at.

Level 4 - This is much easier than Level 3, all you have to do is step on all of the little platforms that hold the structure together while avoiding the fireballs and other enemies and DK will fall, hit his head and die leaving you with your prize the Princess!

Once all 4 of these levels are complete DK will get a golden banana for his efforts. Then Squawks comes and tells DK that he can play again and get the trusty NINTENDO COIN. However you will have to pay a price of 2 coins. The

levels are now harder because fireballs are faster, barrels are faster and in a different pattern and it is just overall harder than the first time. Also your prize at the end is a Well drawn out Nintendo Coin Instead of the princess.

---

Go to the Troff 'n Scoff Room

---

Ah, your good old buddies, Toff & Scoff. YEA RIGHT! These fat old slobs can't stop eatin' your bananas. This time I do believe they want a total of 200 bananas. You should have more than enough if you have been collecting the bananas throughout the level.

Once you feed the 2 fattys they will unlock the door to the bosses lair and none other than the famous Tiny Kong will be on her way to fight Mad Jack!

---

Fight Mad Jack with Tiny Kong

---

You might have already went ahead and fought Mad Jack earlier but anyway, it is time to meet up with Mad Jack who is a Jack in the Box who has gone completely Mad! Enter the room, and as you do so you will be placed on 16 squares. 1 of these squares stands out from the others because it is lit up, stand on this square and they will all rise.

Here comes Mad Jack, he tries to intimidate you a little before the fight, but don't be scared. Here is your goal: You must shock Mad Jack 5 times by pounding the switch which is the same color he is standing on when he stops chasing you. Mad Jack is very hard compared to the last 2 bosses. On a scale of hardness from 0 to 5, 5 being the hardest I would give him a 4.

Let him chase you around the squares just don't be on the same one he is on when he lands. I suggest that you always jump on the square that he was previously on, here is a diagram explaining what I mean:

```
  _____  _____
 |   |      |   |
 |YOU|      |MAD|
 |   |      |   |
  _____  _____

 |MAD |      |YOU |
 |JUMPS|     |JUMP|
 | HERE|     |HERE|
  -----  -----
```

That way, you won't be chased for such a long time. Once Mad Jack stops and begins to throw fireballs at you, 2 switches appear on 2 of the squares. Look at the color of the square Mad Jack has stopped on and pound the switch that is on the same colored square. Do this 3 times, and the 4th time Mad Jack will fire lasers at you instead of fireballs and the 5th time he will be invisible and you will only be able to see the stars coming from him. Once he is defeated you will Receive the #3 Key to K. Lumsy's Cave, and you will be finished with Level 3 -- Frantic Factory!

---

Banana Checklist for Level 3

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For Donkey Kong:

-----

- [ ] #1 - Enter the Machine
- [ ] #2 - Snide's Blueprints
- [ ] #3 - Number Game
- [ ] #4 - Turn on the machine
- [ ] #5 - Beat Level 4 of the Original DK

For Diddy Kong:

-----

- [ ] #1 - On top of the ABC Blocks
- [ ] #2 - Go into Arena by playing instrument
- [ ] #3 - Pound switch and spring into air
- [ ] #4 - Snide's Blueprints
- [ ] #5 - Bonus Game

For Tiny Kong:

-----

- [ ] #1 - Make Tiny shrink and race in R&D Room
- [ ] #2 - Play Dart Game (Shrink first)
- [ ] #3 - Snide's Blueprints
- [ ] #4 - Bonus Game
- [ ] #5 - Go inside little room next to DK Arcade

For Lanky Kong:

-----

- [ ] #1 - Play Instrument and follow the piano tunes
- [ ] #2 - Snide's Blueprints
- [ ] #3 - Free Chunky Kong
- [ ] #4 - Play Bonus Game (Float to it) (Slot Machine)
- [ ] #5 - Pound Machine room switch and go up pipe

For Chunky Kong:

-----

- [ ] #1 - Snide's Blueprints
- [ ] #2 - Punch Gate and play bonus game
- [ ] #3 - Climb Tower after hitting switch
- [ ] #4 - Play Triangle and kill the toys
- [ ] #5 - Punch gate, pound box, hit switch

=====

8.5 - Level 4 - Gloomy Galeon

=====

- Objectives:
- Locate Level 4
  - Open Pineapple Switch Door
  - Open Peanut Switch Door
  - Open Coconut Switch Door
  - Get Banana by playing the Cannon Ball game
  - Punch the 3 chests with Chunky
  - Play JetPac!
  - Turn on the light with DK
  - Resucue seal by playing Barrel Game
  - Slam switch on ship with Diddy
  - Go inside the ship with Chunky
  - Switch to Enguarde and slam a chest for a banana
  - Go inside metal fish with Diddy
  - Race the seal with DK
  - Shrink Tiny and go inside the Vent
  - Play music and go in ship with all Kongs

- Open treasure room with Enguarde
- Go up the coins with Diddy and Lanky
- Go into keyhole w/Tiny and get the Pearls
- Get ALL Kong's Blueprints
- Hit Switches in hallway with Tiny and Lanky
- Go to Troff 'n' Scoff door
- Fight Puftoss with Lanky Kong
- Banana Checklist

---

#### Locate Level 4

-----

Well, in case you didn't remember, when you beat the Level 2 boss and got the key and went and unlocked K. Lumsy's #2 Lock, 2 NOT 1 doors opened. 1 leading to Level 3 and the other to Level 4. DO NOT go to the door that is ON K. Rool's Isle, the door you are looking for is UNDER K. Rool's Isle.

Swim down under water, and swim around the Isle until you find an open door, this was opened when you unlocked the #2 Lock, go in the door which leads to the Lobby of Level 4 -- Gloomy Galleon!

---

#### Open Pineapple Switch Door

-----

Ok, in the beginning of the Level there are 3 different switches to be shot in order to progress throught the Level. The first is Chunky's Pineapple Switch Door. Shoot the 2 switches to open up the gate which leads under water to another area, but don't go there right now.

You still need to open up the other 2 doors remember? Head back to the main area of the hallway (where the Tag Barrel is) and jump inside the Tag Barrel and Switch to Diddy Kong.

---

#### Open Peanut Switch Door

-----

Now the 2nd gate you must open, this time it is with Diddy. Head to the left area of the Tag Barrel and you will come to a gate with 2 Peanut Switches on it. Shoot both switches and the gate will open allowing Diddy or any other Kong to pass.

Head back the same way you came and jump into the Tag Barrel again, this time switch to Donkey Kong and you will open your last door with fruit switches on it, in this area.

---

#### Open Coconut Switch Door

-----

The final switch door to opened for now, head to the right of the Tag Barrel or Straight, try both (I forget) and you will come to yet another gate with 2 Coconut Switches on it. Shoot them both to open up the gate allowing Kong's to pass freely.

Now that you've gotten the doors open, it's time to get some Golden Bananas! Head back towards the Tag Barrel.

---

### Get Banana Playing Cannon Ball Game

---

Once back at the Tag Barrel, switch back to Chunky Kong. It's time for him to get Banana #1 in Level 4. Go over to the door that Chunky Opened (the Pineapple Switch Door). With it open now, swim under water to get to the other side where you will find some boards, a Kasplat and a cannon!

First of all, you'll need to raise the water in order to jump up onto the boards. Once it's raised, jump onto the boards and kill the Kasplat so he won't get in your way (he'll come back, but it's better to just get rid of him now). Now if you notice, there is a big cannon ball near the end of the boards. Press the B button to pick it up!

With Cannon Ball in hand, walk over to the cannon which is on the other side of the boards (See why it's important to kill the Kasplat first?). Just throw the ball into the cannon and you're ready to play the game!

OK, your goal here is to shoot the 3 targets with the cannon balls in a limited time, so you must be quick, and don't waste your cannon balls because you only get a certain amount before you have to reload the cannon with another ball.

Once you shoot the 3 targets (which can be tough to do), you will be rewarded with Chunky's first Golden Banana for this Level! Now it's time to get his 2nd Banana!

---

### Punch the 3 Chests with Chunky

---

Now, it's time for Chunky's 2nd Golden Banana! Leave the room you were just in and start searching for another room. This room has 3 treasure chests in it. The chests seemed to be locked, but there are no keys to open them with, how do you open them!?

Well, it's rather simple. Remember Chunky's Primate Punch? It can break through literally ANYTHING! Use it (Z + B) to break open each chest, 1 by 1. Don't worry each contains something good, so don't worry about any enemies popping out at you! :p

The chest on the Left contains a Banana Fairy, shoot it with your camera. The chest in the middle has a pair of headphones for the Kong's to recharge their instruments. Recharge Chunky's for now. The Right and final chest contains.....you guessed it! Chunky's 2nd Golden Banana for Level 4!

---

### Play JetPac!

---

Well, this all depends. If you have gotten all of the Kong's medals in the last 3 levels, you will be able to play Rare's first game, JetPac. However, a lot of you might not have, so you will have to wait until you do get 15 medals.

If you have gotten 15 medals, head over to Cranky's Lab. To get to it, head to the main area of the Level and you will see 2 cannons, hop into one of them and it will take you to Cranky's Lab, the other takes you to another area.

Talk to Cranky and he will let you play his secret game, JetPac. JetPac was the first game Rare ever made. For those who don't know what Rare is, you need to



catch up on your gaming. Rare (a.k.a. RareWare) is the company who made ALL of the Donkey Kong Games! They have also made many other magnificent games like Goldeneye, Jet Force Gemini, and soon Perfect Dark!

Anyway, to beat JetPac get 5,000 points, and you will be rewarded with the 2nd Coin necessary to beat the game, the RareWare coin!

---

Turn on the light with DK

Well, if you aren't DK already, head back to the Tag Barrel from Cranky's Lab. Hop inside and change to Donkey Kong. Take Donkey to the area which is flooded with water and in the center there is a light house.

Swim down under water to the center of the area and you will find a switch which raises the water Level, just run into it to hit it and raise the water level up allowing you to reach a switch which opens the lighthouse door.

Climb onto the platform and slam the switch to open the door to the lighthouse. Head inside of the lighthouse where there are a bunch of platforms to go up, climb the platforms to make your way to the top of the Lighthouse.

Once on top turn the light back on to the lighthouse and you will be rewarded for your help with a Golden Banana. The banana will appear down at the entrance to the Lighthouse, so go down and retrieve Donkey's Golden Banana.

---

Rescue seal by playing Barrel Game

If you still aren't DK, go to the Tag Barrel and switch to him and then come back to where the lighthouse is. Around this area you will find a DK Pad. Step onto it and press the Z button to go to DK's Barrel game.

Go through the barrels by shooting DK out of them at the right time and at the end of the path you will come to a DK Star. Shoot DK through the star and Viola! The door on the Seal's cage will automatically open.

Upon opening the Seal's cage, visit him and pick up your reward which is a shiny Golden Banana, but that isn't all you can get from this seal, see later in the walkthrough on how you can get yet another banana from him.

---

Slam switch on ship with Diddy

More on the walkthrough coming soon... (Sooner than before :p)

=====  
8.6 - Level 5 - Fungi Forest  
=====

Coming Soon...

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## 8.7 - Level 6 - Crystal Caves

=====

Coming Soon...

## 8.8 - Level 7 - Creepy Castle

=====

Coming Soon...

## 8.9 - Level 8 - Hideout Helm

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Coming Soon...

## 8.10 - DEMO Walkthrough

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This Walkthrough is for the Demo of the game, which is still playable in Toys 'R Us and a few other stores. This is what this whole FAQ used to look like when it was first released in October:

### DIDDY'S FUNHOUSE MINE RIDE:

This level is where you play as Diddy Kong and you are in a Mine Shaft. Your goal is to collect as many coins as possible. Yes it is impossible to collect EVERY SINGLE coin, but you can at least get 70 of them. All you need to do is keep jumping and leaning to the sides of the shaft with good timing. You will lose coins if you get hit by the Kremlings or that big Alligator mouth, to avoid these just speed up and slow down. Also watch out for the mine carts which contain TNT. If you get hit by one, you will lose some coins. Again to avoid them speed up and slow down. You will now come to a part in the track which you will have to go left or right. One path leads to many coins, while the other leads to a path with only 1 coin. To get to the right path pull the switch in this order: right, left, right. Now comes the part with more TNT. If you go too slow a cart containing the TNT will come up behind you. Also TNT will fall from the ceiling at you, so be careful and you should complete the level in no time.

### CHUNKY'S VOLCANIC CRISIS:

Here is where you will fight a boss. Here are the words exactly from Nintendo Power Magazine: "...you must score several TNT column's corners and lands. Wait until he flies over to one of the column's corners and lands. Then race to the barrel that reappears in the center of the column..." Then pick it up (B Button) and throw it at the boss. Sometimes the boss will land on the column to spit fireballs at you, so watch out! Wait until he spits his 5 Fireballs and then throw the Barrel at him. When he stops and shakes his finger at you, ATTACK HIM! This is the best time to attack him. He also does like this earthquake Attack, which causes a ring of fire to come from the ground. Avoid the fire or you will take a lot of damage to your Watermelon Meter. Try to use the Canonball spin a lot. To use it press A to jump and B while in the air. It will help you get away from the boss' fireballs. This boss has 2 great moves that will really hurt you. The first is after you throw some TNT barrels at him, he will let off this HUGE wave of fire which is inescapable. Your watermelon meter needs to have a lot of energy in it, because this

attack the boss does will take away a lot. His 2nd great move is when he pounds the rock column causing it to start sinking into the lava, this means you need to finish him off quickly with these attacks:

1. Whirling Spin - This attack helps Chunky avoid the fireball attacks, to use it Start moving or running and press B to start spinning, this might help avoid those fireballs.
2. Big Barrel - After you use the TNT barrel, a barrel comes up that will make you as big as the boss for a limited time. Get the barrel and then back the boss up into a corner and start punching him using the B button.
3. MEGA Punch - These punches can be used while you are as big as the boss using the Big Barrel. These are more powerful than the regular punches. To use them, Hold Z and press B. Try to use as many of these as possible before you return to little size. Well if you have made it this far, CONGRATULATIONS! Because you are on your way to victory. Just keep using the Big Barrels and MEGA Punch him a few more times and he will fall into the Lava and you have defeated him. CONGRATULATIONS! It was a tough battle but you won.

#### DONKEY KONG'S ARMADILLO ASSAULT:

Yep, another Boss. This time it is an Armadillo. You are trapped in a grassy area with the big boss. His weak spot is his face, but he really protects it by hiding it under his shell when he throws turrets at you, which cause energy orbs to hurl at you. When he comes out of his shell and starts laughing at you, get a TNT barrel and throw it as his face. When the armadillo rolls up into a ball, WATCH OUT! He will roll into you if you aren't careful. Just run to his sides or away from him, and if his Shell blocks your view of DK, just rotate the Camera with the C Buttons (C-right, C-left). A big attack the Armadillo has is his Air Attack. He uses his turrets and hovers into the air, then crashes down causing a green ring of radiation to appear, but don't run from it. Run straight toward it and if you have the right timing, you should be able to jump right over it without doing any damage. When the boss is about to be defeated he will shoot a Rocket at you. This is a homing rocket which means it follows your every move. If you are able to avoid the rocket, hit the boss 1 more time with a TNT barrel and he will be defeated, CONGRATULATIONS!

---

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### 9.) Golden Banana Locations

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Ok, the reason why I started this section of the FAQ is because I have been receiving multiple e-mails asking where gold bananas are, so here are your answers, and yes this is different from the Banana Checklist, while this is a detailed explanation on how to get each golden banana and the checklist is to check off each one that you have gotten, also, I go in order from as you collect the characters in the game, so it's like this: DK, Diddy, Tiny, Lanky, and Chunky (Note - These also are NOT in chronological order either):

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#### Pre Level Bananas

---

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Level 1 Banana Locations for: Chunky Kong

Banana #1: At the left end of the Level is a Big boulder with a blue "X" under it. Pick up the boulder and throw it against the wall. Inside of the boulder is a Golden Banana for Chunky.

Banana #2: Simian Slam the big blue "X" 3 times to make an underground path appear for Lanky to go through. At the end of the path are 2 Pineapple switches. Shoot one of them with Chunky's Gun and a set of vines will appear. Swing across them to reach a Golden Banana.

Banana #3: In the same underground cave, shoot the other Pineapple switch with Chunky's shooter and another set of Vines will appear. Swing across them and you will come to a Kasplat. Kill it to get the blueprints for Chunky. Take them to Snide's HQ and you will be rewarded with a Golden Banana.

Banana #4: Take Chunky to the cave on the far left of the level. In here is a Chunky Barrel. Jump in and Chunky will become huge. Have him jump up to the Golden Banana Bonus Stage Barrel which will take you to the "Minecart Mahem" bonus stage. In this stage you are in a minecart like Diddy was. But this is slightly different. Here you must avoid coming in contact with another mine cart that contains a barrel of TNT. To do this, whenever the TNT cart is on the outside track you need to be on the Inside track the other way around as well. When it switches lanes, you also need to switch lanes. Just stay away from it as much as you possibly can and the golden banana will be yours (well Chunky's not yours :)

Banana #5: In the cave leading to Cranky's Lab you will find a boulder, lift it and throw it to reveal a Chunky switch. Simian Slam the switch to make a gate near Snide's HQ open. You only have a short time to get to it, so hurry fast. Use the #3 bananaport pad to make things faster, once you get there the Banana is Chunky's :)

=====  
Level 2 - A n g r y     A z t e c  
=====

Level 2 Banana Locations for: Donkey Kong

Banana #1: For this banana you are going to have to free the llama from his cage in the main part of the level. Go in front of the Llama Temple (place with a llama on the door) and in front is a DK Pad. Step on it and press Z and you will be taken to the Barrel mini-game. Complete the game and at the end you will receive the key to the llama's cage. Go back to the steps near the cage to get DK's first golden banana for Level 2.

Banana #2: You now get to play the "Stealthy Snoop" bonus round! To get to it, Simian Slam the switch in the llama temple to open the door at the end of the lava stream. Hop into the DK barrel to become invisible and walk in the lava













#5 - Play the Krazy Kong Klamour Mini-game. The barrel is located at the top of the Production Room. Your goal here is to shoot ONLY the golden bananas and NOT the Kongs (one thing that doesn't make sense here is that if Tiny is shooting the gun, how can she be in the mini-game as well?? :p).

While playing you have a time limit as usual. Once you see a golden banana shoot it IMMEDIATELY because the lights will go out and if you shoot when the lights are out, you will hit a Kong. My Tips for this mini-game are to shoot a banana right when you see it, don't wait for the lights to go out if you aren't going to hit it.

Once you have the amount of Bananas hit that are necessary, Tiny is rewarded with Tiny's last Golden Banana for Level 3!

Level 3 Banana Locations for: Lanky Kong

#1 - Play the Slot Machine game in the Testing Room. To get to it, use the Lanky Pad and float up to it. To win, get 4 golden bananas in a row, then Lanky is rewarded with a REAL golden banana to keep.

#2 - Go to the Production Room and Simian Slam the Lanky Switch to make a banana appear at the top of the Production Room. Climb your way to the top and use the OrangStand move to climb up the steep pipe where the Golden Banana is located.

#3 - Find the Kasplat that contains the Blue Blueprints, defeat him and take the Blueprints. Then go back to Snide's HQ and give him the prints to be rewarded with Lanky's 3rd Golden Banana.

#4 - In the R&D Room, go over to the plexi-glass with the Trombone pad in front of it, play the Trombone (Z + C-Up) and the glass will open. Inside you will play the piano game, here is what you need to do:

Your mission here is to follow the pattern of the burping guys in the barrels. This is rather easy but is a little on the challenging side if you don't know what to press. Here are the letters in order you need to press. Btw, to press a key just Simian Slam it (A + Z)...

- 1st Time: C B C
- 2nd Time: C B C D
- 3rd Time: C B C D E
- 4th Time: C B C D E C
- 5th Time: C B C D E C A

Once you have finished all 5 you will be rewarded with yet another Golden Banana.

#5 - This one is very easy. Just OrangStand up the pipe hit the Lanky switch and free Chunky Kong in the Storage room to be rewarded with Lanky's Last Golden Banana.



- [] #1 - Cage next to Snide's HQ (Hit Diddy Kong Switch)
- [] #2 - Giving the Blueprints to Snide
- [] #3 - Hitting the switch on the mountain
- [] #4 - Completing the Mine-Cart mini-game
- [] #5 - Opening the Troff n' Scoff door in the tunnel (2 peanuts)

For Tiny Kong:

- 
- [] #1 - Play "Splish Splash Salvage" mini-game.
  - [] #2 - Go inside the thing with the 3 doors (far left of level)
  - [] #3 - Snide's Blueprints
  - [] #4 - Hit the Tiny Switch near Cranky's Lab.
  - [] #5 - Jump on mushroom and bounce into the tree stump.

For Lanky Kong:

- 
- [] #1 - Shoot the 5 Zingers (Bees)
  - [] #2 - Play the "Speedy Swing Sortie" mini-game.
  - [] #3 - Hit the Lanky Switch near Cranky's Lab.
  - [] #4 - Snide's Blueprints
  - [] #5 - Play "Mad Maze Maul" mini-game.

For Chunky Kong:

- 
- [] #1 - Play "Minecart Mayhem" mini-game.
  - [] #2 - Go underground and shoot Pineapple switch
  - [] #3 - Break boulder on the big blue "X"
  - [] #4 - Hit the Chunky Switch in the cave near Cranky's Lab.
  - [] #5 - Snide's Blueprints

Level 2 - Angry Aztec

For Donkey Kong:

- 
- [] #1 - The one in the 5 door building
  - [] #2 - Free the llama in the barrel blast mini-game
  - [] #3 - Free Lanky Kong
  - [] #4 - Use Invincibility to go through Lava door near Fuky's shop
  - [] #5 - Snides Blueprints

For Diddy Kong:

- 
- [] #1 - The one in the 5 door building
  - [] #2 - Free Tiny Kong
  - [] #3 - Fly through the birds rings
  - [] #4 - Make the tower rise and get the banana at the top
  - [] #5 - Snides Blueprints

For Tiny Kong:

- 
- [] #1 - The one in the 5 door building
  - [] #2 - Race the beetle
  - [] #3 - Shrink in llama temple and go through the cave
  - [] #4 - Shrink and go in barrel where Tiny was rescued
  - [] #5 - Snides Blueprints

For Lanky Kong:

- 
- [] #1 - Get the one in the 5 door building
  - [] #2 - Play the Music monkey game
  - [] #3 - Teetering Turtle Trouble game
  - [] #4 - Swim to a different region than where Tiny was rescued
  - [] #5 - Snide's Blueprints

For Chunky Kong:

- 
- [] #1 - The one in the 5 door temple.
  - [] #2 - Play the "Busty Barrel Barrage" mini-game.
  - [] #3 - Kill the Klaptraps in the temple.
  - [] #4 - Place vases on their switches.
  - [] #5 - Snide's Blueprints

Level 3 - Frantic Factory

-----

For Donkey Kong:

- 
- [] #1 - Enter the Machine
  - [] #2 - Snide's Blueprints
  - [] #3 - Number Game
  - [] #4 - Turn on the machine
  - [] #5 - Beat Level 4 of the Original DK

For Diddy Kong:

- 
- [] #1 - On top of the ABC Blocks
  - [] #2 - Go into Arena by playing instrument
  - [] #3 - Pound switch and spring into air
  - [] #4 - Snide's Blueprints
  - [] #5 - Bonus Game

For Tiny Kong:

- 
- [] #1 - Make Tiny shrink and race in R&D
  - [] #2 - Play Dart Game (Shrink first)
  - [] #3 - Snide's Blueprints
  - [] #4 - Bonus Game
  - [] #5 - Go inside little room next to DK Arcade

For Lanky Kong:

- 
- [] #1 - Play Instrument and follow the music
  - [] #2 - Snide's Blueprints
  - [] #3 - Free Chunky Kong
  - [] #4 - Play Bonus Game (Float to it)
  - [] #5 - Pound Machine room switch and go up pipe

For Chunky Kong:

- 
- [] #1 - Snide's Blueprints
  - [] #2 - Punch Gate and play bonus game
  - [] #3 - Climb Tower after hitting switch
  - [] #4 - Play Triangle and kill the toys
  - [] #5 - Punch gate, pound box, hit switch



## Level 4 -- Gloomy Galleon

-----

For Donkey Kong:

-----

- [] #1 - Snide's Blueprints
- [] #2 - Light up the Lighthouse
- [] #3 - Free the seal playing DK Barrel game
- [] #4 - Race and beat the seal
- [] #5 - Go inside the sunken ship

For Diddy Kong:

-----

- [] #1 - Go inside metal fishe's mouth
- [] #2 - Simian Spring to the top of the coin stacks
- [] #3 - Snide's Blueprints
- [] #4 - Go inside the sunken Ship
- [] #5 - Shoot one out of a cannon from the ship

For Tiny Kong:

-----

- [] #1 - Go inside the sunken ship
- [] #2 - Snide's Blueprints
- [] #3 - Go inside vent via the "Mini-Monkey" move
- [] #4 - Get pearls from oyster's for the Mermaid
- [] #5 - Go inside wreck by pounding Tiny Switch

For Lanky Kong:

-----

- [] #1 - Use "Baboon Balloon" to float to the top of the coin stack
- [] #2 - Go inside the sunken ship
- [] #3 - Go inside the wreck by pouding the Lanky Switch
- [] #4 - Open treasure chest underwater via enguarde
- [] #5 - Snide's Blueprints

## Level 5 -- Fungi Forest

-----

For Donkey Kong:

-----

- [] #1 - Play Barrel game with DK Pad
- [] #2 - Climb up the Mushroom Tower
- [] #3 - Pull the 3 Levers
- [] #4 - Snide's Blueprints
- [] #5 - Play mini-game via Bonus Barrel in house

For Diddy Kong:

-----

- [] #1 - Win Race with Owl
- [] #2 - Snide's Blueprints
- [] #3 - Fly up Mushroom Tower
- [] #4 - Break the cage by playing Guitar Gazump
- [] #5 - Use Simian Spring to get to the Attic

For Tiny Kong:

-----

- [] #1 - Defeat the Huge Spider
- [] #2 - Go inside Tree Stump using "Mini-Monkey"
- [] #3 - Go up the beanstalk
- [] #4 - Hit the Tiny Switch in Mushroom Tower

[] #5 - Snide's Blueprints

For Lanky Kong:

- 
- [] #1 - Snide's Blueprints
- [] #2 - Race the rabbit 2 times
- [] #3 - Simian Slam the 5 mushrooms
- [] #4 - Use "Baboon Balloon" to get to the roof of the house
- [] #5 - Bounce off of the mushrooms

For Chunky Kong:

- 
- [] #1 - Finish the Picture puzzle
- [] #2 - Find the apple
- [] #3 - Snide's Blueprints
- [] #4 - Go inside of well and ride the mine cart
- [] #5 - Break Conveyer Belt

Level 6-8

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They will all come as I get to them. I am updating this FAQ as I progress through the game. So far I have completed Level 1-5 with Diddy, Donkey, Lanky, Tiny and Chunky Kong, so that is all the banana info. I have so far.

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11.) D K R a p L y r i c s

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Here are the Rap Lyrics you hear in the beginning of the game:

"He-He-Here we go!..."

"So they're finally here...  
Performin' for you...  
If ya know the words...  
you can join in too..."

"Put your hands together...  
If you want to clap...  
As we take you through...  
this monkey rap..."

"HUH!..."

"D-K...Donkey Kong..  
He's the leader of the bunch...  
You know him well...  
He's finally back ..  
To kick some tail..."

"His coconut gun...  
Can fire in spurts  
If he shoots ya...  
Its gonna hurt!..."

"He's bigger, faster...  
and stronger too...  
He's the 1st member...  
of the D.K. Crew..."

"HUH!..."

"D-K...Donkey Kong..."

"D-K...Donkey Kong is here!..."

"This Kong's got style...  
So listen up dudes...  
She can shrink her size...  
To suit her mood..."

"She's quick and nimble...  
when she needs to be...  
She can float through the air...  
And climb up trees...  
If you choose her, you'll not choose wrong...  
With a skip and a hop, She's one cool Kong..."

"Huh, DK, Donkey Kong!..."

"He's got no style, He's got no grace...  
This kong's gotta funny face...  
He can handstand, When he needs to...  
He can stretch his arms, just for you...  
He can inflate himself, Just like a balloon...  
This crazy kong, just digs this tune..."

"Huh!, DK Donkey Kong!..."

"Huh!, DK Donkey Kong is here!..."

"He's back again, And about time too...  
And this time he's in the mood...  
He can fly real high with his jetpacks on...  
With his pistols out, he's one tough kong...  
He'll make you smile, when he plays his tune...  
But kremlings beware 'cause he's after you..."

"Huh!, D-K, Donkey Kong!..."

"Finally, He's here for you...  
He's the last member of the DK crew...  
This kong so strong it isn't funny...  
He'll make a kremling cry out for mummy...  
He can pick up boulders, with relative ease...  
He makes crushing rocks, seem such a breeze...  
He may move slow, He cant jump high...  
But this kong's, one hell of a guy!..."

"Huh, Come on Cranky, Take it to the fridge!..."

"Walnuts, Peanuts, Pineapple smells...  
Grapes, Melons, Oranges and Coconuts shells!..."

"Walnuts, Peanuts, Pineapple smells...  
Grapes, Melons, Oranges and Coconut shells!"

Well, thanks to Andrew (fartbomber1@excite.com) for finishing up these Lyrics for me, I really appreciate you doing that, as I don't have much time to listen to the lyrics all the way through, thanks again!

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12.) M y R e v i e w o f D K 6 4

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Finally DK is back, and now in full 3D!!  
Overall Rating: 10/10

Review:

The main reason why I like this game so much is because it is the same type of game as Banjo-Kazooie and Super Mario 64, and not to mention it was made by Rare, my all time favorite gaming company (who made Goldeneye 007, Jet Force Gemini, B-K, and tons of other great games) and now they have brang DK back and he has 4 friends and they are all in full 3-D! This should be the 1999 game of the year!

GRAPHICS: 10/10

EXCELLENT GRAPHICS!!! Everything in full 3rd Dimension, and with the included Expansion Pak, the graphics are even More realistic than you will ever see in ANY N64 game. These are the best graphcis I've seen yet on an N64 game!

SOUND: 10/10

WOW! This game has great background music. So great they are working on a Soundtrack CD for the game already which I will probably end up buying. But anyway, the sound is awesome!

GAMEPLAY: 10/10

If you liked playing B-K, then you will be in heaven playing this game. Nintendo claims that you will get 85 hours of gameplay from the game. And this is no easy game either. There are tons of things to do, including bosses enemies, collecting items, mini-games and much much more. This is a great example of a perfect game!

REPLAYABILITY: 9/10

You will absolutely NOT get tired of this game. With 1-4 players, as well as all the mini-games and all the things you must do in the game, you will be playing this one for a long time...

RENT/BUY:

If you are a hardcore DK fan, you must buy this game to add to your collection. But if you aren't too sure about 3D platform games, you might want to test it out first by renting. Probably 80+% will love this game. So my suggestion is you buy it!

OVERALL: 10/10

Rare has done yet another great job in bringing DK and his pals onto the N64 with superb graphics and outstanding Gameplay and music. This is going to be another Million Seller in my opinion (BTW, how did Yoshi's Story become a million seller??) anyway, I feel this game Will win the 1999 game of the year, because to put it simple: THIS GAME IS GREAT!!!!

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### 13.) B a n a n a F a i r y L o c a t i o n s

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This section isn't complete yet, but what I have is what I have:

First of all, here is an explanation on the Fairies:

The main fairy is sad because her fairies got scared when K. Rool hit their island and they all ran off. She wants you to bring them back to her, but it isn't possible to just take them out of the air. But you can catch them with a camera. She gives you a camera and you take pictures of them as you come to them. Upon giving you the camera she also gives you a new move which lets you send out a shockwave. Press B and hold it until your character glows to use this move. Each time you take a picture of a fairy, the amount of items you can carry increases by one. Now how do you get the camera you ask?...

To get the Camera:

First you must be Tiny Kong. Once you are Tiny Kong, swim over to the island that has a pineapple face shape on it. On this island you will find a Tiny Barrel. Jump in and make Tiny shrink and then go inside of the pineapple face. Inside you will meet the main fairy who gives you the camera and the new move.

-Fairy Locations (Thanks to .....)-

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### 14.) S e c r e t s

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To get more than 1 player for the multiplayer mode, press the START button at the character select screen. Also to change colors press up or down on the joystick. Have fun!

(Thanks to Ron Manke for these secrets)

Unlock bonuses:

All you have to do is start collecting photos of Banana Fairies and you will gain access to some of these cool bonus features:

Donkey Kong Theater

Find two Banana Fairies to open the DK THEATER. You can listen to the rap or go to the DK cinema

Bonus Minigames

Find six Banana Fairies to open the DK BONUS. You can play some bonus minigames in the Rambi Arena and the Enguarde Arena.

Fight Bosses again:

Find ten Banana Fairies to open BOSSES. You can battle the huge bosses K. Rool sends after you over and over again.

Control Krusha

Find fifteen Banana Fairies to open KRUSHA BATTLE. You can control

the ill-tempered Krusha in Battle Mode.

Cheat Mode:

Find twenty Banana Fairies to open CHEATS You can access the DK cheat menu and then really have some fun.

Original Donkey Kong:

Use a Gorilla-Grab to work the lever in the Frantic Factory area, then play the original Donkey Kong game. Complete all four stages, then play once more and complete the game to collect the Nintendo Coin. Find and photograph six fairies to unlock the original Donkey Kong option at the "Mystery Menu".

Jetpac:

Collect at least fifteen Banana Medals, then visit Cranky to play the Jetpac game. Get 5,000 points in the game to collect the Rareware Coin. Find and photograph six fairies to unlock the Jetpac option at the "Mystery Menu".

Bonus levels:

Find and collect forty Blueprints and bring them to Snide to unlock eight bonus levels (Batty Barrel Bash, Beaver Bother, Big Bug Bash, Krazy Kong Klamor, Kremling Kosh, Peril Path Panic, Searchlight Seek, and Teetering Turtle Trouble).

-DEMO Secrets (Thanks to Sachit H.)-

(All of these were before the game was released.)

When you are climbing trees look up whenever you can... you'll find passages, hover vines, and much more high above the ground.

The first game that RARE ever released was this guy with a Jet Pack... Somewhere in the game there will be reference to this.

In the beginning of the game, just outside of DK's shower you will find a picture of Banjo and Kazooie's head, (Sort of like in Zelda 64 you can see a picture of Mario, Bowser, Luigi, etc.)

In the 1st stage pick up a metal barrel and throw it into the air, it will drop and break a hole in the ground, go in to find a bonus stage. \*\*NOTE\*\* - This will NOT work in the Final version of the game.

Multiplayer (This was before the game was released):

I don't know much about this yet. But you can have up to 4 characters play in the multiplayer level(s), and since each character has their own weapon, my guess is that you will be using them against your friends, or anyone else you choose to play with.

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### 15.) F A Q (Frequently Asked Questions)

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Here is a Q & A for the game:

Q. When is Donkey Kong 64 going to be released?

A. It already is, it was released on November 23, 1999.

Q. Can I play Mini-Games in Multi-player mode?

A. So far, it doesn't look like you can.

Q. Are all the cartridges Yellow?

A. Yes, ALL cartridges are yellow and will continue that way.

Q. Is there a whole Jungle Green N64 System for sale?

A. Yes, it is for sale for \$130 I think.

Q. Are there 2 different Game Packs available?

A. No, there is only 1 Game Pack available. There are none without the expansion pak for a cheaper price, sorry.

A. Some people have been e-mailing me saying there is a DK game pack that doesn't have the expansion pack and is cheaper, but so far I haven't heard of it, so my answer to this is still no.

Q. Does the game take long to complete?

A. Nintendo says it will take 85 hours to complete, but that will vary a lot. Overall the game is HUGE!

Q. Are there classic Donkey Kong games in DK64?

A. Yes there are! You can play the Original DK at the Arcade and you can play Rare's first game...Jetpac!

Q. Who is the Final Boss?

A. K. Rool is, and he sends out Krusha to fight you as well.

Q. Will I like this game?

A. This is tough to answer. If you liked Mario 64 or Banjo-Kazooie, then you will absolutely LOVE this game, but if you haven't played platform games before, you might want to rent first.

Q. Is this a must-buy game?

A. See the answer above :)

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## 16.) R u m o r s

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Here are some rumors about the game and please take note that there are rumors before the game came out:

1.) There will be 2 different Game Packs / 2 different colored Cartridges for the game.

Answer: NOT TRUE! There is only 1 Game pack and only 1 colored cartridge which is Banana Yellow.

2.) Kiddy/Dixie are in the game.

Answer: There is a 30/70 percent chance they might be in the game. However, they aren't playable characters.

3.) Old codes working on the new game??

Answer: Some say that the old codes from old DK Games will work on DK64. This is false. Some codes may be the same but they won't have the same effect.

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XII. Information  
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Credits and Sources  
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Jeff "CJayC" Veasey - <http://www.gamefaqs.com>

For hosting this FAQ on his site.

Andrew - ([Fartbomber1@excite.com](mailto:Fartbomber1@excite.com))

For finishing up the DK Rap Lyrics.

Kevin Rice - ([webmaster@sbd4u.com](mailto:webmaster@sbd4u.com))

For his help in the game.

JDude84

For the story and descriptions of the characters.

Earvin Santos - ([Nivrae@jps.net](mailto:Nivrae@jps.net))

For giving me more information about the banana fairies and camera.

Ron Manke - ([RManke@quicktimegazette.com](mailto:RManke@quicktimegazette.com))

For giving me a few secrets in the game.

Contact Information  
-----

Have any comments, questions, suggestions, complaints, contributions, praise, constructive criticism, or anything else about this FAQ (or any of my others?) Please contact me via one of the following, and I'll get back to you as soon as I can. All questions asked that have already been answered in the guide will be ignored:

E-mail Address: [sdallas19@yahoo.com](mailto:sdallas19@yahoo.com)

ICQ Number: 100893080

Webmasters  
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Want to host this FAQ on your website? Please contact me via one of the above methods and send me the URL of your site, and I'll give you the terms I have for webmasters hosting my guides. If you post this (or any of my other FAQs) guide on your site without asking first, your host and/or ISP will be contacted and notified of your illegal actions.

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