

Donkey Kong 64 FAQ/Walkthrough

by Coffee

Updated to v1.51 on Nov 25, 2002

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|           FAQ/Walkthrough   || Version 1.51 || November 25, 2002   |
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Version 1.51 (11/25/2002):

- Formatting changes
- Updated website URL

Version 1.5 (03/11/2001):

- Spellchecked everything, that's all

Version 1.4 (07/15/2000):

- The regular bananas lists for all characters in Frantic Factory, Creepy Castle, and Crystal Caves

Version 1.3 (07/03/2000):

- Added the bananas for Tiny in Jungle Japes, Chunky in Jungle Japes, Chunky in Angry Aztec, Diddy in Gloomy Galleon, Donkey in Fungi Forest, Diddy in Fungi Forest, Lanky in Fungi Forest, Tiny in Fungi Forest, and Chunky in Fungi Forest

Version 1.2 (06/21/2000):

- New secrets section
- New Frequently Asked Questions section
- Added Lanky's bananas in Jungle Japes to the banana lists

Version 1.1 (05/26/2000):

- Added the real names of the bosses (thanks to Deric Drouillard)
- Started a new section with lists of regular bananas...yes, I am insane

Version 1.0 (05/10/2000):

- First released version

1) S T O R Y

[NOTE: As usual, the story found here is exactly the same one found in the instruction booklet. Actually, I took it from Rare's site (rareware.com) since I lost my instruction book :) Yes, I know it makes absolutely no sense at all, but DK64 isn't a very sensible game, is it?]

"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. "It'll be great fun," he'd been told, "we'll just take it out for a quick spin while he's asleep." But his little legs were getting tired now and those two incompetent fools hadn't a clue where they were going, let alone any idea how to slow down the speeding island.

"Left!" "Right!" "Left!" "Right!"

With a sickening crunch of metal against rock, the King's pride and joy came to a shuddering halt, knocking all three off their feet and into an undignified heap in the far corner of the room. The tough little Klaptrap was up first, dashing eagerly across to the broken bridge window to see what those goons had hit. It was better than he'd hoped.

"You two are going to be in sooo much trouble when I tell him what you've crashed into!" he barked gleefully at the crestfallen duo, "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 its 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 is 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 him 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 whimper.

"I'm so v-very really 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.

"You're 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!"

If you've played any platform game on the N64, you should be able to quickly learn the basic controls of DK64. The control scheme is almost exactly the same as in Super Mario 64 and Banjo-Kazooie. Take note that the different Kongs have some character-specific moves, and some moves must be bought from Cranky, Candy, or Funky Kong.

ALL KONGS

WALKING/RUNNING: This should be simple enough: You move in the direction that you push the control stick. The further you tilt the control stick from the center, the faster you will move! But don't always run fast... some situations require you to carefully cross narrow paths.

JUMPING: Regular jumps are done by pressing the A button. Another way to jump is what I call a "jump-float". This is done by jumping (A) and pressing B while in the air to float for a while. There's a higher jump that I call a "backflip" that's done by holding Z and pressing A. To do a long jump, run forward, hold Z, and press A while sliding forward (but the "jump-float goes farther than the long jump).

ATTACKING: To do a regular attack (a.k.a. Punch), simply press B. To do a spinning attack, press B while running. You can also do an air attack by pressing B while jumping.

VINE SWINGING: Do grab onto a vine, just jump up to it. While swinging on it, press the R button to change direction. Press A to jump to the next vine while swinging (you don't have to do anything with the control stick).

SWIMMING: While you're in the water, hold A to do a fast swim, or hold B to do a slower swim. Even if you let go of the button, you'll still glide forward. Hold Z to use the 'water breaks'. Use the control stick to control your direction.

THE SHOOTER: You need to get the shooters individually from Funky's Armory. Press Z and C-left to take it out, then press B to shoot. It's easier to aim if you switch to first person mode (C-up). If you got to sniper mode, you can press C-up and C-down to adjust the zoom.

THE INSTRUMENT: You need to get the instruments individually from Candy Kong. To use it, press Z and C-up. This will cost 1 crystal coconut. If you're standing on a music pad while doing it, no crystal coconuts are used.

THE SIMIAN SLAM: This move must be bought from Cranky. To do it, jump (A) and press Z while you are in the air. This can be used to attack enemies, but it's used mostly for pressing switches. There are also upgrades for this move: The "Super Simian Slam" (used to push blue switches), and the "Super Duper Simian Slam" (used to push red switches).

THE "REALLY STRONG MOVE": There's no real name for this move. It must be obtained from the Banana Fairy. To do it, hold the B button until sparks fly around you, then release. This move is good for defeating

enemies and destroying those DK dirt piles you see everywhere.

CAMERA CONTROLS: The camera controls are similar to Super Mario 64. The C-left and C-right buttons are used to rotate the camera around the Kong. Pressing C-down adjusts the distance of the camera from the Kong. Press C-up to switch to a first person view and look around.

DONKEY KONG

BABOON BLAST: This can be bought from Cranky in Jungle Japes. To do this move, press Z while standing on a Donkey Pad to go to a Barrel Blast stage where you must complete the course to activate something in the level or earn a golden banana.

GORILLA GRAB: This can be bought from Cranky in Frantic Factory. To do this move, stand in front of a lever and press B to pull it and activate something in the level.

STRONG KONG: This can be bought from Cranky in Angry Aztec. Hop into a Donkey barrel to do this move. You are invincible and can move over quicksand, lava, whatever without getting hurt. This uses crystal coconuts. Press Z and C-left to stop.

DIDDY KONG

CHIMPY CHARGE: You can buy this from Cranky in Jungle Japes. To do this move, hold Z and press B. You charge forward! This can be used for hitting enemies, pushing buttons or hitting gongs in Angry Aztec.

ROCKETBARREL BOOST: You can buy this from Cranky in Angry Aztec. Jump into a Diddy barrel and you can fly with your jetpack! Press A to go higher, press Z to hover in place, and press B to shoot peanuts. This move uses crystal coconuts. You can stop by touching the ground.

SIMIEN SPRING: You can buy this from Cranky in Frantic Factory. While standing on a Diddy pad, press Z to do a mighty tail-spring upward! This usually allows you to climb to high platforms or reach bonus barrels.

LANKY KONG

ORANGSTAND: You can buy this from Cranky in Angry Aztec. Hold Z and press B to do a handstand. You can walk around like this (as long as you're holding Z). This allows you to climb steep slopes that you normally can't.

BABOON BALLOON: You can get this from Cranky in Frantic Factory. While standing on a Lanky pad, press Z and you'll inflate your belly with air. You'll start to float higher, allowing you to reach high platforms or bonus barrels.

ORANGSPRINT: You can get this from Cranky in Creepy Castle. Jump into a Lanky barrel and you can run REALLY fast...until your crystal coconuts run out. This is helpful for running to gates that have a

time limit. Press Z and C-left to stop.

TINY KONG

MINI-MONKEY: You can get this from Cranky in Angry Aztec. Jump into a Tiny barrel and you'll become super-ultra-mega small (so this is why they call her tiny...)! It's useful for squeezing into small holes. This move uses crystal coconuts. Press Z and C-left to stop.

PONY TAIL WHIRL: You can get this from Cranky in Frantic Factory. To do the pony tail whirl, jump into the air and press A again while in the air. You can float just like Dixie from DKC2 and DKC3! It's useful for getting across large pits.

MONKEY WARP: You can get this from Cranky in Creepy Castle. Stand on a Tiny pad and press Z. You will transport to another part of the level! It's only used in 3 or 4 parts of the game...

CHUNKY KONG

HUNKY CHUNKY: You can get this from Cranky in Frantic Factory. Jump into a Chunky barrel and you'll become huge (the opposite of Tiny's mini-monkey move). You can destroy big enemies and leap to high bonus barrels. This move uses crystal coconuts. Press Z and C-left to stop.

PRIMATE PUNCH: You can also get this from Cranky in Frantic Factory. To do the primate punch, hold Z and press B. You'll do a mighty punch. You can use this move to defeat strong enemies/bosses, destroy "?" boxes, push big buttons, and destroy anything that looks like it can be destroyed.

GORILLA GONE: You can get this from Cranky in Creepy Castle. Stand on a Chunky pad and press Z. You become invisible (except for your clothes). While you're invisible, you can see other things, like golden bananas!

3) G O L D E N B A N A N A S W A L K T H R O U G H

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DONKEY KONG'S BANANAS - DK ISLES
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#1 - IN FRONT OF JUNGLE JAPES

This is the first golden banana that you can possibly get. After you

watch the introduction, you will begin in Donkey's treehouse. Exit this place and fall to the ground. Go over to Cranky's Lab and talk to him. Then go to the four training barrels and complete them all (if you need help with this then you really, truly suck). Return to Cranky and he will give you the "Simian Slam" ability. Go to the switch in the tunnel and use the simian slam on it to open the way out. Exit this place and swim across the water to K. Lumsy's island. After he talks to you, you'll agree to save him and he will start jumping around like a madman. This insane jumping shakes the whole island and opens up the entrance to Jungle Japes (the first level). Right at the entrance, you will find your first golden banana.

#2 - ACTIVATE THE ELEVATOR IN FRANTIC FACTORY

Go to the "lobby" of Frantic Factory (the place where the Wrinkly Kongs are). There's a switch at the side. Pull the switch with the gorilla grab to activate the nearby elevator. Use the elevator to go to the second floor where you'll find the Wrinkly Doors for Diddy, Tiny, and Lanky, as well as a bongo pad! You know what to do, stand on the pad and play Donkey's instrument. Squawks comes and gives you a golden banana.

#3 - SHOOT A SWITCH...OPEN A GATE

Climb K. Rool's "boat-island" until you get to the place where you swing across the vines to get to Snide's HQ. But instead of swinging on the vines, just drop into the gap and you'll land at a platform with a caged banana. Shoot the coconut switch beside the cage to open it up, allowing you to get that golden banana.

#4 - OVER THE MOLTEN LAVA

In the lobby of Crystal Caves, use Chunky's primate punch (Z + B) to destroy the walls of ice at both sides of the room. Then switch to Donkey and go into the room at the left. Hop into the Donkey barrel to become invincible! Run over to the other side of the room where there's lava (lava in an ice stage...how ironic). Run over the lava and collect the golden banana.

#5 - DONKEY'S BLUEPRINTS IN DK ISLES

Go to the "lobby" of Hideout Helm. Get Donkey Kong from the Tag barrel. If you look at the door at the other side of the room, you'll notice the coconut switch right above it. Let Donkey shoot it with some help from the sniper mode to make a bridge appear to the yellow-haired Kasplat. Defeat him and collect the yellow blueprints. Take it to Snide's HQ in exchange for a sweet golden banana (see Diddy's golden banana #1 for directions).

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DIDDY KONG'S BANANAS - DK ISLES
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#1 - SIMIAN SPRING AT SNIDE'S HQ

Go to the room where Snide's HQ is. Here's how to get there: While going up the path to Frantic Factory, you'll notice some green vines floating in the air. Swing on the vines and go inside the entrance. Here's Snide's HQ! At the corner there's a Diddy Pad. Stand on it and press Z to do the Simian Spring and bounce up to the bonus barrel and start the mini-game: Batty Barrel Bandit. You need to line up 4 bananas...and do it 3 times in 40 seconds. You should have quick reflexes to press the button as soon as you see the banana at the top. It gets faster on the 2nd and 3rd turns. Remember what the banana comes after so you'll be prepared.

#2 - SHOOT A SWITCH...OPEN A GATE

First you need to unlock Diddy's rocketbarrels: Climb the DK Island until you get to the place where Angry Aztec's entrance is. Continue on the path and you'll get to 2 big rocks. Lift them up using Chunky. Now go to a Tag Barrel, get Lanky, and go back up there. Let him play the instrument on the trombone pad...a Diddy barrel appears! If you already have access to Fungi Forest, go up there and get into the barrel. Use the rocketbarrel to cross the small gap to the source of the waterfall. Shoot the peanut switch to open the gate...then you can easily get the golden banana.

#3 - AT THE TOP OF DK ISLES

To get this one, you must have already gotten the Diddy barrel (see Diddy's golden banana #2 for more info). Go to the Diddy barrel and hop into it. Use the rocketbarrels to fly up to the very top of the DK Island (the one shaped like Donkey's head). At the very tip of his hair, there's a bonus barrel flying above it. Go into it and begin the mini-game: Path Peril Panic. A fairy has to cross from the left side to the right side of the screen, but three Klaptraps stand in her way! You need to shoot the Klaptraps with melons to make them faint. If even one Klaptrap is awake when the fairy crosses, he eats her. Shoot the center melon to reload. You have 60 seconds to let ten fairies cross. The strategy that I use is like this: Shoot the three at the top, reload, shoot the three at the bottom, reload, repeat.

#4 - SQUAWKS GIVES YOU SOMETHING GOOD

Go to the lobby of Crystal Caves. On the second floor of this place, jump to the Diddy barrel floating in the air to get the rocketbarrels. Fly up to a ledge high up in the room...play Diddy's instrument on the guitar pad to call Squawks, who will give you a golden banana. Where did he get that...?!

#5 - DIDDY'S BLUEPRINTS IN DK ISLES

Go to the lobby of Creepy Castle. One of the little cells in the center structure is covered by a gate. Get Donkey and let him shoot the coconut switch to open the gate. Then go to the tag barrel and switch to Diddy. Do a mighty jump over the green sludge to the cell with the red Kasplat. Defeat him and collect the red blueprints. Take it to Snide's HQ in exchange for a sweet golden banana (see Diddy's golden banana #1 for directions).

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LANKY KONG'S BANANAS - DK ISLES
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#1 - SHOOT A SWITCH...OPEN A GATE

Using Lanky, swim to the K. Lumsy's "island" (the metallic floating room where K. Lumsy is). At the back of that place is a cage with a Grape Button right beside it. Shoot the grape button with Lanky's Shooter, and what a surprise, the gate opens. Get the golden banana.

#2 - MUSIC PAD IN THE JUNGLE JAPES LOBBY

Go to the lobby of Jungle Japes (the place where the Wrinkly Kong doors are). Using Chunky, lift the boulder that's on the pad in the corner of the room. Then switch to Lanky with the Tag Barrel in this room and make him play his trombone on the music pad. Squawks has a golden banana for some reason...and he's willing to give it to you!

#3 - ORANGSTAND SPRINT IN K.LUMSY'S ROOM

First, you must have gotten the "Orangstand Sprint" from Cranky Kong in Crystal Caves. Go inside the small metallic island where K. Lumsy is. At one side of the room there's a blue switch. At the other side there's a cage with a Lanky barrel beside it. Make Lanky jump into the barrel, the sprint to the other side of the room and step on the blue switch to open the cage. There's a really small time limit here so move very quickly back to the cage to collect the banana before the time runs out.

#4 - BONUS BARREL IN THE CREEPY CASTLE LOBBY

Go to the lobby of Creepy Castle and you'll find a big rock on a pad. Use Chunky to get rid of the rock and uncover this Lanky pad. Switch to Lanky Kong, then use his pad to float to the top of the structure in the center of this room. Hop into the bonus barrel to begin...Searchlight Seek. A Klaptrap walks around calmly while you try to blow his head off by shooting melons at him. You have 60 seconds to hit 10 Klaptraps. Follow your target carefully and just shoot the melon a few steps ahead of him (by the time the melon reaches the floor, he'll have moved forward a few steps). For an expert like me (hehehe), this game is no problem. But it was pretty hard the first time...

#5 - LANKY'S BLUEPRINTS IN DK ISLES

Go to the lobby of Crystal Caves. Use Chunky Kong's Primate Punch (Z + B) to destroy the semi-transparent ice walls at the sides of the room. Go to the room at the left to meet a blue haired Kasplat! Defeat him with Lanky and collect the blue blueprints. Take them to Snide's HQ to exchange it for a golden banana. (see Diddy's golden banana #1 for directions).

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TINY KONG'S BANANAS - DK ISLES
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#1 - SHOOT A SWITCH...OPEN A GATE

Using Tiny Kong, swim over to the Banana Fairy Queen's island (you know, the one shaped like fairy's head). At the back of the head there's a cave with a golden banana covered by a cage. Right above it is the Feather Switch. Shoot the switch to open the gate, then go in and get it.

#2 - PONY TAIL WHIRL IN THE ANGRY AZTEC LOBBY

Go to the lobby of Angry Aztec (where all the Wrinkly Kong doors are). Use Diddy Kong to smash into the two gongs here with his Chimp Charge (Z + B). Tada! The bonus barrel comes out of the floor! But...it's too high for Diddy to reach. Get Tiny Kong and climb the stairs. Stand on one of those pillars and do a pony tail whirl to the bonus barrel and begin the mini-game: Big Bug Bash! Here you must swat 8 flies in 60 seconds. It's kinda like the fly swatting game in Mario Paint for the SNES, but the controls here seems clunky and unresponsive :(Getting 8 flies isn't too hard, but it's not easy either! Remember that if you try to hit a bug and miss, he will fly around faster before returning to his normal speed. Be patient and aim well and winning will be a snap.

#3 - GLOOMY GALLEON LOBBY

Go to the "lobby room" of Gloomy Galleon. Get Chunky Kong from the tag barrel and use him to hit the switch with the SUPER Simian Slam (Note: Since the switch is blue, it can only be hit by the Super Simian Slam, which can be bought from Cranky Kong in Fungi Forest). A tiny cage opens underwater...and who's better for tiny jobs than Tiny Kong! Get her and use a pony tail whirl to reach the Tiny barrel in the air. Swim into the tiny opening, climb onto the platform, and get the golden banana.

#4 - MAKE MUSIC ON K. ROOL'S ISLAND

Go to K. Rool's big mechanical island. At the back of it you will find a Tiny Kong pad. Let Tiny use it to warp to the top of the island. Play your saxophone on the music pad here to call Squawks, who will lovingly give you a golden banana. How he is getting these bananas is a pure mystery. (note: There's also a banana fairy up here that you might want to get...)

#5 - TINY'S BLUEPRINTS IN DK ISLES

Go to the "lobby room" of Frantic Factory. There's a big crate in the corner with a question mark on it. Use Chunky to break it open with his primate punch (Z + B). A Kasplat and a banana fairy comes out! Switch to Tiny with the tag barrel in this room and defeat the Kasplat. Collect the purple blueprints and take them to Snide's HQ (see Diddy's golden banana #1 for directions on how to get there).

#6 - THE ULTIMATE BANANA

Yes, there are not only five, but SIX golden bananas for Tiny Kong to collect in DK Isles. This makes a total of 201 golden bananas in the game (and 101%). You need to capture all 20 banana fairies from the different levels (see the banana fairy section). Then go to the banana fairy queen on the banana fairy island. She'll thank you and give you the ultimate prize: An enormous golden banana. This one has a Rareware symbol on it. Sweet.

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CHUNKY KONG'S BANANAS - DK ISLES
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#1 - SHOOT A SWITCH...OPEN A GATE

Beside the waterfall at the back of the island, there's a golden banana behind a cage with a pineapple switch right on top of it. The pineapple switch is RIGHT ON TOP OF THE CAGE. If you can't figure this one out, I'm surprised you got this far. Shoot the switch to open the gate and get the golden banana inside.

#2 - MUSIC PAD UNDER A ROCK

Climb up the DK Island until you get to the temple where the entrance to Angry Aztec is. Continue on the path and you'll find two big boulders. Pick them up...under one of them is Chunky's triangle pad! Let him play his instrument there and Squawks will come with your prize... another golden banana for your collection.

#3 - DAMN, THAT'S A BIG MONKEY

Go to K. Rool's big mechanical island. At the back of it you will find a Tiny Kong pad. Let Tiny use it to warp to the top of the island. Play your saxophone on the music pad here to make a Chunky barrel appear on the little island nearby. Switch to Chunky Kong and go over to that island. Hop into the Chunky barrel to get big. There's another nearby island with a white "X" on it. Go to that island and do a simian slam on the "X" the island will sink down a bit...and a big rock at the other side of the island will explode (how are these two events possibly connected?!). You can return to being small again now. Swim over there and get the golden banana.

#4 - IN HIDEOUT HELM'S LOBBY

Go to the "lobby" of Hideout Helm. Get Chunky from the Tag barrel and use the Chunky pad to get invisible. Ignore the vines that appear in front of you and swing on the vines at the left side of the room...right into the bonus barrel. You have 60 seconds to shoot 28 Kremlings in the barrels. That's about 1 Kremling every 2 seconds (really hard!). Shoot the center barrel to reload your melon cannon. Just be quick to aim at a Kremling as soon as he pops out and shoot him. 60 seconds is a really strict time limit, but it can be done. You get a golden banana for winning.

#5 - CHUNKY'S BLUEPRINTS IN DK ISLES

barrel and continue doing this until you reach the golden banana.

#4 - DONKEY KONG'S CAGED BANANA

Go to the back part Cranky's area and you'll find a switch over a gate. Shoot the switch with your coconut cannon to open the gate. Touch the Rambi crate inside to transform into a Rambi! Use Rambi's charge attack (hold the B button and release) to destroy all 4 huts in this area. Each one of them has a switch under it. Press Z and C left to turn back into Donkey Kong. Go to the Donkey Switch and use the Simian Slam on it to open a gate in the main area. Now simply return to the main area and collect the banana (luckily, there is no time limit).

#5 - DONKEY'S BLUEPRINTS IN JUNGLE JAPES

In the main area to into the cage at the left side and you'll find a Kasplat with yellow hair. Defeat him to get the yellow blueprints for Jungle Japes. By the way, you can tell what color blueprints a Kasplat is going to drop by looking at the color of his hair. Now take the blueprints to Snide's HQ at the top of the hill to collect your golden banana.

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DIDDY KONG'S BANANAS - JUNGLE JAPES
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#1 - OPEN UP DIDDY'S SECRET AREA

First, get Diddy's "Peanut Poppuns" from Funky's Armory (you need to pay him 3 banana coins). Then go back to the tunnel near the beginning of the level. Inside that tunnel, you'll find a big closed gate with two peanut targets beside it. Shoot the targets with Diddy's gun to make the gate open. Inside that area, a golden banana awaits in plain sight. It doesn't get any easier than this folks. Enjoy the easiness while it lasts...

#2 - CRAZY MINE-CART RIDE

First of all, go to Cranky's Lab and pay him to get the Chimp Charge. At the top of the hill, there's a sort of 'tower' with a peanut switch on it. Shoot the switch (with Diddy's Peanut Poppuns of course) and a big wooden path will come out of the tower. Follow the path and go into the entrance. This is the "mine area" (not to be confused with the main area). Continue through this place until you reach an open space with enemies that throw bombs. Use the chimp charge to knock down a metal gate, then kill the guy inside (use the oranges). Use the chimp charge again to hit the green button with the word "low". This slows down the conveyers. Use a Simian Slam on the switch to open another gate. Quickly run into that area, run up the conveyers, and continue until you fall into the mine cart. Now you have to go through this mine-cart course and have at least 50 coins at the end. Use the analog stick to make Diddy lean to the left or right and control his speed. If you go too slowly, a TNT barrel will appear behind you and explode, causing you to lose coins. Beating this place isn't too hard... you should be able to do it in 2 or 3 tries.

#3 - ON TOP OF THE MINE AREA

Go inside the mine area. Climb up the platform at the right and look to the opposite side. See that peanut switch? Shoot it with your gun. This causes a wooden plank to appear, completing the bridge to the other side. Quickly cross this bridge and use the Simian Slam on the Diddy switch. This makes the golden banana appear on top of the tower thing. Exit the mine area and climb up to get the banana! (by the way, this also causes the #4 warp pad to appear up there)

#4 - DIDDY KONG'S CAGED BANANA

First, make sure you used Rambi to destroy all of the huts in Cranky's area. Under each hut is a switch. Locate Diddy's switch and use the Simian Slam on it to open a gate beside Funky's Armory. You have a time limit to get the golden banana! You can't get there in time if you simply run, so use the #4 warp pad in front of Cranky's Lab to get to the main area, then jump into the water, climb up the vine, and run to the golden banana.

#5 - DIDDY'S BLUEPRINTS IN JUNGLE JAPES

In the main area, go into the tunnel at the right side and you'll find a Kasplat with red hair. Defeat him to get the red blueprints for Jungle Japes. Bring these blueprints to Snide HQ at the top of the hill to exchange it for a golden banana.

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LANKY KONG'S BANANAS - JUNGLE JAPES
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#1 - BONUS BARREL BEHIND GATE

In the tunnel near the beginning of the level, there's a gate that must be opened with Diddy's Peanut Popgun (see Diddy's golden banana #1). Inside that area, there's yet another closed gate. Use Lanky's Grape Gun to shoot the Grape Switch and open the gate. Get that banana bunch and hop into the Bonus Barrel to start the mini-game: Mad Maze Maul! In here, you have 60 seconds go through this course, defeat 5 Kremlings, and reach the 'checkered flag'. This one is really easy... even a moron like you could beat it without any difficulty at all :) I beat it with nearly 30 seconds to spare. Your prize, of course, is a golden banana.

#2 - DO THE ORANGSTAND I

Using Diddy, go to the right side of the main area (near the entrance to the cave). Use C-up to look around...see that steep slope with a cave at the top? The one with a gate blocking your entry? The one with a Peanut Switch right on top of it? You know what to do, let Diddy shoot the switch with a peanut. Behold, the gate opens (as if you didn't expect that :)! The slope is too steep to climb up, so get Lanky from the tag barrel and use the orangstand to go up and into the cave. Inside, Squawks practically gives it away. Simian Slam on the two pegs (ala

Super Mario 64) and a swarm of bees will appear. Destroy them all (preferably with the grape shooter) to make the golden banana come out of the painting. (Note: After you get the golden banana, a banana fairy appears!)

#3 - DO THE ORANGSTAND II

Go to the tunnel that leads to the area with Cranky's Lab. At the 'intersection' right before you get to the outside, go left. Turn left again and climb up that steep slope using the orangstand. Hop right into the bonus barrel to play the mini-game: Speedy Swing Sortie. It's really easy. You have 30 seconds to collect 10 DK coins. Hop on the mushroom to get on the first tree, then swing on the vines to get the coins. It is NOT a maze, so don't look for secret passageways or anything like that. Your prize is shiny, golden, and rhymes with "bolden ganana"...

#4 - LANKY KONG'S CAGED BANANA

First, make sure you used Rambi to destroy all of the huts in Cranky's area. Under each hut is a switch. Go to Lanky's switch (at the back-left) and do the Simian Slam on it. A gate opens in the main area beside the cannon barrel! You have 60 seconds to get it. Use the #4 warp pad to get to the main area quickly, then swim to the fate vine and climb up it. Swing across the vines and rescue the golden banana from its little prison.

#5 - LANKY'S BLUEPRINTS IN JUNGLE JAPES

Go to the tunnel that leads to the area with Cranky's Lab. At the 'intersection' right before you get to the outside, go left and you'll meet the blue-haired Kasplat. Defeat him to get the blue blueprints. Bring those blueprints to Snide's HQ at the top of the hill in the main area to exchange it for a golden banana.

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TINY KONG'S BANANAS - JUNGLE JAPES
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#1 - BONUS BARREL BEHIND GATE

In the tunnel near the beginning of the level, there's a gate that must be opened with Diddy's Peanut Popgun (see Diddy's golden banana #1). Inside that area, use C-up to look to the left side and see a gate. Shoot the Feather Switch beside the gate to make it open. Collect the banana bunch and hop into the barrel to start the mini-game: Splish Splash Salvage. You have 60 seconds to swim around in the water and collect the 10 DK coins. This one is actually kinda hard because of the frustrating camera angles. Five of them are at the bottom of the barrel, the rest are found near the 'metal ring' around the middle. Your reward is a golden banana!

#2 - INSIDE THE BEE HIVE

From the main area, go to the left side and into the cave there. At the

end of the cave is a closed gate. Shoot the two Feather Switches at the sides to open the gate. In this area, there's a weird looking colorful dome with a small entrance at the front. I'm not really sure what this is, so I'll call it a bee hive. Hop into the Tiny Barrel beside it and go inside. Go into the left tunnel and Simian Slam the switch there. Gate #2 is opened! Go inside the newly opened tunnel and Simian Slam this switch also (avoid those Klaptraps...or just kill them by playing your instrument). Gate #3 is opened! Go inside this newly opened tunnel and get the golden banana at the top of the stone structure.

#3 - BANANA IN A TREE STUMP

Go to the same area as in golden banana #2 (right above). At the side of the area, there's a little tree trunk with a banana in it. Hop into the Tiny Barrel right beside it to become mini-monkey. Stand beside the mushroom (the one right beside the stump) and do a backflip (Z + A) so that you can jump on top of the mushroom and bounce to the top of the stump. Fall into the hole at the top to get the golden banana inside. The gate will open, allowing you to exit easily.

#4 - TINY KONG'S CAGED BANANA

First, make sure you used Rambi to destroy all of the huts in Cranky's area. Under each hut is a switch. Look for the Tiny Switch and do a Simian Slam on it. A gate opens in the main area. You only have 30 seconds to get there and collect the banana. The only way you can make it in time is by using the #4 bananaport in front of Cranky's Lab. Then jump into the water and swim left to the cave with the golden banana. You can make it there with 10 seconds to spare.

#5 - TINY'S BLUEPRINTS IN JUNGLE JAPES

From the main area, go to the left side and into the cave there (same place as in banana #2). The purple-haired Kasplat awaits. Defeat him and bring the purple blueprints to Snide's HQ in the main area to exchange it for a golden banana.

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CHUNKY KONG'S BANANAS - JUNGLE JAPES
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#1 - GOLDEN BANANA IN A ROCK

In the main area there's a boulder resting on an "X" mark on the floor. Let Chunky pick up the boulder, then throw it to break it open and reveal the golden banana inside. There's also something you can do with the "X" mark, see the next banana...

#2 - SWING TO BANANA IN THE SECRET CAVE

Go to the part of the main area where there's a big "X" on the floor. If you didn't already get rid of the boulder on it, see Chunky's banana #1 (just above). Stand on the "X" and do three Simian Slams on it. The floor will break open and you'll fall into a secret cave! Be careful as

the llama's cage. Use his instrument on the guitar pad that is found there and the gate will open, allowing you to go to the 2nd big area. Now get Donkey Kong and go through the cave to the 2nd big area. In front of one of the temples there, you will find a Donkey Pad. Use it to go to Donkey's Barrel Blast stage. This is a very linear course. Just blast yourself to the barrel in front of you and continue until you blast through a star with "DK" on it. The llama's cage will open up and he will give you 'an old banana'. Go back to the 1st area to get it from his cage.

#2 - FREE LANKY KONG

In the 2nd big area, go to the temple with a picture of a llama's face on the door (the one with the Donkey pad in front of it). Shoot the coconut switch over the door to open it and go inside. Now head to the right side and play the bongos on the Bongo Pad. This wakes up the llama and makes him spit on the lava, turning it into water (eww...). Hop into the water and go inside the hole under the dragon head statue. When you surface at the other side, shoot the coconut switch to open Lanky's cage and free him. Inside his cage is the golden banana...

#3 - INVINCIBLE DK CROSSES THE SAND

In the 2nd big area, go inside the temple with the llama face on the door (shoot the coconut switch to open the entrance, just like before). Go into a little room at the right side and Simian Slam the green Donkey Switch there. This opens up a door outside. Exit the temple and go there. Jump into the Donkey Barrel at the left of that cave to become invincible! Now you can go inside there and cross the sand without getting hurt. At the end of the path, jump into the bonus barrel... Now you have 50 seconds to complete the Stealthy Snoop mini-game. Just don't touch the light and you won't get caught. You have lots of time, so don't rush and this mini-game will be easy. Reach the goal to get the golden banana.

#4 - DONKEY'S BANANA FROM THE MAZE TEMPLE

Before you get this one, you must have unlocked the maze temple with Diddy Kong (see Diddy's #4 golden banana). Shoot the coconut switch on the maze temple and go inside. Shoot this coconut switch and go left. Then shoot another coconut switch and go right. There's the golden banana, just waiting for you to get it. Grab the banana...you have 25 seconds to leave this place.

#5 - DONKEY'S BLUEPRINTS IN ANGRY AZTEC

Inside the tunnel at the beginning, you'll see two coconut switches at the left. Shoot both of them with Donkey's coconuts to open the gate. Jump into the barrel to become invincible (you must have gotten the 'Strong Kong' ability from Cranky Kong first). Run over the sand to the platform and defeat the Kasplat to get the yellow blueprints. Get out of this place and bring those blueprints to Snide's HQ (in the 2nd big area) to exchange them for the golden banana.

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#1 - FREE TINY KONG

Go inside the temple in the 1st big area (you need to shoot the peanut switch at the left side and run to the entrance in the front). Head to the right side and do Simian Slam on the green Diddy Switch. This causes the 'monkey tongues' to come out of the wall. Do a backflip (Z + A) to jump up to the first tongue, then jump up and up until you reach the stone platform. Now take out your gun and press C-up to switch to first person view. See the peanut switch at the opposite side of the room? Shoot it to make the super long monkey tongue stretch across the room. Cross it to the other side and play your instrument on the guitar pad. A ray of light comes from the ceiling and shines down on the ice, melting it into water in mere seconds! Jump into the water and swim through the tunnel and turn right. There's Tiny's cage at the right! To the left of her cage, there's a little Diddy button. Chimp Charge that button to make platforms appear around the stage so you can reach the letters. Chimp Charge on the four letters IN ORDER to spell "KONG". If you're stupid enough to make a mistake, you'll have to start over. Tiny's cage will open, freeing her, and a banana will appear in her place...

#2 - BANANA ON THE GONG TOWER

In the 2nd big area, there's a square of land with gongs at each of its four corners. Make Diddy charge at each of them using his Chimp Charge. Perhaps you didn't notice, there's a shadow of Diddy's face on each gong! After you charged at all four gongs a tower will rise up in the center and a banana will appear at the top. Go back to the Diddy barrel and fly to the top with your rockets to get the golden banana. This also makes Tiny's instrument pad appear at the bottom...

#3 - THROUGH THE BUZZARD'S RINGS

In the 2nd large desert area, go to the Diddy barrel to get your rocket barrels. At the top of the pillar in the center, there is some kind of sun symbol. Fly through that symbol three times to make a bird come out of its cage. He will go to the Diddy barrel. Fly over to the Diddy barrel and he'll challenge you to fly through the rings he leaves behind. Get into the barrel again and follow him (you have unlimited crystal coconuts!). If you skip a ring or take too long to go through it, you have to start again. If you complete the course, you get a golden banana (it appears inside the sun symbol).

#4 - DIDDY'S BANANA FROM THE MAZE TEMPLE

First, you must open up the maze temple: In the 2nd area, jump into Diddy's barrel and fly to the top of the maze temple (the temple with five entrances...NOT the one with a llama on the door). Simian Slam the green Diddy switch to make the pillar in the center start spinning around with his mouth open. Go back to the Diddy barrel and use the rockets to position yourself right in front of the face of that pillar thing (hold Z to hover). Press B to shoot peanuts into his mouth, he will start to spin faster. Continue this until switches appear on the

temple. Go shoot the peanut switch and enter the temple. Shoot a peanut switch and go right. Shoot another peanut switch and go left. There's a golden banana, just waiting for you to get it! Grab it and you have 25 seconds to leave this place. (note: You can also get some coins and a balloon from other paths in the temple)

#5 - DIDDY'S BLUEPRINTS IN ANGRY AZTEC

In the first large desert area, go into the Diddy Barrel to get your rockets (the barrel is on one of the trees). Use it to fly to the top of the temple, where a Kasplat awaits. Defeat him and collect the red blueprints. You can bring these over to Snide's HQ (in the second large area) to exchange it for the golden banana.

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LANKY KONG'S BANANAS - ANGRY AZTEC  
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#1 - SHOOT THE BIRD IN THE TEMPLE

First of all, get your shooter from Funky Kong. Using Lanky, go inside the temple in the first large desert area (you need to shoot the grape target at the right side to open the entrance). Jump into the water and swim straight through the tunnel until you surface in a place with a small pillar. Use the Simian Slam on the Lanky switch on the pillar. This makes the head statues open their mouth and a bird comes out holding a golden banana. Shoot him 5 times with your grapes and he will drop the golden banana for you to get. (the water is drained and you can now access the battle arena pad)

#2 - MATCH THE DUMB SOUNDS FOR A BANANA

Using Donkey Kong, go to the 2nd large desert area and enter the temple with a picture of a llama on the entrance. Inside, hop into the tag barrel and switch to Lanky. At the very back of the room, there's a big wooden door. Shoot the grape switch beside it and continue. Get rid of the Kremlings (vines will appear, allowing you to get a banana bunch and a coin). Stomp on the green Lanky Switch to reveal a wall of monkey heads! This is like a game of memory. Shoot one of the monkey heads and it will make a sound. Shoot another one and try to match the sound. If they are the same, the monkey heads will continue spinning. You need to match up all of them so that all the monkey heads will spin and you will receive the golden banana. A pair of monkey heads is ALWAYS the same color, so don't even try matching two heads of different colors. If you run out of ammo, there are many supply crates around the room.

#3 - PLAY THE TROMBONE TO RAISE THE STATUES

Using Donkey Kong, go to the 2nd large desert area and enter the temple with a picture of a llama on the entrance. Inside, hop into the tag barrel and switch to Lanky. In a little space at the left side you'll find Lanky's trombone pad! Play the trombone there to make two big statues rise from the water and form some kind of bridge. I hope you got the orangstand from Cranky, because you need it to climb to the top of this 'bridge'. Jump into the bonus barrel to start the mini-game:

Teetering Turtle Trouble! In this extremely silly game, you need to shoot melons at the snakes to feed them and keep the turtles spinning. What a dumb concept, Rare must have on crack when they made this one. Just feed the 3 at the top row, reload (by shooting at the center), and feed the 3 at the bottom row. Continue like that until time runs out and you'll earn yourself a golden banana.

#4 - LANKY'S BANANA FROM THE MAZE TEMPLE

To get this banana, you must have unlocked the maze temple with Diddy Kong (see Diddy's golden banana #4). Go inside there with Lanky...his entrance is on the 2nd level, use the stairs at the left to get up there. Shoot the Grape Switch to open the doors, then proceed (left or right, it doesn't matter). Shoot the next Grape Switch you get to and follow the right path to reach a bonus barrel. Hop in there to start the mini-game: Big Bug Bash! You have 60 seconds to swat 4 flies with the swatter...that's 15 seconds for each fly. This is like in Mario Paint for the SNES, but the control seems loose and unresponsive :(Beating this game is really easy. I killed all 4 flies in just 10 seconds. A golden banana is your prize.

#5 - LANKY'S BLUEPRINTS IN ANGRY AZTEC

[Note: Before getting this one, you should do Tiny's golden banana #4 (see below) and let her step on the #2 warp pad]. Using Donkey Kong, go to the 2nd large desert area and enter the temple with a picture of a llama on the entrance. Inside, hop into the tag barrel and switch to Lanky. Use the #2 warp pad to meet the blue-haired Kasplat. Defeat him and collect the blue blueprints. Bring them to Snide's HQ in the 2nd large area to exchange it for a golden banana.

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TINY KONG'S BANANAS - ANGRY AZTEC
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#1 - MINI-MONKEY THROUGH THE NARROW TUNNEL

To get this banana, you must have gotten the "mini-monkey" ability from Cranky Kong and the Feather Bow from Funky. In the 1st large desert area, enter the temple (you need to shoot the feather target at the right side to open up the entrance). Inside, hop into the Tiny Barrel at the back of the room to use the mini-monkey. Dive into the water at the center and swim into a *very tiny* tunnel that Tiny can barely fit into. You will arrive in a room with a multi-colored floor (you don't use crystal coconuts while in this room). You must fight the small band of Klaptraps (and their teeth) to win the golden banana. Exit this place through the same way you came in.

#2 - THE INFAMOUS SCARAB RACE

To get this banana, you must first get Diddy's golden banana #2 (where he hits the four gongs to make the tower appear). If you did that already, go to the place in the 2nd large area where the tower appeared. Jump into the nearby Tiny Barrel to use the "mini-monkey", then run up the stairs and play Tiny's saxophone on the music pad. Squawks will pick

you up and drop you into the hole on the tower where you will race the Scarab. This race is *extremely* difficult (it took me nearly an hour to beat it). You must race a Scarab down a slide, collect 50 DK coins, and win. To make things even harder, there are sections of the course that don't have a protective rail...so you can fall off! And these sections are usually the most crucial parts!!! Here's a helpful tip: At the very beginning of the race (before you even start sliding), attack the scarab and he'll fall behind you. The biggest tip I can give you is to PRACTICE. I know it sounds really corny, but the race will seem to get easier over time.

#3 - PLATFORM JUMPING OVER LAVA

Using Donkey Kong, go to the 2nd large desert area and enter the temple with a picture of a llama on the entrance. Inside the temple, hop into a tag barrel and switch to Tiny Kong. At the left side of the room there's a place with a small pipe leading into the wall. Jump into the nearby Tiny Barrel to use the mini-monkey and go through that pipe. Press Z and C left to return to normal size. Stomp on the Tiny Switch to make some platforms appear, then jump across them to reach...another switch. Continue hitting switches and crossing platforms until you reach the golden banana at the back of the room. (note: You should step on the #2 warp pad here because Lanky's going to need it later).

#4 - TINY'S BANANA FROM THE MAZE TEMPLE

To get this banana, you must have unlocked the maze temple with Diddy Kong (see Diddy's golden banana #4). Go inside there with Tiny...her entrance is on the 2nd level, use the stairs at the left to get up there. Shoot the Feather Switch to open the doors, then proceed (left or right, it doesn't matter). Shoot the next feather switch you come to and go left. Collect the golden banana and get the hell out of here...you have 25 seconds to escape. (note: You can also get a banana fairy in this place).

#5 - TINY'S BLUEPRINTS IN ANGRY AZTEC

In the tunnel connecting the 1st and 2nd large areas, the Kasplat with purple hair awaits you SO PLAINLY that it's impossible to miss him. It doesn't get any easier than this, folks. Defeat him and get the purple blueprints, then bring them to Snide's HQ in the 2nd large area to exchange it for a golden banana.

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CHUNKY KONG'S BANANAS - ANGRY AZTEC
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#1 - MATCH THE SYMBOLS ON THE POTS

At the very beginning of the level, cross the sandpit with the vines and shoot the two pineapple switches at the right to open the gate. Inside, there are four pads in the center with symbols on them. There are also four pots in this room, also with symbols on them. You need to pick up the pots and place them on the pad with the same symbol. Press Z to gently put down a pot (if you press B, you'll throw it and break it).

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DONKEY KONG'S BANANAS - FRANTIC FACTORY
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#1 - THE DONKEY KONG ARCADE GAME

From the beginning, take the left tunnel and you will eventually reach the production room. Go through this room to reach the storage room. In the center of this place there is a DK pad. Press Z while standing on it the go to Donkey's Barrel Blast stage. You know how to do this...blast yourself to the next barrel and repeat. But when you see a red ring floating in the air, shoot yourself at it, then shoot through the DK star. This makes a lever appear in front of a Donkey Kong Arcade machine! If you haven't gotten the Gorilla Grab from Cranky, do it now. Now go to the next room and climb up the pole. Proceed through the tunnel to get to the DK Arcade. Pull the lever to start the game. When you beat the game, you get the golden banana. (see the Nintendo Coin section for an in-depth walkthrough).

#2 - DONKEY KONG LEARNS HOW TO COUNT

From the beginning, go through the tunnel at the right and climb up the pole. When you get past the door that reads "Testing Dept.", turn right and continue through the tunnels until you get to a big room with an enormous mountain of blocks in the middle. At the right there are three blocks with their tops being blown off every few seconds. Use the middle block to reach the path above it. Follow the trail of bananas until you get to a big block with numbers on it. Do a simian slam on the switch to start this little game. You need to do a simian slam on all 16 numbers in order. Some idiot at Rare decided to make the game a little more challenging by giving you a horrible camera angle so that the numbers are upside down. The time limit is just enough for you. When all the numbers are stomped, you get a golden banana.

#3 - ACTIVATE THE FACTORY

At the start, go through the right tunnel until you reach the production room. Then proceed to the R & D room where steam spews from the floor. Go up the ladder at the right and enter the second door you see. Drop down the hole surrounded by red banana coins and you will get to an elevated ledge in the room where Chunky's cage was. There's a shack with some warning signs on it. Shoot the coconut switch beside the shack to open it, then go inside. Pull the lever. In a cool cinema with lots of slow-down, the machine in the production room is activated. Now you can get a lot of other golden bananas from there! Get the golden banana that appears on the box.

#4 - THROUGH THE CHAOS IN THE MACHINE

Before you get this, you must activate the production room (see Donkey's golden banana #3). Now go to the production room with Donkey. In front of the #4 warp pad there is an opening in the big machine. Go inside there. Whoa, this place is crazy! Hop into the Donkey barrel to become invincible, then go through this tunnel of fire and chaos. It's also possible to do this without using the Donkey barrel (that's what I did

the first time, when I didn't get the ability from Cranky yet...). At the end of the tunnel is the golden banana.

#5 - DONKEY'S BLUEPRINTS IN FRANTIC FACTORY

Before you get this, you must activate the production room (see Donkey's golden banana #3). Now go to the production room with Donkey. Climb the huge production machine starting with the up-down moving platform beside Lanky's switch. (Note: If you already climbed the machine before and touched the #4 warp pad high in the room, you can get there quickly using the #4 warp pad on the ground). After you pass the #4 warp pad and cross the up-down moving platforms, go forward (NOT up the conveyer belt) until you get to a very narrow blue pipe. Press C-up and look at a platform in front of you...there's the yellow-haired Kasplat! Defeat him with your coconut shooter, then jump over there and collect the yellow blueprints. Bring them to Snide's HQ to exchange it for a golden banana. Here's how to get to Snide's HQ: From the beginning, take the right tunnel and climb the pole to reach the Testing Dept. Take a left turn and climb down the pole to reach Snide's HQ.

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DIDDY KONG'S BANANAS - FRANTIC FACTORY
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#1 - CLIMB THE MOUNTAIN OF BLOCKS

From the beginning, go through the tunnel at the right and climb up the pole. When you get past the door that reads "Testing Dept.", turn right and continue through the tunnels until you get to a big room with an enormous mountain of blocks in the middle. Use the Diddy Pad to begin climbing this mountain. You'll need to use backflips (Z + A) to climb some parts of this thing. At the top, use another Diddy Pad to jump up to the bonus barrel and start the mini-game: Peril Path Panic. This is similar to Teetering Turtle Trouble. You must shoot the Klaptraps so that they don't eat the fairies that cross from the left to the right side. You need to get 6 of them to cross and you win. Use the Diddy Pad again to bounce up to the golden banana.

#2 - INTRODUCING: BEAVER BOTHER!!!

At the start, go through the right tunnel until you reach the production room. Then proceed to the R & D room where steam spews from the floor. Climb the cute ladder at the right, then enter the second door you get to. Collect the red banana medals if you haven't already, then drop into the hole. You'll arrive in the room where Chunky was trapped. Simian slam the Diddy switch to make some vines and a bonus barrel appear. You have 20 second to get to it. Not to brag, but I can get there in less than 1 second :) When you reach the bonus barrel, you begin the hardest mini-game that God would dare to create: Beaver Bother! You are a Klaptrap, and you have 60 seconds to scare 12 beavers into the hole. This is the most senseless, frustrating, and annoying mini-game in DK64. If you think THIS is hard, you should try the ones later in the game! If you manage to beat it, you receive the golden banana.

#3 - CHARGE THE NUMBER SWITCHES

At the start, go through the right tunnel until you reach the production room. Then proceed to the R & D room where steam spews from the floor. At the back of this room there's Diddy's guitar pad beside a glass door. Play your instrument there to open the door, then go into the room. Let's see...there are 3 doors with numbers combinations on them, and 4 colored blocks with numbers. Hit the colored blocks with a Chimp Charge (Z + B) in the order shown on one of the doors. The corresponding door will open up and enemies will come out. Defeat them and repeat this with the other 2 doors. Remember: Dice and dominos can be defeated with regular attacks, bees are defeated with your peanut shooter, and the robots can only be defeated with exploding oranges (Z + C right). Defeat all of the enemies from the doors and you get the golden banana.

#4 - DIDDY CLIMBS THE PRODUCTION MACHINE

Before you get this, you must activate the production room (see Donkey's golden banana #3). Now go to the production room with Diddy. Slam the Diddy switch in one of the corners of the room to make a golden banana appear near the top of the room. Thankfully, there's no time limit to get it! (Note: If you already touched the #4 warp pad high up in this room, you can get up there quickly with the warp pad on the floor here). Begin climbing up the room by jumping on the up-down moving platform right beside the Lanky switch. Continue.....until you pass the 3 up-down moving platforms. Now DO NOT go up the conveyer belts. Instead, go forward on the floor until you reach the spinning log things. Their speed fluctuates, so wait for them to be going slowly for you to cross. After that you'll find a Diddy pad! Do the simian spring there to bounce up to the golden banana.

#5 - DIDDY'S BLUEPRINTS IN FRANTIC FACTORY

From the beginning, take the left tunnel and climb down the pole. Continue going through the tunnels and you'll eventually reach the Production Room. Here you'll find Diddy's Kasplat! Defeat him and collect the red blueprints...bring it to Snide's HQ for a golden banana! Here's how to get to Snide's HQ: From the beginning, take the right tunnel and climb the pole to reach the Testing Dept. Take a left turn and climb down the pole to reach Snide's HQ.

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LANKY KONG'S BANANAS - FRANTIC FACTORY
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#1 - FREE CHUNKY KONG

From the beginning, take the tunnel at the left and climb down the pole. Continue through the tunnels and you will eventually reach the production room. Go through this place and you will reach the storage room, where Chunky's cage is dangling overhead. See the fat metal pipe at the corner of the room with a bunch of bananas right beside it? Use Lanky's orangstand to run up that pipe to the switch at the top. Simian Slam the switch to make Chunky's cage drop to the ground and free him. Hooray! You just freed your final monkey. I suggest you get his upgrades now (like his shooter from Funky, Instrument from Candy, and Primate

Punch from Cranky). By the way, his "PrimatePunch" move can be used in this level to knock down those steel cages that block some tunnels.

#2 - BABOON BALLOON TO BONUS BARREL

From the beginning, take the tunnel at the left and continue until you pass a door that reads "Testing Dept"...then make a right turn and continue until you get to a room with a huge tower of blocks in the center. At the back of this room, climb the stack of boxes to get to a ledge where you'll find a Lanky Pad. Stand on the pad and press Z to do the "Baboon Balloon" (you must have gotten it from Cranky first). Control yourself so that you float up to the bonus barrel and begin the mini-game: Batty Barrel Bandit. You need to line up 4 banana icons...and do it 3 times. You have a 45 second time limit, and that's just enough time for you to do it without making any mistakes (15 second for each match up). The prize, as usual, is a golden banana.

#3 - PLAY THE COLORFUL ORGAN

At the start, go through the right tunnel until you reach the production room. Then proceed to the R & D room where steam spews from the floor. At the left there's Lanky's trombone pad in front of a glass door. Play the instrument on the pad to open the door, then enter the room. Simian Slam the Lanky switch to begin this musical simon says. When a pattern of Kremlings pops out of the barrel, you have to play it on the organ using Simian Slams. You start with 3 notes, but it increases up to 7. The final pattern is like this: "C B C D E C A". When this is done, you get the golden banana. This mini-game reminds me of the ocarina game in Kokiri Forest in Zelda...

#4 - LANKY CLIMBS THE PRODUCTION MACHINE

Before you get this, you must activate the production room (see Donkey's golden banana #3). Now go to the production room with Lanky. Slam the Lanky switch in one of the corners of the room to make a golden banana appear high above your head. Thankfully, there's no time limit to get it! (Note: If you already touched the #4 warp pad high up in this room, you can get up there quickly with the warp pad on the floor here). Begin climbing up the room by jumping on the up-down moving platform right beside the Lanky switch. Continue.....until you pass the 3 up-down moving platforms. Now DO NOT go up the conveyer belts. Instead, go forward on the floor until you reach the spinning log things. Their speed fluctuates, so wait for them to be going slowly for you to cross. Now go up this *extremely* steep, narrow, and dangerous pipe until you FINALLY reach the golden banana (breath huge sigh of relief).

#5 - LANKY'S BLUEPRINTS IN FRANTIC FACTORY

From the beginning, take the tunnel at the left and continue until you pass a door that reads "Testing Dept"...then make a right turn and continue until you get to a room with a huge tower of blocks in the center. From here, go through the door that reads "R & D"...then continue past the second door that reads "R & D". In this room is the blue haired Kasplat! Defeat him and take the blue blueprints. Bring them to Snide's HQ (see Diddy's banana #5 for directions) to exchange for a golden banana.

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TINY KONG'S BANANAS - FRANTIC FACTORY
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#1 - THROUGH A TINY TUNNEL WITH MINI-MONKEY

Using Tiny Kong, go to the room with the Donkey Kong Arcade Machine (see Donkey's golden banana #1 for directions). If you look at the top of the cabinet, you can see that there's a tiny tunnel with a banana bunch. Use the Tiny Barrel to become, well, tiny. Then climb up the cabinet. Since Tiny is so small, she needs to do backflips (Z + A) to get up there. When you go inside the tunnel, you'll automatically go through it to get the golden banana.

#2 - SHOOT SYMBOLS, GET BANANA

From the beginning, take the tunnel at the left and continue until you pass a door that reads "Testing Dept"...then make a right turn and continue until you get to a room with a huge tower of blocks in the center. At the back of this room, climb the stack of boxes to get to a ledge. Hop into the Tiny barrel and go into the tiny tunnel right beside it. When you arrive in the room, simian slam the Tiny Switch to open the wooden thing and start this mini-game thing. At the right side there's a picture of a symbol. At the left side there's a "scoreboard". In the middle there's a spinning wheel of symbols. Your task is to shoot the symbol on the wheel that is shown at the right. It might take a few tries... and you need to hit the symbol, not just the pie slice that it's on. The wheel spins faster and harder to hit after a while. After shooting 6 symbols, you get the golden banana

#3 - TINY'S SLOT CAR DURBY

At the beginning, take the right tunnel and continue to the Testing Dept...then proceed to the R & D room where steam comes out of the floor. Go the right path and enter the door. Follow the purple bananas through this pretty long tunnel until you reach a room with a TV screen on the wall. Hop into the Tiny Barrel and go through the cute mousehole with the Rareware logo. Follow the road through another mousehole to start the mini-game. In this race, you need to collect 10 coins and beat that other car to win. Press Z to accelerate...it's like a slot car. You can't spin off or anything like that, so feel free to hold the Z button constantly! Avoid the TNT barrels since they take away 3 coins from you. Go through the DK stars to get a boost. If that pesky car is ahead of you, you can press A to unleash a missile on him. You only have 3 missiles. Win this easy race for a golden banana.

#4 - TINY CLIMBS THE PRODUCTION MACHINE

Before you get this, you must activate the production room (see Donkey's golden banana #3). Now go to the production room with Tiny. Slam the Tiny switch in one of the corners of the room to make a bonus barrel appear near the top of the room. (Note: If you already touched the #4 warp pad high up in this room, you can get up there quickly with the warp pad on the floor here). Begin climbing up the room by jumping on

the up-down moving platform right beside the Lanky switch. After you pass by the #4 warp pad and the 3 up-down platforms, go UP the conveyer belts. At the end of the floor here, you can see the bonus barrel hovering in the air. Do a big ponytail whirl to get to it and start the mini-game: Krazy Kong Klamour! The lights go off every few seconds and the Kongs and the banana are rearranged. You have 60 seconds to hit 10 bananas. If you hit the banana, the number at the corner goes down by 1. If you hit one of the Kongs, the number goes up by 1! When that number goes down to 0, you get your golden banana.

#5 - TINY'S BLUEPRINTS IN FRANTIC FACTORY

At the beginning, take the left tunnel and follow the long path to the production room. Whiz past the production room and head for the storage room. When you get to the place where Chunky's cage is (or was), go one more room to a place where you'll find the purple-haired Kasplat. Defeat him with Tiny and collect the purple blueprints. Take it to Snide's HQ to exchange it for a sweet golden banana (see Diddy's golden banana #5 for directions on how to get to Snide's HQ)

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CHUNKY KONG'S BANANAS - FRANTIC FACTORY
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#1 - PRIMATE PUNCH KNOCKS DOWN A GATE...

Go to the storage room (where Chunky's cage was), then climb up the pole in the next room. Go through this corridor to the big metal gate at the end. Knock down this gate with your Primate Punch (that you learn from Cranky...). Inside there is a bonus barrel. Jump into it to start the mini-game: Stash Snatch. Here you need to collect 10 DK coins from a maze and race to the checkered flag within 60 seconds. You can ignore the enemies since you don't need to defeat them. This game is easy and 60 seconds is generous enough for you to beat it on your first try...

#2 - PLATFORM JUMPING TO THE BANANA

At the beginning, take the path at the left and continue, past the production room, until you get to the storage room (where Chunky's cage was). At the side there's a gate blocking the way to a room. Knock it down with a primate punch (Z + B) and go in that room. Unusually, the primate punch doesn't work in destroying that question mark box in the corner...but just do a simian slam to break it open. Slam the Chunky switch that was inside to destroy the other box and reveal a golden banana! Primate punch the Chunky button at the side to make the platforms start moving. Jump across the three platforms to get the your precious golden banana.

#3 - BATTLE THE GIANT TOY MONSTER THINGY

At the beginning, take the right tunnel and continue to the Testing Dept...then proceed to the R & D room where steam comes out of the floor. One of the paths here is blocked by a metal gate. Knock down the gate with a primate punch (Z + B), then play Chunky's triangle on the music pad. Go into the room. There's a lone treasure chest with a Chunky

Go to the lighthouse area and make sure the water level is raised (use Enguarde to push the up arrow switch on the center pillar). Go to the island in the center where the lighthouse is. Go to the Donkey pad on top of a little block and press Z to go to the Barrel Blast Course. This time it's a *maze* where you must choose the right path to get to the end. At the beginning, go to the lower barrel. After that, shoot to the barrel that's facing left. When you get to the barrel that turns all the way around, shoot yourself to the barrel that is facing right. Continue until you go through the DK symbol. A seal is freed from his cage in this area! Now go back to the caves at the beginning. Go straight through to the other huge water area. At the end of this area, the seal is waiting for you. He'll give the golden banana only to Donkey Kong...

#3 - WATER RACE WITH THE SEAL

After you free the seal and get the golden banana above (banana #2), talk to the seal again and he'll challenge you to a race. Jump into the black hole to begin the race. Like in most races here, speed is controlled with the Z button...you have no reason to ever let go of it. Here you must get 10 DK coins and beat the seal in the race. The trick to beating him is remembering that you are allowed to miss the gates 5 times...so just take some clever shortcuts and you can overtake the seal. Don't forget to collect as many DK coins as you can. Avoid the crates, they'll explode to slow you down AND take away 3 DK coins. If you win, your prize is, of course, a golden banana.

#4 - INSIDE A SUNKEN SHIP

Go to the large water area that is NOT the lighthouse area. Swim to the right part of the area where you'll find Funky's Armory. Look a little further and you'll find some sort of cactus growing out of the water. Climb on top of it and play Donkey's instrument on the bongo pad. A gate of a sunken ship opens (and you have 60 seconds to get there)! Quickly swim back to the main part of this area and go inside the hole of the sunken ship. Follow the trail of yellow bananas. Inside one of the cells you will find the bonus barrel...go into it to play Krazy Kong Klamour. The lights go off every few seconds and the Kongs and the banana are rearranged. You have 60 seconds to hit 10 bananas. If you hit the banana, the number at the corner goes down by 1. If you hit one of the Kongs, the number goes up by 1! When that number goes down to 0, you get your golden banana. Just be quick on the trigger and this mini-game is easy.

#5 - DONKEY'S BLUEPRINTS IN GLOOMY GALLEON

After you get Diddy's golden banana #2 (see below), the #4 warp pad will appear. The other one is on a floating piece of wood in the large water area (NOT the lighthouse area). With Donkey, use that pad to transport to the coin room. Climb down a few steps of the coin tower and shoot the Kasplat to death with coconuts. Collect the yellow blueprint. Bring it to Snide's HQ in the lighthouse area to exchange it for a delicious golden banana.

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DIDDY KONG'S BANANAS - GLOOMY GALLEON
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#1 - BANANA SHOT OUT OF THE SHIP'S CANNON

Go to the lighthouse area and make sure the water level is raised (use Enguarde to push the up arrow switch on the center pillar). Before you get this banana, you must have gotten Donkey's golden banana #1 to make the ship come to this area. Go to the center island where the lighthouse is and hop into the Diddy barrel. Use the rocketbarrels to fly to the ship. When you get there, simian slam on the Diddy switch (this may be a bit hard since the boat is moving and you are not). This will make the ship's cannon fire a golden banana to the top of the lighthouse. Get your rocketbarrels again and fly to get the golden banana at the top of the lighthouse.

#2 - BONUS BARREL IN THE COIN ROOM

First, you must unlock the 'coin room'. Go to the large water area (NOT the lighthouse area). Switch to Lanky Kong and transform into Enguarde by using the Enguarde crate in this area. See that DK Star above the water? You must make Enguarde jump out of the water and hit that star *three* times, then the gate to the coin room will open (it's somewhere in the shallow part of the water at the end of a tunnel). When you're inside the 'coin room', climb to the top of the coin tower at the right by using the Diddy pads. Jump into the bonus barrel at the top to begin the mini-game: Stealthy Snoop. Just don't touch the light of the guards' flashlights and you won't get caught. You have 70 seconds. The pattern is LEFT, FORWARD, RIGHT. Touch the checkered finish line to win the golden banana. The #4 warp pad will also appear, allowing you to get Donkey's blueprint!

#3 - THE GIANT ROBOT FISH

Go to the lighthouse area. Use Diddy's rocketbarrels to fly up to the very top of the lighthouse. Play your guitar on the music pad here to make a gigantic robot fish appear in the other water area. You have 99 seconds to get there. Hurry up and go to the OTHER large water area and find the big robot fish. When he opens his mouth, quickly get inside. Collect the ammo boxes around this place. Also kill the bees so they don't annoy the hell out of you later. Your objective is to destroy all of the lights behind the big fan. Stand on the piece of wood. Begin by shooting the upper lights. You must alternate between shooting the upper and the lower light. The time is quite limited, so be quick. You CAN'T shoot the light while the fan is turning. After breaking all three lights, you get the golden banana.

#4 - INSIDE A SUNKEN SHIP

Go to the large water area that is NOT the lighthouse area. Swim to the right part of the area where you'll find Funky's Armory. Look a little further and you'll find some sort of cactus growing out of the water. Climb on top of it and play Diddy's instrument on the guitar pad (the water level must be lowered for you to stand on it). A gate of a sunken ship opens (and you have 60 seconds to get there)! Quickly swim back to the main part of this area and go inside the hole of the sunken ship. Once you're inside, go into the bonus barrel to play a rather hard mini-game: Splish Splash Salvage. You need to get all 8 coins within a

60 second time limit. Five of the coins are at the bottom of the barrel, two of them are around the middle part. For the very last coin, go back up to the surface and jump onto the vine. Swing on the vines until you get to the final coin. It's normal for this game to take you several tries...keep practicing your swimming techniques.

#5 - DIDDY'S BLUEPRINTS IN GLOOMY GALLEON

Go to the lighthouse area with the water level *lowered*. Somewhere around the sides of this area is a small cave with the red-haired Kasplat! Defeat him and get the red blueprints, then bring them to Snide's HQ...also found in the lighthouse area, but you must have the water level raised (use Enguarde to push the up arrow switch on the center pillar).

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LANKY KONG'S BANANAS - GLOOMY GALLEON
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#1 - ENGUARDE BLASTS THE UNDERWATER CHEST

Go to the lighthouse area. Use Lanky to hit the Enguarde crate underwater and transform into Enguarde. At the very bottom of this area, charge into the treasure chest (press B) to break it open and reveal the golden banana. Transform back into Lanky and get the golden banana. There are a lot of other chests for you to break open in this area, most of which contain regular blue banana bunches.

#2 - BONUS BARREL IN THE COIN ROOM

First, you must have already unlocked the 'coin room' (see Diddy's golden banana #2). When you're inside the coin room, climb to the top of the enormous coin tower at the left. You need to use the Lanky pads and the 'baboon balloon'. At the top, jump into the barrel to begin the mini-game: Searchlight Seek. A Klaptrap walks around calmly while you try to blow his head off by shooting melons at him. You have 60 seconds to hit 4 Klaptraps. Follow your target carefully and just shoot the melon a few steps ahead of him (by the time the melon reaches the floor, he'll have moved forward a few steps). No problem, eh? I could beat this with 45 seconds to spare. You get another you-know-what.

#3 - INSIDE A SUNKEN SHIP

In the tunnels at the beginning, there's a Tiny switch on the path leading to the large water area (NOT the lighthouse area). Hit the switch with a Simian Slam to open an entrance to a sunken ship...and you have a time limit to get there! Hurry into the large water area and go to the sunken ship at the LEFT side. Once inside, look for the Enguarde crate and use it to transform into Enguarde. Break open the treasure chests in here to find a tunnel, then swim to the end of it to find a golden banana.

#4 - INSIDE A SUNKEN SHIP II

Go to the large water area that is NOT the lighthouse area. Swim to the right part of the area where you'll find Funky's Armory. Look a little further and you'll find some sort of cactus growing out of the water. Climb on top of it and play Lanky's instrument on the trombone pad. A gate of a sunken ship opens (and you have 60 seconds to get there)! Quickly swim back to the main part of this area and go inside the hole of the sunken ship. Once inside, you can easily find and collect the golden banana.

#5 - LANKY'S BLUEPRINTS IN GLOOMY GALLEON

First, make sure the water level is raised (use Enguarde to push the up arrow switch on the center pillar in the Lighthouse area). From the beginning of the stage, go into the first tunnel that you see at the right and swim to the room. Climb up onto the wooden platform and defeat the obvious blue-haired Kasplat. Collect the blueprints and take them to Snide's HQ in the Lighthouse area.

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TINY KONG'S BANANAS - GLOOMY GALLEON
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#1 - GIVE THE MERMONKEY HER PEARLS

First, you must have already unlocked the 'coin room' (see Diddy's golden banana #2). When you're inside the coin room, use the Tiny barrel at the back to become mini-monkey, then squeeze into the keyhole of the big treasure chest. Collect all 5 pearls from the 5 clam thingys. Make sure you got all of them! Now get out of this place and go to the lighthouse area. Swim to the very bottom (where there are giant shells) and use the Tiny barrel once again to be able to get inside the small opening. Return the pearls to the 'mermonkey' and she will give you the golden banana as a reward.

#2 - INTO A SUNKEN SHIP

In the tunnels at the beginning, there's a Tiny switch on the path leading to the large water area (NOT the lighthouse area). Hit the switch with a Simian Slam to open an entrance to a sunken ship...and you have a time limit to get there! Hurry into the large water area and go to the sunken ship at the LEFT side. When you're inside, go to the next room via the hole in the wall. Get into the bonus barrel to begin the mini-game: Kremling Kosh. You have 60 seconds to shoot 22 Kremplings in the barrels. Shoot the center barrel to reload your melon cannon. Just be quick to aim at a Kremling as soon as he pops out and shoot him. 60 should be enough time to beat it.

#3 - INTO A SUBMARINE

Go to the large water area (NOT the lighthouse area). Take the path at the right to go to where Funky's Armory is. Swim to the very bottom of this place where you'll find a big metal thing. This is actually a periscope of a submarine! Use the Tiny barrel and go inside the tiny hole. There's a bonus barrel behind the control panel. Touch it to begin the mini-game: Big Bug Bash. You have 60 seconds to swat 6 bugs (so

that's 10 seconds per bug). Remember that if you try to hit a bug and miss, he will fly around faster and laugh at you before returning to his normal speed. Be patient and aim well and winning will be a snap.

#4 - INTO A SUNKEN SHIP II

Go to the large water area that is NOT the lighthouse area. Swim to the right part of the area where you'll find Funky's Armory. Look a little further and you'll find some sort of cactus growing out of the water. Climb on top of it and play Tiny's instrument on the saxophone pad. A gate of a sunken ship opens (and you have 60 seconds to get there)! Quickly swim back to the main part of this area and go inside the hole of the sunken ship. Inside one of the cells here you'll find a golden banana. (plus, there's a banana fairy in another cell)

#5 - TINY'S BLUEPRINTS IN GLOOMY GALLEON

At the beginning of the stage, go forward until you reach the area with the shipwrecks. Hop into the cannon to be blasted to the top of the ship, then swing on the vines to the wooden path. At the left you'll find the purple-haired Kasplat! Defeat him with your gun, it's too dangerous to fight him up close. Do your hair spin thingy to collect the purple blueprints. Now bring it to Snide's HQ to exchange for a golden banana. Here's how to get there: Go to the lighthouse area and make sure the water level is raised (use Enguarde to push the up arrow switch on the center pillar). Now you can go to Snide's HQ at the side of this area.

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CHUNKY KONG'S BANANAS - GLOOMY GALLEON
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#1 - BASH THE TREASURE CHESTS

From the beginning of the level, go straight forward until you reach the area with the shipwrecks. Go into the hollow ship at the right and follow the path. Defeat both of those barrel enemies with a single orange (what a beautiful explosion...). Now you have 3 treasure chests. Each of them can be opened with a primate punch (Z + B)! The left one contains a banana fairy, the middle one contains headphones, and the right one contains the almighty golden banana.

#2 - TARGET PRACTICE WITH CANNONBALLS

First, make sure the water level is raised (use Enguarde to push the up arrow switch on the center pillar in the Lighthouse area). From the beginning of the stage, go into the first tunnel that you see at the right and swim to the room. Climb up on the wooden platforms and defeat the Kasplat (just so he doesn't annoy you later). Get the cannonball at the side of the room and bring it to the cannon at the opposite side to begin the 'target practice'. You need to hit the moving targets with the cannonballs (you have a limit on your ammo). This would seem like a simple easy mini-game at first, but Rare gives you such a small time limit that you could spend a long time on this game. Unlike in real

#1 - BLAST TO THE TOP OF THE MUSHROOM

Before you get this, you must have gotten the "SUPER Simian Slam" from Cranky's Lab. From the beginning area, go through the purple tunnel. Go inside the giant mushroom. Look back at the entrance and you'll see five switches above it. Use the five Kongs to shoot their switches. When that's all done, a series of cannons will appear inside the mushroom. Okay, now go to the blue Donkey switch and simian slam it. A golden banana appears at the top of the room! It's completely impossible to get up there using the ladders with the time you're given. So hop into the cannon to let it shoot you to the very top of the room and collect the golden banana.

#2 - DONKEY'S BARREL BLAST COURSE

From the beginning, go through the purple tunnel and inside the giant mushroom. Climb up the mushroom normally (NOT using the barrel cannons) until the path leads you outside. Climb up the ladder and press Z on the Donkey pad to go to Donkey's barrel blast course. It's a pretty straight forward course except when the barrel turns around completely (you should shoot to the one facing right). If there seems to be no barrel to go to, shoot yourself through the small red ring. Continue until you reach the bonus barrel. Peril Path Panic. A fairy has to cross from the left side to the right side of the screen, but three Klaptraps stand in her way! You need to shoot the Klaptraps with melons to make them faint. If even one Klaptrap is awake when the fairy crosses, he eats her. Shoot the center melon to reload. You have 60 seconds to let 8 fairies cross. The strategy that I use is like this: Shoot the three at the top, reload, shoot the three at the bottom, reload, repeat.

#3 - IN THE THORNY PLACE HOUSE

First, make sure it's nighttime. From the main area, go through the blue tunnel to a place with lots of houses. Then go through a path with thorny bushes at the side. You'll come to a house surrounded by thorny bushes. Get invincible from the Donkey barrel at the side of the house, then go to the back of it and simian slam the Donkey switch. Go around to the entrance of the house and go in. Do a Simian Slam on the question mark box at the side of the room to uncover a switch. Simian Slam the switch to make some vines and a bonus barrel appear at the top of the room...and you only have 25 second to get there! Quickly go up the ladder, swing on the vines, and into the bonus barrel. You're on a minecart while avoiding the TNT barrels that also go on the same tracks. Hold Z to speed up, or hold B to slow down. Use the control stick to change tracks. Try to stay as far away from the TNT barrels as possible.

#4 - PULL THE LEVERS IN ORDER

Make sure it's daytime, then go through the blue tunnel to the area with lots of houses. Go inside the house in the middle of this area (the one surrounded by water). Look behind a gate and you'll see a sign that reads "2 1 1 3 2". Remember that. Now go to the pile of boxes in the corner and Simian Slam the question mark box to uncover a switch. Slam the switch to open a gate, then go inside it. Now you have 3 levers in front of you. Remember the numbers you saw? "2 1 1 3 2". Pull the levers in that order (2nd one, 1st one, 1st one...). The conveyer belt will be activated and bring the golden banana outside. But alas, it's covered

by a gate that's only open at night. *sigh* Return to the main area and change it into night, then return and collect the golden banana.

#5 - DONKEY'S BLUEPRINTS IN FUNGI FOREST

First, make sure that it's nighttime. From the main area, go through the blue tunnel to an area with lots of houses. Then go through a path with thorny bushes at the side. You'll come to a house surrounded by thorny bushes. Go to the back of this place to meet the Kasplat. Defeat him and collect the yellow blueprints. Bring them to Snide's HQ to exchange it for a golden banana. To get there, make sure it's daytime and go to the area with lots of houses. Snide's HQ is there in the corner.

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DIDDY KONG'S BANANAS - FUNGI FOREST
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#1 - NARROW PATHS IN A DARK ROOM

First, make sure that it's nighttime. From the main area, go through the blue tunnel to an area with lots of houses. Go to the house at the right side. Using Diddy, climb up the boxes at the side and use the Diddy pad to jump up high and go into the hole in the wall. Inside here it's really really really dark. Play the guitar on the music pad to call Squawks and he'll come bringing a flashlight (remember the original DKC? Ahh... memories...). Now navigate yourself to the other side of the room and get the golden banana. A banana fairy will also appear! You should get that and the 2 banana bunches in the room.

#2 - TAKE THE OWL'S CHALLENGE

First, make sure it's nighttime. Go through the tunnel to the giant mushroom area...then go through another tunnel to an area with falling leaves. On one of the stumps here you'll find a guitar pad. Let Diddy play his instrument there to wake up the owl. He only speaks to those who can fly (...how corny). Get the rocketbarrels from the Diddy barrel nearby and talk to the owl again. He'll challenge you to fly through all of the rings he places (just like the vulture in Angry Aztec, but much longer). After you're done he'll give you a.....bonus barrel?! Sigh, fly to the top of the tree and go into the bonus barrel: Busy Barrel Barrage. You are stuck in the center of the area, only with the power to spin around and shoot enemies. Four enemies at a time will attack you, and you need to shoot them and stay alive for 45 seconds. It's not too hard. Just be prepared to attack the one that's closest to you.

#3 - TO THE TOP OF THE MUSHROOM

From the beginning area, go through the purple tunnel to the giant mushroom area. Get Diddy's rocketbarrels by jumping on one of the springy mushrooms on the ground, then use it to fly up to the very top of the mushroom where you'll find a bonus barrel hovering above a Lanky switch. Go into it to play another dang mini-game: Teetering Turtle Trouble. In this extremely senseless game, you need to shoot melons at the snakes to feed them and keep the turtles spinning. Here's a good technique. Just feed the 3 at the top row, reload (by shooting at the

center), and feed the 3 at the bottom row. Keep the turtles spinning for 45 seconds and you'll earn yourself a golden banana.

#4 - BIG ROPE PULLING MACHINE

First, make sure that it's nighttime. From the main area, go through the blue tunnel to an area with lots of houses. Go to the house at the center of this area and climb on top of it using the rope at the side. Do a Simian Slam on the Diddy switch, then enter the house. There's a huge machine here. Use your shooter to shoot the "ON" button at the top of the machine. Then do a chimp charge on the switch at the left side at the bottom of the machine. This activates the machine and pulls a rope...that pulls out a cage with a golden banana outside (and a guitar pad appears too). Go play your instrument on the guitar pad to blow up the cage (i have no idea how that just happened), then go get the golden banana.

#5 - DIDDY'S BLUEPRINTS IN FUNGI FOREST

Go to the giant mushroom area...and go inside the giant mushroom. Climb up the ladder the NORMAL way (don't use the blast barrels). After passing through the 'outside area', you'll go back in and you'll find the red-haired Kasplat standing on a net of vines. Defeat him and collect the red blueprints. Bring them to Snide's HQ to exchange it for a golden banana. To get there, make sure it's daytime and go to the area with lots of houses. Snide's HQ is there in the corner.

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LANKY KONG'S BANANAS - FUNGI FOREST
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#1 - TOP OF THE MUSHROOM

Before you get this, you must have gotten the "SUPER Simian Slam" from Cranky's Lab. From the beginning area, go through the purple tunnel. Get up to the top of the giant mushroom. Use Lanky's orangstand to climb up the steep slope to the very top of the mushroom. Kill the enemy there with an orange and hit the switch. Two doors open! Quickly go down the slope and into one of the doors. One of the doors has a bouncy mushroom and some bees (if not, see the banana #2 below). You just need to bounce on the mushroom and get the golden banana in the air.

#2 - TOP OF THE MUSHROOM II

Before you get this, you must have gotten the "SUPER Simian Slam" from Cranky's Lab. From the beginning area, go through the purple tunnel. Get up to the top of the giant mushroom. Use Lanky's orangstand to climb up the steep slope to the very top of the mushroom. Kill the enemy there with an orange and hit the switch. Two doors open! Quickly go down the slope and into one of the doors. One of the doors has five mushrooms and a picture on the wall (if not, see banana #1 above). The picture on the wall shows "Donkey --> Diddy --> Tiny --> Chunky --> Lanky". You need to simian slam the mushrooms in that order: Yellow, red, purple, green, blue. If you hit the wrong one, they all pop back up. If you get them all down, a bonus barrel appears. Hop into it to play Krazy Kong

Klamour. The lights go off every few seconds and the Kongs and the banana are rearranged. You have 60 seconds to hit 15 bananas. If you hit the banana, the number at the corner goes down by 1. If you hit one of the Kongs, the number goes up by 1! When that number goes down to 0, you get your golden banana.

#3 - DEFEAT A SMALL GROUP OF BATS

Make sure it's nighttime, then go to the area with lots of wooden houses. Beside the house in the center there's a Lanky pad. Get Lanky and use the pad to do the 'baboon balloon' up to the top of the house. Go inside the small hole on the roof. Inside this small, cramped room, simian slam the Lanky switch to unleash a swarm of bats that will attack you. If you already got the upgrade from Funky in this level, you can collect the homing ammo and use it to easily defeat the bats. If you didn't get the upgrade yet, well, you need to do it the hard way. You get a golden banana for beating them all.

#4 - THE RABBIT RACE

First, make sure it's daytime. From the beginning area, go through the purple tunnel to the giant mushroom area...then go through another tunnel to an area with falling leaves. At the left side there's a sleeping rabbit. Let Lanky play his instrument on the music pad beside him to wake him up. As you probably expected, he'll challenge you to a race. You need to go through the flags around the area and back to the finish line. Pay attention to the arrow, it points to the next flag thing that you need to pass through. After defeating him, you'll get... 3 banana coins?!?!?! By now you should have over 100 of these, so it's really pointless. If you already got the "Orangstand Sprint" from Cranky in Crystal Caves, challenge him again. Use the Lanky barrel from the very beginning. He's waaay faster than he was before. Defeat him this time and you finally get a golden banana.

#5 - LANKY'S BLUEPRINTS IN FUNGI FOREST

First, make sure it's nighttime. Go through the tunnel to the giant mushroom area...then go through another tunnel to an area with falling leaves. There's the blue-haired Kasplat inside the tree tunnel thing. Defeat it and collect the blueprints. Take it to Snide's HQ in exchange for a golden banana. To get there, make sure it's daytime and go to the area with lots of houses. Snide's HQ is there in the corner.

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TINY KONG'S BANANAS - FUNGI FOREST
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#1 - INSIDE THE GIANT MUSHROOM

Before you get this, you must have gotten the "SUPER Simian Slam" from Cranky's Lab. From the beginning area, go through the purple tunnel. Go inside the gigantic mushroom and at the left side is a blue Tiny switch! Simian slam it to make a bonus barrel appear high above your head. Quickly climb up there (you only have 37 seconds) and hop into the bonus barrel: Speedy Swing Sortie. You need to collect all 15 DK coins with

a strict time limit. Head to the tree with a mushroom beside it and climb up. Use the vines to go to the next tree. If there isn't any vine, you need to use the pony tail whirl to get to the next tree. Collect all 15 to win a golden banana.

#2 - HUGE KLAPTRAPS IN A TREE

From the beginning area, go through the purple tunnel to the giant mushroom area...then go through another tunnel to an area with falling leaves. There's a tree stump at the back of this area, and at the back of the tree is a Tiny barrel. Using Tiny Kong, hop into the Tiny barrel to use the 'mini-monkey'. Then run around to the front and play her instrument on the saxophone pad. Squawks will pick you up and drop you into a small hole at the top of the tree. Kill all of the giant purple Klaptraps with exploding oranges and you'll get a golden banana. By the way, you'll also get a pink seed that you'll use to get another golden banana later on...

#3 - TINY AND THE BEANSTALK

In Tiny's golden banana #2 (above), you should have gotten a big pink seed. From the beginning area, go through the green tunnel to the area with the killer tomatoes. Go to the dirt area surrounded by a low fence and you'll automatically plant the pink seed there. A huge beanstalk grows out of it...and there's a golden banana at the top! Use the Tiny barrel at the side to be miniaturized, then play your instrument on the saxophone pad. Squawks will do his thing and you'll get the golden banana.

#4 - BIG BUG BATTLE

First, make sure that it's daytime...then go through the blue tunnel to the area with lots of wooden houses. Get Chunky from the tag barrel and go to the house in the center. There's a door that seems to have a big crack in it. Bust it open with a primate punch (Z + B) and go inside. Now break open the "?" boxes here with primate punches (particularly the one that's blocking the small mousehole from outside). Go back outside of the house and change it into nighttime. Switch to Tiny Kong and go back to the house in the center of the area. Use the Tiny barrel to get small and go inside that small 'mousehole' that Chunky cleared up. When you're inside, go through another square hole in the wall to face a spider mini-boss (a Queen Ghoma wanna be). The big spider doesn't do much actually besides spit at you. The green spit slows you down (kind bad), the red spit screws up your controls (really bad)! Attack the small spiders that come at you, then shoot the spider in the eye with a feather (as a rule of thumb, the eye is always the weak point if the enemy only has one eye). After hitting him 5 times, he'll become small like the others and it'll take one more hit to defeat him and collect the golden banana.

#5 - TINY'S BLUEPRINTS IN FUNGI FOREST

Go to the giant mushroom area...and go inside the giant mushroom. Climb up the ladder the NORMAL way (don't use the blast barrels). When you reach the first 'outside area', you'll find the purple-haired Kasplat on a side path. Defeat him and collect the purple blueprints. Bring them

to Snide's HQ in exchange for a golden banana. To get there, make sure it's daytime and go to the area with lots of houses. Snide's HQ is there in the corner.

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CHUNKY KONG'S BANANAS - FUNGI FOREST
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#1 - MINE CART MADNESS

In the main area, go to the back and you'll find a well. Get Chunky and climb onto the gate covering the well and do a Simian Slam on it. The gate breaks and you fall into a wonderfully exciting mine cart ride. The controls are just like in Diddy's mine-cart ride. Control stick left or right to lean, control stick forward or back to control speed, A button to jump. This time it's MUCH longer and MUCH harder! You need to collect at least 50 DK coins to win the golden banana at the end. In this course there are gates that cover the path. To open these gates, hit the bell in the air. But watch out, one bell actually *closes* a gate! Also some gates open and close automatically, so just get the timing right and speed by when it's open. If you go too slow a TNT barrel will appear behind you and blow up! There are a lot of steel beams that fall onto the track, so always be ready to jump over them. Like I said, this course is much harder than before, so don't be discouraged if it takes you a long time to beat.

#2 - SAVE THE WORM IN THE APPLE

From the beginning area, go through the green tunnel and you'll immediately see an apple in a field of killer tomatoes. Use the nearby Chunky barrel to get super huge, then return to the tomatoes. Kill them all with a simian slam (i was able to kill them all with one slam, whee!). You saved him from the killer tomatoes, but he's not happy. He want to move to a sunnier place. Pick up his apple and go to the previous area (the area that you were in when you start the level). Somewhere here is a dirt field with an apple symbol on it. Just place him down on the symbol using the Z button. NOW he's happy, and he'll give you a golden banana.

#3 - DESTROYING THE CONVEYER

First, make sure that it's daytime...then go through the blue tunnel to the area with lots of wooden houses. Get Chunky from the tag barrel and go to the house in the center. There's a door that seems to have a big crack in it. Bust it open with a primate punch (Z + B) and go inside. Now break open the "?" boxes here with primate punches...one of them will uncover a triangle pad. Let Chunky play his instrument there to switch on the 'spinning spiky thing' at the other side of this house. Go outside and back in through the entrance in front of the #1 warp pad. Get the metal barrel and place it on the conveyer so that it hits the 'spinning spiky thing'. Do it again with the other metal barrel. Now go out and back in, then do it one more time to finally break this contraption. For some reason, this causes a golden banana to fly out of the gate and into your hands :)

just shooting blindly into the air, the missiles know where to go). After killing them all, the golden banana is yours. You can get the banana bunches and coins here too...

#3 - 3D MEMORY MATCHING GAME

From the beginning of the stage, go into the river and follow it going *left*. Continue through the waterfall and you'll get to an area with lots of wooden cabins. Go to the cabin at the back and play Donkey's instrument on the Bongo pad. Go inside the door that opens to be greeted by a colorful puzzle. It took me a while before I figured out what to do here. It's a memory match game, except the tiles are on the walls of the room. You need to get two of the same color by simply slamming them...and do it to every tile. Use the switches at the sides to rotate the room. You have limited time, so move swiftly. When it's all done, you get the golden banana. You should also get the battle arena pad in this room...

#4 - DONKEY IN THE IGLOO

Before you get this one, you must have opened up the igloo with Diddy (see Diddy's golden banana #4). Let Donkey play his instrument on the Bongo pad to open up the door, then go inside. A big ice structure is in the center of the room. When you enter it, it begins spinning (and the hard part begins). This is actually shaped like a spiral, and the golden banana sits in the middle. If you touch the walls while the structure spins, you lose a WHOLE MELON (so I suggest you get the 3rd melon from Candy Kong first). This is hard, I admit that. But it gets easier if you use this technique: When the structure spins clockwise, try to run around clockwise with it. When the structure spins counter-clockwise, stay in place and move only to avoid touching the sides. Get to the center and the golden banana is yours.

#5 - DONKEY'S BLUEPRINTS IN CRYSTAL CAVES

At the very start of the stage, go forward on the path until you reach the open area, then go right until the path ends. Now swim across the water to the land at the other side. Take the path going left until you get to the ice castle. From there, take a side path to a platform with a boulder, then take another side path to the platform with Donkey's Kasplat. Defeat him and get the yellow blueprints. Take it to Snide in exchange for a golden banana. Here's how to get there: From the beginning, follow the wall at the right side until you get to a transparent ice wall (or a cave, if you already broke the ice wall). Break it open with Chunky's primate punch (Z + B) and go inside to Snide's HQ.

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DIDDY KONG'S BANANAS - CRYSTAL CAVES
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#1 - BONUS BARREL IN THE WATERFALL

Look for a Diddy barrel somewhere in the stage and jump into it to get Diddy's rocketbarrels (there's one near Cranky's Lab, one near Candy's place, and one on a platform high in the air...take your pick). In the

waterfall at the left of the stage entrance, there's an easily visible bonus barrel! Just fly right into it to play Mad Maze Maul. You need to navigate yourself through a maze and kill every enemy in it. There are quite a few Kasplats that will take up some time, so you will need to be quick. The 60 second time limit is just enough, you should be able to beat this mini-game with a second or two remaining.

#2 - DEFEAT THE ENEMIES...

From the beginning of the stage, go into the river and follow it going *left*. Continue through the waterfall and you'll get to an area with lots of wooden cabins. Go to the big cabin at the left (2nd floor) and let Diddy play his instrument on the Guitar pad. Go inside the cabin... You need to kill all of the enemies on the platforms for the golden banana. Now THIS is hard (it took me at least 30 minutes the first time). Here's how to do it: Get into the Diddy barrel at the back and fly over the central platform to lure all of the "barrel enemies" together. Now go to a platform in the corner with a regular Kremling. Kill him, then fling oranges at the center platform to kill all of them there. Do a jump-float to the center platform. From there, fling oranges at the two Klumps in the corners, then shoot the last Kremling with your shooter. Tada! The golden banana flies into your hands...

#3 - LIGHT A CANDLE

From the beginning of the stage, go into the river and follow it going *left*. Continue through the waterfall and you'll get to an area with lots of wooden cabins. Go to the big cabin at the left (3rd floor) and let Diddy play his instrument on the Guitar pad. Go inside the cabin... Defeat the two big "club enemies" with the move that you learned from the queen banana fairy (hold B then release). Use the Diddy pad that appears to spring yourself up to the Diddy barrel and get your rockets. Fly over the tips of the candles here to light of them. When all of the candles are lit, you get a golden banana.

#4 - DIDDY IN THE IGLOO

First, you must open up the igloo. From the beginning, go forward on the path until you reach the open area, then go right until the path ends. Now swim across the water to the land at the other side. Take the path going right...then cross over the wooden plank you see at the right. Go over the Cranky's Lab, then let Diddy jump into the Diddy barrel right beside it. Fly to the 'igloo area' (if you don't know where that is, follow the water until you get there) and fly through the DK star. This causes music pads of every Kong to appear in front of the gates of the igloo. Now go down there and let Diddy play his instrument on the guitar pad. As you expected, the gate opens up, so go inside. Now there are 6 barrels on 6 different pads. The pads are numbered 1 to 6. You need to take the barrels off in order (so that you first uncover the #1 pad, then #2, then #3...). You have a time limit, so make it snappy. After you've uncovered all 6 pads, you get a golden banana.

#5 - DIDDY'S BLUEPRINTS IN CRYSTAL CAVES

At the very start of the stage, go forward on the path until you reach the open area, then go right until the path ends. Now swim across the

water to the land at the other side. Take the path going left until you get to Funky's Armory. Switch to TINY Kong, and make a left turn to a platform with a Diddy barrel. To a pony tail whirl to the Tiny barrel and become small. Whirl back to the platform with the Diddy barrel, then continue and go inside the small hole in the wall. Activate the #4 warp pad in here and go back outside. Switch to Diddy and go all the way to the igloo area at the other side of the world. Use the Diddy barrel to get the rocketbarrels, then find a very tall pillar with a #4 warp pad. Carefully land there and use the warp pad to go to the cave than Tiny was in before. Kill the Kasplat and get the red blueprints. Give this to Snide in exchange for a golden banana. Here's how to get there: From the beginning, follow the wall at the right side until you get to a transparent ice wall (or a cave, if you already broke the ice wall). Break it open with Chunky's primate punch (Z + B) and go inside to Snide's HQ.

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LANKY KONG'S BANANAS - CRYSTAL CAVES
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#1 - IN AN ICE CASTLE

At the very start of the stage, go forward on the path until you reach the open area, then go right until the path ends. Now swim across the water to the land at the other side. Take the path going left until you get to the ice castle. Now stomp on the Lanky switch and go in through the door that opens. Here, some weird pumpkin head will challenge you to play the revolutionary new game he created. If you stomp on a square, it gets a DK picture on it. If he stomps a square, it gets a picture of King K. Rool's head. Simple enough, eh? The only real trick here is to always stomp on the K. Rool squares and make them yours. This way, you earn one square and he loses one. If you have more squares than him at the end of 60 seconds, you get his golden banana. I kinda feel sorry for him...

#2 - IN AN ICE CASTLE II

At the very start of the stage, go forward on the path until you reach the open area, then go right until the path ends. Now swim across the water to the land at the other side. Take the path going left until you get to the ice castle. Stomp the switch at the *back* of the castle to make a door on the top open. Use the 2 Lanky pads to "baboon balloon" up to the top floor and go inside. Gasp! The scarab here wants to challenge you to a race! Anyone who's raced against this fellow in Angry Aztecs knows how hard he is. Like in Angry Aztecs, you need to collect 50 coins and win the race. At the beginning, you MUST use the Lanky barrel to go faster. It's really hard to get past the scarab without touching him (and losing 3 coins), so be very careful when trying to pass him. In the first lava part, you need to slide down fast on the downward slope to make it past the gap. In the second lava part it's much harder. You'll need to jump to the side path, then back to the main path in a mere split-second. Near the end the slide splits into two parts and crosses each other a bunch of times. Be sure to go to the part with the coins, the scarab goes the other way. Remember, practicing blindly will get you nowhere. Learn from your mistakes and you'll make it...eventually :)

#3 - REALLY FAST RUNNING MONKEY

From the beginning of the stage, go into the river and follow it going *left*. Continue through the waterfall and you'll get to an area with lots of wooden cabins. Go to a cabin at the back with a Lanky pad beside it. Use the Lanky pad to balloon to the top of the cabin, then play your instrument on the pad up there to open the door to the cabin. Drop off the roof and go inside. Kill the enemies. When you hit the switch at the back, a golden banana appears...for 3 seconds. Not nearly enough time for you to get it. So use the Lanky barrel to become really fast, then hit the switch and sprint to the banana. You should be able to get it with a fraction of a second left.

#4 - LANKY IN THE IGLOO

Before you get this one, you must have opened up the igloo with Diddy (see Diddy's golden banana #4). Let Lanky play his instrument on the trombone pad to open up the door, then go inside. Defeat all of the beavers...then all of the Kremlings to make a Lanky pad appear on the structure in the center. Use the Lanky pad to begin climbing it, and continue climbing up with backflips and Lanky pads...and collect the easy golden banana at the top.

#5 - LANKY'S BLUEPRINTS IN CRYSTAL CAVES

Let Diddy get his rocketbarrels from one of the Diddy barrels in this stage, then fly to the area near Funky's Armory. There's a rock tower with a Kasplat at the top. Activate the #5 warp pad here, then go to the area with the wooden cabins. Using Lanky, climb up to the top of the large cabin, then use the #5 warp pad there to go to the rock tower with the Kasplat. Defeat the Kasplat and collect the blueprints. Take them to Snide's HQ in exchange for a golden banana. Here's how to get there: From the beginning, follow the wall at the right side until you get to a transparent ice wall (or a cave, if you already broke the ice wall). Break it open with Chunky's primate punch (Z + B) and go inside to Snide's HQ.

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TINY KONG'S BANANAS - CRYSTAL CAVES
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#1 - SMALL CAVE FOR SMALL MONKEY

At the very start of the stage, go forward on the path until you reach the open area, then go right until the path ends. Now swim across the water to the land at the other side. Take the path going right until you pass by Cranky's Lab. Hop into the Tiny barrel somewhere around here, then go into the small cave in the wall. Then go into the bonus barrel. Krazy Kong Klamour. The lights go off every few seconds and the Kongs and the banana are rearranged. You have 60 seconds to hit 5 bananas. If you hit the banana, the number at the corner goes down by 1. If you hit one of the Kongs, the number goes up by 1! When that number goes down to 0, you get your golden banana. It's pretty hard since the lights go off so quickly.

#2 - SMALL CAVE FOR SMALL MONKEY II

At the very start of the stage, go forward on the path until you reach the open area, then go right until the path ends. Now swim across the water to the land at the other side. Take the path going left until you get to Funky's Armory. Switch to TINY Kong, and make a left turn to a platform with a Diddy barrel. To a pony tail whirl to the Tiny barrel and become small. Whirl back to the platform with the Diddy barrel, then continue and go inside the small hole in the wall. Use the Tiny pad to monkeyport to an igloo in the igloo area. The golden banana is right there!

#3 - DEFEAT THE ENEMIES

From the beginning of the stage, go into the river and follow it going *left*. Continue through the waterfall and you'll get to an area with lots of wooden cabins. Go to the big cabin at the left (2nd floor) and let Tiny play her instrument on the Saxophone pad. Go inside the cabin. Defeat all of the purple Klaptraps with your explosive oranges. Be sure to collect the oranges they leave behind so you don't run out of ammo. When they're all gone, you get a golden banana.

#4 - TINY IN THE IGLOO

Before you get this one, you must have opened up the igloo with Diddy (see Diddy's golden banana #4). Let Tiny play her instrument on the saxophone pad to open up the door, then go inside. There's a gigantic enemy guy here! Defeat him with the move you learned from the banana fairy (hold B...then release). Simian Slam the target in the center and it'll start to move around. The giant guy that you killed comes back very quickly, so just kill him each time he does. Simian Slam the target a few more times and it will get increasingly smaller. It's hard to get it since it's moving so much. You need to be really quick due to the tiny time limit. After hitting it enough times, the golden banana is yours.

#5 - TINY'S BLUEPRINTS IN CRYSTAL CAVES

From the beginning of the stage, go into the river and follow it going *left*. Continue through the waterfall and you'll get to an area with lots of wooden cabins. Get up on the land and go to the platform high in the air with a Kasplat. Let Tiny defeat it and collect the purple blueprint. Take it to Snide's HQ to exchange it for a golden banana. Here's how to get there: From the beginning, follow the wall at the right side until you get to a transparent ice wall (or a cave, if you already broke the ice wall). Break it open with Chunky's primate punch 2(Z + B) and go inside to Snide's HQ.

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CHUNKY KONG'S BANANAS - CRYSTAL CAVES
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#1 - INVISIBLE CHUNKY SEES INVISIBLE BANANA

In the tunnel at the very beginning of this stage, you'll see a semi-

transparent ice wall at the left. Break it open with Chunky's primate punch (Z + B). Go inside and press Z on the Chunky pad to become invisible (you must have bought this move from Cranky). What's the use of being invisible? Now you can see invisible things! Get this easy golden banana. Rare has some strange logic, eh?

#2 - BLOW UP AN IGLOO

At the very start of the stage, go forward on the path until you reach the open area, then go right until the path ends. Now swim across the water to the land at the other side. Take the path going left until you get to the ice castle. From there, take a side path to a platform with a boulder on it. Use Chunky to pick up the boulder, take it to a nearby switch (with a picture of a boulder on it), and set it down there (press Z). For some unexplainable reason, an igloo explodes somewhere else in the level. Now go to a place in front of Cranky's Lab and use a primate punch to break a transparent wall of ice (that is, if you didn't already break it before). Inside, hop into a Chunky barrel to get super-huge. Pick up the boulder and put it down (press Z) on the moving switch. This causes yet another igloo to explode (killing a family of Eskimos, no doubt). Go to the area with lots of igloos and collect the golden banana from the platform where the igloo used to be.

#3 - SEARCHLIGHT SEEK

From the beginning of the stage, go into the river and follow it going *left*. Continue through the waterfall and you'll get to an area with lots of wooden cabins. Go to the big cabin at the left (1st floor) and let Chunky play his instrument on the Triangle pad. Go inside the cabin. There are searchlights going around the room. If you get touched by the light, you'll be caught and you'll need to start the room all over again. You need to simian slam all three targets in the room, then a Chunky pad will appear. Use it to become invisible so you can walk right into the light in the center and go into the bonus barrel: Searchlight Seek. A Klaptrap walks around calmly while you try to blow his head off by shooting melons at him. You have 60 seconds to hit 8 Klaptraps. That's about 1 Klaptrap every 7 seconds. Follow your target carefully and just shoot the melon a few steps ahead of him (by the time the melon reaches the floor, he'll have moved forward a few steps).

#4 - CHUNKY IN THE IGLOO

Before you get this one, you must have opened up the igloo with Diddy (see Diddy's golden banana #4). Let Chunky play his instrument on the triangle pad to open up the door, then go inside. There's a rabbit in the center of the room guarding a TNT barrel (hey, it's that same rabbit that you raced in Fungi Forest!). Meanwhile, a group of fireball enemies slowly make their way towards the barrel (hey, those are the same fireballs from the original DK arcade game!). If any of the fireballs reach the TNT barrel, the rabbit gets blown to bits! Attack the fireballs and don't let them reach the center. If you protect the rabbit until time runs out, you get a golden banana.

#5 - CHUNKY'S BLUEPRINTS IN CRYSTAL CAVES

Go to the igloo area (from the beginning, follow the river *right* until

Second, pull the one at the near side close to the wooden door. Third, pull the one on the far side far away from the door. If you did all of this correctly, the door opens...with a sweet mine cart ride inside! Like in the other ones, you need to collect enough coins to win. At some areas, there are two or even three tracks. You can switch tracks by pressing left or right on the control stick. You need to do this to collect some DK coins or to avoid the gravestones on the tracks. At some parts, a huge ghost will be in front of you swiping at you with his arm. Jump to avoid this. There's also a part where burning skills will come at you and the camera goes in front of you. Just be sure to switch to the track not being threatened by a skull. At the 'end', the track curves upwards and you'll go through the whole thing again (like in a roller coaster). If you have enough coins at the end, the golden banana is yours.

#4 - DONKEY KONG HEAD

Go to the part of the world at the front of the castle (where the 5 warp pads are). Drop down into the moat, swim to the entrance of the castle, then go inside the crack in the huge door. Go through these tunnels and you'll find a door that opens when you get close to it. Go inside. Go straight forward and simian slam the Donkey switch. In this next room, there's a blue picture on the floor made up of 9 tiles. Each time you stomp on a tile, the picture changes. Your mission is to slam the tiles so that they make a Donkey Kong head. When that's done, you get a golden banana.

#5 - DONKEY'S BLUEPRINTS IN CREEPY CASTLE

From the beginning of the world, go forward a bit and you'll come to a big tree with a Donkey pad beside it. If you didn't already open the entrance to the tree, do so now by completing the Barrel Blast Course (see Donkey's golden banana #1 for details). Go inside. Shoot the coconut switch and continue...then you'll see the yellow-haired Kasplat. Defeat him and collect the yellow blueprints. Take this to Snide's HQ (at the very top of the castle) to exchange it for a golden banana.

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DIDDY KONG'S BANANAS - CREEPY CASTLE
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#1 - THE VERY TIP TOP OF THE CASTLE...

Go up the circular path around the castle until you get to Cranky's Lab. Let Diddy hop into the Diddy barrel right beside the lab to get his rocketbarrels. Now zoom up to the very tip top of the castle (on top of the tower on the roof). Go right into the bonus barrel. Bug Bug Bash. It's kinda like the fly swatting game in Mario Paint for the SNES, but the controls here seems clunky and unresponsive :(Beating this one isn't too hard, but it's not easy either! Remember that if you try to hit a bug and miss, he will fly around faster before returning to his normal speed. Be patient and aim well and winning will be a snap. You get a golden banana for winning (as usual...).

#2 - THE BALLROOM

Somewhere along the long circular path going up the castle, there's a red Diddy switch in front of a door. Simian slam the switch to open the door. Go inside. Follow the path until you reach a spacious room with a checkered floor. This is the ballroom! Defeat all of the enemies on the floor and a Diddy barrel will appear. Hop into it to get your rocket barrels. Use them to fly *over* the candles in this room, thereby lighting them. When all the candles are lit, the bonus barrel appears. Fly right into it...for a round of Minecart Mayhem! You need to go through the tracks on a minecart while avoiding the TNT barrels that also goes on the same tracks. Hold Z to speed up, or hold B to slow down. When you come to a place where you can change tracks, arrows will appear at the sides and you can push the analog stick in the direction you want to go. Just remember to be as far away from the TNT barrel as possible and you'll be fine. Stay alive until the time runs out for a golden banana.

#3 - COUNT UP TO FOUR

From the beginning of the world, go forward on this path until you get to an area with brown wooden stairs. Do not go up the stairs. Instead, go to the edge and drop down to a new area. Go inside the door here to find a new underground place. Go left to the big skull. Shoot the peanut switch beside it to open it up and go inside. Now go left...then left again. Shoot the peanut switch here and proceed. There are 4 switches here numbered 1 to 4. Chimp Charge each of them in order (1, 2, 3, 4) to get another sweet golden banana.

#4 - SWINGING ON CHAINS

Go to the part of the world at the front of the castle (where the 5 warp pads are). Drop down into the moat, swim to the entrance of the castle, then go inside the crack in the huge door. Go through these tunnels and you'll find a door that opens when you get close to it. Go inside. Go right and Simian Slam the Diddy switch. There's the golden banana! But if you get too close to it, the entire wall flips around. So shoot the Peanut switch from far away (you can use the Sniper mode if you want) to make some chain ropes to come down from the ceiling. Swing on the chain ropes to the golden banana.

#5 - DIDDY'S BLUEPRINTS IN CREEPY CASTLE

From the beginning of the world, go forward on this path until you get to an area with brown wooden stairs. Do not go up the stairs. Instead, go to the edge and drop down to a new area. Go inside the door here to find a new underground place. Now unless you're blind, you will immediately notice the Kasplat here. Defeat him and collect the red blueprints. Bring them to Snide's HQ at the very top of the castle to exchange for a golden banana.

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LANKY KONG'S BANANAS - CREEPY CASTLE
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#1 - BEAVER BOTHER STRIKES BACK

Climb up the castle to the very top (on top of the roof). Simian Slam the red Lanky switch and enter the door of the tower. Now destroy all of the enemies to make a Lanky pad appear. Now get out your shooter and aim high in the sky...see the grape switches? Shoot all of the grape switches and the gate on the floor will be removed, and a really strong wind will come up from the ground (like one of those windpipes for indoor skydiving). Use the Lanky pad, then float into the wind to be blown up to the bonus barrel in the air. It's Beaver Bother! Playing this game actually caused my to throw my controller at the ground and yell "!@#\$ YOU RARE!!!". You are a Klaptrap, and you have 60 seconds to scare 15 beavers into the hole. That's 1 beaver every 4 seconds. Press A to jump and B to scare. Don't waste any time at all. If a beaver is stuck on the wall, look for another one. To make it go in the damn hole, get a beaver beside it and scare it while going around the hole. That seems to work for me. If you manage to beat this game, you get a golden banana.

#2 - THE GARDEN MAZE

Go up the long circular path going up the castle until you get to some kind of small greenhouse. Simian Slam the Lanky pad, then go inside. It's a huge garden maze! There's a golden banana at the other corner, and you have a limited time to get it. Make the camera as far away from you as possible (with C-down) so you can see well. Use the Lanky barrel to go really really fast (although the maze can actually be done without it).

#3 - SPRINT THROUGH THE TUNNEL...

From the beginning of the world, go forward on this path until you get to an area with brown wooden stairs. Do not go up the stairs. Instead, go to the edge and drop down to a new area. Go inside the door here to find a new underground place. Go right to the pillar. Shoot the Grape switch at the side and go inside the pillar. See the Lanky barrel here? Position yourself right under it and take out your gun. Shoot the grape switch and *QUICKLY* jump into the Lanky barrel. Sprint down the tunnel at the left and continue past the gate just before the time runs out. Now play your instrument on the music pad to make a series of vines come down. Swing across them.....to the golden banana.

#4 - TRICKY BABOON BALLOONS

Go to the part of the world at the front of the castle (where the 5 warp pads are). Drop down into the moat, swim to the entrance of the castle, then go inside the crack in the huge door. Go through these tunnels and you'll find a door that opens when you get close to it. Go inside. Go to the left and simian slam the Lanky switch (watch out for that enemy). Play your instrument on the Lanky pad to make some platforms appear out of the toxic sludge, each with Lanky pads. Use the Lanky pad to balloon to the next platform (actually, you can skip one). Be careful! Balloon again to the bonus barrel at the back. Kremling Kosh! You have 60 seconds to shoot 16 Kremplings in the barrels. Shoot the center barrel to reload your melon cannon. Just be quick to aim at a Kremling as soon as he pops out and shoot him. 60 seconds should be just enough time.

#5 - LANKY'S BLUEPRINTS IN CREEPY CASTLE

Go to the part of the world at the front of the castle (where the 5 warp pads are). Cross the bridge and continue up the circular path going up the castle. After a few seconds, you'll find the blue-haired Kasplat in plain view. Defeat him and collect the blueprints he leaves behind. Take this to Snide's HQ (which is at the very top of the castle) to exchange it for yet another golden banana.

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TINY KONG'S BANANAS - CREEPY CASTLE
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#1 - MONKEYPORT TO THE MUSEUM

Somewhere along the long circular path going up the castle, there's a red Diddy switch in front of a door. Use Diddy to Simian slam the switch to open the door...then switch to Tiny and go inside. Continue until you reach a room with a checkered floor. Use the Tiny pad here and you'll warp to an area of the museum. Use the Tiny barrel to become small, then go inside the small entrance to this building...and you'll have little race with a small car. This is the R & D room of Frantic Factory! You know how this works, press Z to move fast and control stick to steer. If you miss going through 5 flags you lose. And you need to collect 10 coins and win to get a golden banana. Remember that you ARE allowed to miss 5 flags! Use this to your advantage by taking some shortcuts.

#2 - IN A GARBAGE CAN

Go up the long circular path going up the castle until you get to some small buildings. Let Tiny Kong jump into the Tiny barrel to become tiny. Jump on the mushroom here to bounce to the top of the round gray structure. Drop into the hole to enter...the garbage can! There are a bunch of flies flying above you. You need to kill them all to get the golden banana. It's nearly impossible to hit them with your normal ammo, so get the red homing ammo from the sides of this room and shoot them down one by one.

#3 - HAND PLATFORMS ON TOXIC SLUDGE

From the beginning of the world, go forward on this path until you get to an area with brown wooden stairs. Do not go up the stairs. Instead, go to the edge and drop down to a new area. Go inside the door here to find a new underground place. Go right to the pillar. Shoot the Feather switch at the side and go inside the pillar. Go on the right path and ponytail whirl across the large gap. Simian Slam the Tiny switch to make stone hands pop out of the toxic slime thing. These hands go up and down and you need to use them as platforms to get to the golden banana at the other side. There are hands at the side too, but you don't need to use them. Just whirl from hand to hand to the banana.

#4 - BIG PONYTAIL WHIRL

Go to the part of the world at the front of the castle (where the 5 warp pads are). Drop down into the moat, swim to the entrance of the castle,

then go inside the crack in the huge door. Go through these tunnels until you get to a really wide gap with a bonus barrel at the end. Let Tiny do a big ponytail whirl to the other side (collecting some banana coins on the way). Go inside the bonus barrel for a round of Teetering Turtle Trouble. You need to shoot melons at the snakes to feed them and keep the turtles spinning. Here's a good technique: Just feed the 3 at the top row, reload (by shooting at the center), and feed the 3 at the bottom row. Continue like that until time runs out and you'll earn yourself a golden banana.

#5 - TINY'S BLUEPRINTS IN CREEPY CASTLE

From the beginning of the world, go forward on this path until you get to an area with brown wooden stairs. Do not go up the stairs. Instead, go to the edge and drop down to a new area. Continue going forward on this path, past a very narrow part, and you'll find the purple Kasplat. Defeat him (preferably using your shooter) and collect the purple blueprints. Take this to Snide's HQ at the very top of the castle to exchange it for a golden banana.

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CHUNKY KONG'S BANANAS - CREEPY CASTLE
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#1 - THE REVENGE OF BEAVER BOTHER

From the beginning of the world, go forward a bit and you'll come to a big tree with a Donkey pad beside it. If you didn't already open the entrance to the tree, do so now by completing the Barrel Blast Course (see Donkey's golden banana #1 for details). Go inside. Let Chunky do a primate punch (Z + B) on the cracked wall to smash it open, then proceed. The pineapple switch at the end of this chamber disappears when you get close to it, so stay far away and shoot it from afar with the help of the 'sniper mode'. Whee! A bonus barrel! Go inside it for the most frustrating experience of your life: Beaver Bother. You are a Klaptrap, and you have 60 seconds to scare 15 beavers into the hole. That's 1 beaver every 4 seconds. Press A to jump and B to scare. Don't waste any time at all. If a beaver is stuck on the wall, look for another one. To make it go in the damn hole, get a beaver beside it and scare it while going around the hole. That seems to work for me. If you manage to beat this game, you get a golden banana.

#2 - INVISIBLE BATS!

Go up the long circular path going up the castle until you get to some small buildings. See that wooden shed at the left? Use Chunky's primate punch (Z + B) to knock down the door, then go inside. You can hear some bats fluttering above you, but you can't see them. Hmm...use another primate punch to break open the box in the center of the room. Use the Chunky pad to become invisible...and now you can see the bats! Shoot them down with your pineapples. It helps a lot to have homing missiles here. When they're all dead, you get yet another golden banana.

#3 - SMASH OPEN THE COFFINS

From the beginning of the world, go forward on this path until you get to an area with brown wooden stairs. Do not go up the stairs. Instead, go to the edge and drop down to a new area. Go inside the door here to find a new underground place. Go left to the big skull. Shoot the pineapple switch beside it to open it up and go inside. Now go right and continue until the path ends. Shoot the pineapple switch here and proceed. Smash open the coffins at the sides of the room with a primate punch (Z + B). One of them contains a bonus barrel! Hop into it to play...Searchlight Seek! A Klaptrap walks around calmly while you try to blow his head off by shooting melons at him. Follow your target carefully and just shoot the melon a few steps ahead of him (by the time the melon reaches the floor, he'll have moved forward a few steps). Even for an expert like me (hehe...), this game is pretty hard. Keep practicing and you'll eventually get the flow of it.

#4 - THE MUSEUM

Somewhere along the long circular path going up the castle, there's a red Chunky switch and a sign that says "museum". Let Chunky simian slam the switch and go inside. Continue on the path, past the cute 'exhibits', until you reach a big spacious room. Get rid of the enemies first. Stand on the stone platform in the center...there's the golden banana :D But as soon as you get off the skull closes again :(See the three shields on the wall at the side? Punch each of them with a primate punch (Z + B). This causes another skull to open, with a rock inside! Take the rock and set it down on the stone platform to keep it down. Now you can conveniently get the golden banana.

#5 - CHUNKY'S BLUEPRINTS IN CREEPY CASTLE

Go to the part of the world at the front of the castle (where the 5 warp pads are). Drop down into the moat, swim to the entrance of the castle, then go inside the crack in the huge door. Look around in these tunnels and you'll find the green-haired Kasplat wandering around. Defeat him and collect the green blueprints. Take this to Snide's HQ (which is at the top of the castle) to exchange it for a golden banana.

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| 4) H I D E O U T   H E L M   W A L K T H R O U G H |  
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To reach Hideout Helm, use the Tiny Pad at the back of the giant K. Rool island (after giving all the needed boss keys to K. Lumsy). You'll be transported to the top of the island. Jump into the island's "mouth" and go inside. Switch to Chunky Kong with the Tag Barrel in this room, then use the Chunky pad to become invisible. Some vines appear! Use them to swing across the lava to the other side. Then enter Hideout Helm...

NOTE: You are given a time limit to de-activate the Blast-o-Matic machine. This time limit is based on the number of blueprints that you collected from the different stages. If you got all 40 blueprints, you get 50 minutes. It takes about 30 minutes for the average player. If you need more time, go back and get more blueprints!

Get Lanky Kong from the Tag barrel and use his orangstand to go up the steep slope (watch out for those enemies). Switch to Chunky and shoot

the pineapple switch to open up a secret door. Switch to Tiny Kong and hop into the Tiny barrel, now you can fit into the small hole in the wall.

Now you're at the Blast-o-Matic machine. Switch to Donkey and let him pull the lever. Some DK Stars appear in the air, along with a Diddy barrel. Switch to Diddy and hop into the barrel. Use your snazzy flying skills to quickly fly through all of the DK stars before time runs out. Now the doors in this room open...but there's still a cage covering them. Let Chunky knock down 4 of these cages.

To open the K. Rool door, you must collect the 5 banana medals in this place. Getting banana medals here is different from in other stages. You need to go into the character's room and defeat 2 challenging mini-games. To open the room, simply play the appropriate instrument on the music pad. All of the doors are easily found except for the Diddy door, which is high in the air. Use the rocketbarrels to reach it.

DONKEY KONG:

#1 - You need to jump into the blast barrel and shoot yourself at three different targets within the extremely small time limit. You need to have a quick eye here. There's no time for mistakes.

#2 - You're Rambi and you need to kill the required number of Kremlings before time runs out. If you hit one of the electricity things, you're dead. Again, the time limit is extremely small and you'll need to hurry the hell up.

CHUNKY KONG:

#1 - After Donkey's two difficult challenges, this is like a bonus. You just need to break open the boxes to find a hidden Kremling and defeat him. Hop into the Chunky barrel to become big, then primate punch away. You're given more than enough time here.

#2 - Shoot five Kremlings with the help of your Sniper mode. This game was really easy for me since I still had some homing ammo left from some other level. But if you don't have any homing ammo, then...
(Nelson voice) Ha ha!

TINY KONG:

#1 - In this one, you need to fly through the DK stars (with the pony tail whirl) without touching the floor, and then simian slam the switch at the end. Be careful in the third star, you'll need to sly through it and make a sharp turn to land on the platform. Other than that one, it's pretty basic.

#2 - Now you'll need to bounce on the mushrooms and fly through the DK stars (once again, using the pony tail whirl). You should have no problem with this one.

LANKY KONG:

#1 - You need to find the switch in this maze, then cross the finish

line. Get some speed from the Lanky barrel, then run through this maze quickly. With some luck, you can do it on your first try.

#2 - Your mission here is to shoot, and kill, three bees. It's pretty hard because of the time limit, so be quick. Position yourself close to a bee and fire away. Then go to another bee and repeat.

DIDDY KONG:

#1 - Of all the mini-game here, this is the weirdest. Find the Kremling that hit the switch to make is solid again, then simian slam it. You'll hear a sound when you kill the right Kremling. Keep your ears open.

#2 - Shoot all of the switches to get a nice surprise. Hop into the Diddy barrel to get the rocketbarrels, then fly up to the middle part of this place where the switches are. Shoot all four of them and the cage on the floor will lift up. Go down there and simian slam the switch.

Now that you have all of the banana medals, the K. Rool door will open up. The next door you come to required at least 4 battle crowns for you to pass (see the battle arenas section if you don't have enough). Now you'll see a cinema of K. Rool fleeing Hideout Helm on a getaway jet. Continue and you'll find a door with a picture of the Nintendo and Rareware coins on them. You need those coins to pass. Inside you'll find two banana fairies and the final boss key.

Now that you have all of the keys, go back to K. Lumsy and free him. He will go to DK Island and chase down K. Rool's jetplane (this cinema reminds me of that crappy Godzilla movie). Now get over there to fight the final boss, in the final battle of the game. Good luck! (see the "Boss strategies" section below for details).

5) B O S S S T R A T E G I E S

JUNGLE JAPES BOSS -- ARMY DILLO

You need to give 60 regular bananas to Troff n' Scoff, then you can fight this boss with Donkey. It's a huge armadillo with a metal "shell" and two big guns sticking out of it. At first he will hide his head in the metal shell and start shooting fireballs at you. Just go left and right, avoiding them. After a while he'll stick his head out and laugh a bit. This is your chance! Get the TNT barrel in the center and throw it at his head to hurt him. Now he'll curl up into a ball and start rolling at you. Just run away to avoid getting smashed until he goes back to his "fireball shooting" routine. Repeat the process until he's defeated (it takes only 3 hits).

ANGRY AZTECS BOSS -- DOGADON

You need to give 120 regular bananas to Troff n' Scoff, then you can fight this boss with Diddy. He's a big red flying dragon (more like a dragonfly actually) that spits out fire...and he's very easy. His

attacks are similar to the boss of Jungle Japes. He hovers in the air while throwing fireballs at you (although much faster). Move around to avoid getting hit. After a while he'll stop to give you a chance to hit him. Get the TNT barrel and throw it at him to knock him into the lava. After swimming around a bit, he'll burst out and do the fireball throwing again. It takes 3 hits to defeat him.

FRANTIC FACTORY BOSS -- MAD JACK

You need to give 200 regular bananas to Troff n' Scoff, then you can fight this boss with Tiny. Step into the light and the platforms will rise and bring you up to the sky. The arena is made up of 20 square platforms (4 rows, 4 columns) of alternating blue and white color. If you fall down, you will NOT lose energy and you'll be brought back up. You should use the pony tail whirl to jump between platforms. The huge jack-o-lantern boss will chase you by jumping from platform to platform. Just get away from him until he stops. Then he'll stop and throw fireballs at you. When he stops, TWO switches will appear. One on a white square and one on a blue one. You need to go to the switch that is on the same colored block as the boss and simply slam it to hurt him. You will get hurt if you slam the other one. He will repeat the procedure again. After you hit him twice, there will be no lights shining on the switches so they'll be harder to spot. After you hurt him 3 times, he'll start shooting lasers at you, which are much harder to avoid. After you hurt him 4 times, he'll become *invisible*. You can still see his shadow and the sparkles that trail him...and you WILL get hurt if he stomps on you. After hitting him the 5th time, he's dead.

GLOOMY GALLEON BOSS -- PUFFTOSS

You need to give 250 regular bananas to Troff n' Scoff, then you can fight this boss with Lanky. He's a big spiky blowfish that doesn't move. He just stays in the center and spins around to shoot fireballs at you. To avoid those fireballs, just DON'T STOP moving! The entire battle is done on a boat (press Z to move forward, control stick to steer, and A to jump). Each time you go through a DK star, a metal pole thing will come out of the water. After driving through 5 DK stars, the poles will make an electric current to zap the fish! Zap him five times to fully defeat him. There's a time limit to go through the stars that begins as soon as you go through the first one. If you don't go through the next DK star within the time limit, the poles will go down and you have to start again. It's 30 seconds for the first time, then 25, then 20, then 15, then 10.

FUNGI FOREST BOSS -- DOGADON

You need to give 300 regular bananas to Troff n' Scoff, then you can fight this boss with Chunky. He's that sissy dragonfly from Angry Aztecs...but this time he's not a sissy anymore. At first he'll fly in the air and quickly throw fireballs at you. Avoid them by moving left and right. When he stops (practically giving you a chance to hit him), throw the TNT barrel at him. You'll continue on like this for a while. He learned some new attacks: A shockwave attack, similar to what the Kasplats do to you (simply jump over it), and a 'firewave' attack. The firewave seems to be unavoidable. After a while, he'll go completely mad and stomp on the platform, causing it to slowly sink. You have a limited time before it completely sinks into the lava! Continue on like before...

but after you hit him with the TNT barrel, go into the Chunky barrel to become huge and start hitting him (you should be able to hit him AT LEAST 9 times). Be as fast as you can, because this platform WILL sink into the lava if you're not fast enough. After quite a few hits, he'll be defeated.

CRYSTAL CAVES BOSS -- ARMY DILLO

You need to give 350 regular bananas to Troff n' Scoff, then you can fight this boss with Donkey. That dumb armadillo from Jungle Japes is back, and he's got a few new tricks to try out on you. At first he'll do the same thing he did in the other battle, fling fireballs at you. Avoid them by moving to the side. As always, throw a TNT barrel at him at every chance you get. After a while, his cannons turn into rockets and lift him and drop him down, sending shockwaves through the arena (you can easily jump over them). Then his guns turn into a HUGE cannon on his back that throws fireballs at you (avoid them by moving left and right). His last new trick is a homing missile that chases you around. Get rid of it by making it smash into the TNT barrel in the center. Hit him with the TNT barrel a few more times and he's dead meat.

CREEPY CASTLE BOSS -- 2D K. ROOL

You need to give 400 regular bananas to Troff n' Scoff, then you can fight this boss with Lanky. No, it isn't K. Rool...its just a crappy cardboard cut-out of him. At first, he'll pop up on one side of the arena and shoot a few laser beams at you. Avoid them and quickly hop into the cannon to shoot yourself at him (and thereby hurt him). Continue like this until you hit him 3 times, then he'll lose an arm. [NOTE: If you miss him and blast yourself out of the arena, you can switch to a different Kong until all 5 are gone]. Now there will be 2 pictures of K. Rool that pop up. Be sure to blast yourself at the one that's solid, not the fake one. After 3 more hits, he loses another arm. Now comes that hard part. He'll pop up and down really fast and pop up again on another side (he rotates counter-clockwise). It's hard to see what side he's on thanks to DK64's horrible camera system. To do this well, get close to one cannon and adjust the camera so that you see the wall at the *right* side of it. When you see K. Rool come up on that side, get in the cannon as soon as he goes down and you hear him pop up on your side. Do this 3 more times you're finished.

FINAL BOSS -- KING K. ROOL

The final battle with K. Rool is a sort of boxing match. You get 12 rounds to defeat him, and each round lasts only 3 minutes. If you run out of energy you're game over, even if you have other Kongs left. Each Kong gets a turn in battling K. Rool. Starting with Donkey Kong...

DONKEY KONG: K. Rool will jump in the air and slam the ground, sending shockwaves through the arena. You can easily avoid them by jumping over. As soon as the blast barrels appear, climb up a corner of the arena and hop into it. The barrel moves up and down. As soon as you see K. Rool lift up his arms (as if bowing to the crowd), blast and him and hurt him! You need to do this with all of the barrels, and it gets harder each time. In the last barrel, you need to blast at him on the 5th "bounce" of the barrel. When this is all done, you move into the next round with Diddy Kong...

DIDDY KONG: K. Rool throws his glove around to attack you, and it comes right back to him like a boomerang. Avoid that for a few times and a Diddy barrel will appear in the center of the ring. Hop into it to get the rocketbarrels, then boost to the air where the spotlights are. There are two targets on one of the spotlights. Shoot both of the targets with peanuts (press B) and it will fall down...on K. Rool! Then the targets move to a different spotlight. Continue doing this with all of the lights and K. Rool is done for this round. Time for the next match with Lanky...

LANKY KONG: That spotlight is still on K. Rool's head, so he can't see anything and will just go around the arena like a drunk. There are small towers just outside the ring with buttons on them. You need to get as close to it as possible and push the button with your amazingly long arms (press B). When the button is pressed, a barrel appears. Throw the barrel to the center of the ring to set a banana peel there. Get ready at one of the music pads at the corners. When the banana peel is between you and K. Rool, play your instrument. K. Rool will come running towards you and slip on the banana peel! Do this 4 times to go to the next round...

TINY KONG: That spotlight is back off his head, and he's back to his shockwave attacks. This time it's much bigger, so you'll need to ponytail whirl over it. After a while, the Tiny barrel appears in the center. Jump into it to become small, then enter the small hole in K. Rool's shoe. Now you're in a battle with his huge foot. When you see the toes wiggle, be careful because those toes will move forward and hurt you. Continue dodging the toes until they all stop and one toe sticks up. Shoot it with a feather to tickle him! Then you'll come out of the shoe. Repeat the process until all four toes turn red (K. Rool apparently gets knocked out from a tickled foot). The second toe takes 2 shots to turn red, 3 shots for the 3rd toe, and 4 shots for the 4th one. Onward to the final round...

CHUNKY KONG: K. Rool doesn't feel like doing shockwaves this time. He'll bounce off the sides of the ring and he'll turn invisible. Fortunately, you can still see his shadow. Be careful not to get close to that shadow and simian slam the Chunky switch in the center. Chunky pads will appear. Use the to become invisible yourself. Now you can see K. Rool, and there's a Chunky barrel in the center. Use it to become giant Kong and you'll be automatically stuck in the corner. K. Rool is coming right towards you! When K. Rool is in front of you, do a primate punch (Z + B) to knock him to the other side. Continue repeating this process. It gets harder each time. In the 2nd time, he'll be faster. In the 3rd time, he'll be invisible. And in the 4th time, he'll be invisible AND move from side to side instead of a straight line. After 4 hits, he's knocked out for good.

Or is he...?

6) B A N A N A F A I R I E S

Banana fairies are hidden in secret places in the different levels. When you get close to one, you'll hear the music become 'twinkly'. Capturing

all of them is required to get 101%, and the banana camera is required to get them. Here's how to get the camera:

After you get Tiny and the mini-monkey move, go to the island in DK Isles shaped like a yellow head. Use the Tiny Barrel to become small, then go into the tiny entrance to the head. Inside you will meet the banana fairy. She'll tell you her sad story and give you the banana camera. To use this, press Z and C-down. Every time you capture a fairy, it will increase your maximum capacity of film, oranges, and crystal coconuts. Catch 'em all and bring them back to the banana queen to get the final golden banana.

= = = DK ISLES = = =

#1 - Remember the island where you got the banana camera (the one shaped like a head)? Beside that island is a smaller island with a coconut tree on it. Flying around that tree is the banana fairy.

#2 - Go to the entrance room (a.k.a. "lobby") of Frantic Factory. Using Chunky, do a primate punch (Z + B) to bust open the crate in the corner. Out comes a purple-haired kasplat and a banana fairy.

#3 - In the lobby of Fungi Forest, get Tiny and press C-up to look at the top of the room. There's a Tiny switch there! Obviously, you need to shoot it with a feather. Tada! Presenting the banana fairy!

#4 - Go to K. Rool's big mechanical island. At the back of it you will find a Tiny Kong pad. Let Tiny use it to warp to the top of the island. As soon as you get there, you can hear the banana fairy flying around nearby.

= = = JUNGLE JAPES = = =

#5 - In the bottom main area there's a steep slope. Use Lanky's orangstand to get up there and go in the cave. Simian Slam on the two pegs and a swarm of bees will appear. Destroy them all with the grape shooter to get a golden banana and the banana fairy.

#6 - Use Rambi to destroy the huge 'Rambi wall' in the caves leading to Cranky's Lab area. Somewhere inside there is a little lake...with the banana fairy flying around it.

= = = ANGRY AZTEC = = =

#7 - In the second large desert area, go into the temple with a picture of a llama on the front door. In one of the paths at the left there's the banana fairy flying around a small pipe.

#8 - In the second large desert area, enter the 'maze temple' with Tiny Kong (her entrance is on the second floor). Shoot the feather switch, then take the left path. Hop into the Tiny Barrel and enter the little hole in the wall. Here you'll find the you-know-what.

= = = FRANTIC FACTORY = = =

#9 - Go to the testing department where there's a big tower of blocks in

the center of the room. Use an 'up-down' block platform to reach Funky's Armory where you'll find the banana fairy.

#10 - Go to the testing department where there's a big tower of blocks in the center of the room. Use an 'up-down' block platform to reach the tunnel that leads to Donkey's counting game. The banana fairy is waiting for you in the tunnel.

= = = GLOOMY GALLEON = = =

#11 - From the beginning of the level, go straight forward until you reach the area with the shipwrecks. Go into the hollow ship at the right and follow the path. Now you have 3 treasure chests. Open up the left one with Chunky's primate punch (Z + B) to reveal a banana fairy.

#12 - Go to the large water area that is NOT the lighthouse area. Swim to the right part of the area where you'll find some sort of cactus growing out of the water. Climb on top of it and play Tiny's instrument on the saxophone pad. A gate of a sunken ship opens! Quickly swim back to the main part of this area and go inside the hole of the sunken ship. Inside one of the cells there's a banana fairy.

= = = FUNGI FOREST = = =

#13 - Make sure that it's nighttime. Go to the area with lots of houses. Go to the house at the right side. Using Diddy, climb up the boxes at the side and use the Diddy pad go into the hole in the wall. Play the guitar on the music pad to call Squawks and he'll come bringing you light. After you get the golden banana, the banana fairy will appear.

#14 - First, make sure it's nighttime. From the main area, go through the blue tunnel to a place with lots of houses. Then go through a path with thorny bushes at the side. You'll come to a house surrounded by thorny bushes. Get invincible from the Donkey barrel at the side of the house, then go to the back of it and simian slam the Donkey switch. Go around to the entrance of the house and go in. Go upstairs and smash the "?" box to release a banana fairy.

= = = CRYSTAL CAVES = = =

#15 - Go to the big igloo and let Tiny play her instrument on the saxophone pad to open up the door, then go inside. Defeat the enemy by holding B...then release. Simian Slam the target in the center. Kill the giant enemy whenever he comes back. Slam the target a few more times and it will get smaller. Hit it enough times to make the golden banana, and a banana fairy, appear.

#16 - From the beginning of the stage, go into the river and follow it going *left*. Continue to the area with lots of wooden cabins. Go to the big cabin at the left (3rd floor) and let Diddy play his instrument on the Guitar pad. Inside, defeat the two big "club enemies" with the move that you learned from the queen banana fairy (hold B then release). Use the Diddy pad to reach Diddy barrel. Fly over the tips of the candles to light of them. When all of the candles are lit, you get a golden banana and a banana fairy appears.

= = = CREEPY CASTLE = = =

#17 - From the beginning, go forward until you get to a big tree with a Donkey pad beside it. Complete the 'Barrel Blast Course' to open the tree. Go inside. Shoot the coconut switch and continue...then fall into the hole. Swim to the floating piece of wood at the other side. Look up at the sky. Is it a bird? A plane? Hell no, it's a banana fairy!

#18 - Somewhere along the long circular path going up the castle, there's a red Diddy switch in front of a door. Use Diddy to slam the switch to open the door, then switch to Tiny and go inside. Continue until you reach a room with a checkered floor. Use the Tiny pad here and you'll warp to an area of the museum. The banana fairy is right there.

= = = HIDEOUT HELM = = =

#19 & #20 - At the very end of the level, after completing all of the mini-games and getting all the medals, there's a door with a picture of a Nintendo coin and Rareware coin on it. You need those coins to enter. Two banana fairies are there, together with the DK key.

7) B A T T L E A R E N A S

1. DK ISLES: Go to the room where Snide's HQ is (on the big Crocodile Island). Use Chunky to lift the boulder off of the Battle Pad, then go in there. "Bish Bash Brawl". You'll be fighting against 3 regular Kremlings at a time. Piece of cake!
2. DK ISLES: Go to the lobby of Fungi Forest. Look up at the ceiling to see a mushroom flying around like mad. You should shoot the mushroom according to the color it is (yellow for Donkey, red for Diddy...). After shooting it with all five Kongs, a gate will open to uncover a Chunky barrel. If you already got the 'gorilla gone' from Cranky in Creepy Castle, hop into it to become invisible, then use the battle pad on the wooden platform. In this arena, you'll be attacked by 2 skeleton kremlings and a Kasplat.
3. JUNGLE JAPES: Right in front of Funky's Armory on the hill is the Battle Pad. "Beaver Brawl!". You're attacked by an army of beavers. Yep, nothing else but beavers. It should be no problem (unless you're new to the controls, in which it is understandable if this takes you a few tries).
4. ANGRY AZTEC: Inside the temple in the first large desert area, you need to get Lanky's golden banana #1 (see the walkthrough). The water will drain, allowing you to enter the battle arena. "Kritter Karnage!". The enemies here are all regular Kremlings...they're slightly harder to beat than beavers, but still, they should no trouble at all.
5. FRANTIC FACTORY: Go to the "R & D" room (you can use the #2 warp pad for a shortcut). Go into the first door at the right and follow the tunnel until you get to a level. Pull it to open up some areas of floor and reveal the Battle Pad. Go back to the main R & D room and enter the battle pad. "Arena Ambush". You fight against a Kasplat and normal

Kremling at a time. Survive for 60 seconds and the battle crown is yours.

6. GLOOMY GALLEON: From the beginning, go straight forward until you get to a place with broken ships on land. At the left is the battle pad behind a cage. Bust the cage down with Chunky's primate punch (B + A) and enter the battle arena. "More Kritter Karnage!". As you can tell from the name, you'll be attacked by a lot of regular Kremlings. It's more that before, but still not too hard to beat.

7. FUNGI FOREST: First, make sure that it's nighttime and go to the giant mushroom area (go through the purple tunnel from the beginning area). Climb to the very top of the mushroom, then go down the ladder to the platform with the battle pad. Actually, you could easily get here using Diddy's rocketbarrels...but that wouldn't be right :)

8. CRYSTAL CAVES: From the beginning of the stage, go into the river and follow it going *left*. Continue through the waterfall and you'll get to an area with lots of wooden cabins. Go to the cabin at the back and play Donkey's instrument on the bongo pad. Go inside and you'll see the battle pad on one of the walls. Hit the switch to rotate the room, then you can reach the battle pad.

9. CREEPY CASTLE: Go up the long circular path going up the castle until you get to some kind of small greenhouse. Simian Slam the Lanky pad and go inside. There's a golden banana at the end of this maze, and you have a limited time to get it. After getting it, the battle pad appears somewhere else in the maze. Go back and get it!

10. HIDEOUT HELM: In the room with the giant Blast-o-matic machine, hop into the Diddy barrel to get your rocketbarrels, then fly to the top of the machine. The battle pad is there at the top. "Shockwave Showdown!". You need to survive the attacks of 2 Kasplats and 1 normal Kremling... for 90 seconds! In the last 15 seconds, a THIRD Kasplat will join in!!!

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| 8) N I N T E N D O / R A R E W A R E   C O I N |  
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= = = DK ARCADE: THE NINTENDO COIN = = =

To get the Nintendo coin, you must beat the "Original Donkey Kong Arcade Machine"...I'll call it the DK Arcade for short. See Donkey's golden banana #1 in Frantic Factory to learn how to get to the DK Arcade. Once you're there, pull the lever to begin.

The controls are simple enough: Press A to jump and use the control stick or D-pad to move. Personally, I prefer using the D-pad. It feels like more of a classic game with it...and besides, it needs to have SOME use. The first time you beat the game you will get a golden banana. After that you will win the Nintendo Coin. Here's a level-by-level walkthrough...

LEVEL 1: Donkey Kong is at the top throwing barrels around the place. Some of them roll down, others drop down quickly. If a barrel touches the fire at the bottom left corner, it turns into a fireball enemy!

Obviously, to beat this level you must climb up the ladders to the top (where Pauline is). Jump over any barrels or fireballs you meet. The barrels can also roll down the ladders (even broken ones), so be careful about them. Keep in mind that you die right away from a slight fall (what a weakling). You can also use the hammers to bash away at the barrels!

LEVEL 2: The conveyers in this level move either to the left or right and you need to struggle to control yourself on them. The pies moving on the conveyers will kill you if you touch them, but you can jump over them or destroy them with a hammer. In my opinion, this is the easiest of the four levels. Next...

LEVEL 3: See that fireball at the next platform? Wherever he is, make sure you're on the opposite side! When you jump to the next elevator, keep in mind that falling from a high distance will kill Mario. If the elevator is too low when you jump on, he dies. If it's even a millimeter too high, he dies. Jump on the series platforms and continue until you reach the top where DK is throwing springs at you (hopefully, you have kept your sanity while listening to this sound "Bwewet bwewet bwooo!"). Climb the ladder to the top platform and STAY WHERE YOU ARE. The springs can't touch get you if your standing in the space above the ladder. Move left a few pixels...just so that the springs don't get you. Right after a spring jumps over you, dash to the ladder and climb up to the finish.

LEVEL 4: This level is different from the others. Instead of getting to the top platform, you must past over all of the little yellow boxes. There's a lot of fireballs here, so be very cautious. If there are too many, get that hammer and bash as many as you can! When you've passed over all of them, the whole place will break and you will be reunited with your one love, Pauline...or the Nintendo Coin :)

= = = JETPAC: THE RAREWARE COIN = = =

After you have collected at least 15 banana medals from the different stages (with the different characters), go to Cranky's Lab (any level) and he will let you play the Jetpac game. I'm not sure, but I think this was the first game that Rareware made.

It's a simple game, so simple that I could make it myself if I had the tools. Hold A to fly (very smooth effect, by the way), press B to shoot your shiny laser gun, and use the control stick OR the D-pad to move around. I prefer to always hold B and fire like crazy. The sound may be annoying, but you're well protected. I also use the control stick, not the D-pad, to move.

At first, you must grab the parts of your ship and put them all together to fix it. Then you must get the purple fuel boxes that magically drop out of the sky and add them to your ship. When the ship is full of gas and is blinking, you can use it to go to the next level, where your gas tank is empty again and more enemies await you.

After you get 5000 points, the shiny Rareware coin will drop from the sky for you to collect. It's best to stay near the top of the screen as much as possible since there's more space, less enemies, and you can collect the items/fuel immediately. If you want to get a high score, STAY on the FIRST LEVEL...things will only get harder if you go on to

the next. Just keep collecting the items that fall from the sky and you'll be getting points like dry leaves in autumn. By the way, my high score is about 26,000. I didn't really try working hard to get that, so don't brag to me about how much higher you can get!

9) R E G U L A R B A N A N A S

If you are as perfectionist as I am, you probably tried to get 100 bananas with every character in every level. In this section you'll find a list with the locations of every banana in the game. Yes, all 3500 of them.

Only try getting all of the bananas if you're already familiar with the level so that the phrases below will make sense. Sorry if these descriptions are pretty vague, I tried to make it as concise as possible. If you have any questions or corrections, send them to me at junbug@mozcom.com.

= = = JUNGLE JAPES = = =

JUNGLE JAPES: DONKEY KONG

- o On the vines at the very beginning..... 5
- o Balloon floating over the big X.....10
- o On the #3 warp pad in the main area..... 5
- o On the *other* #3 warp pad at the other side..... 5
- o On the tree beside Funky's Armory..... 5
- o On the tree beside the barrel cannon..... 5
- o On the tree beside Diddy's cage..... 5
- o On the path from Diddy's cage to Snide's HQ..... 6
- o In the cave leading the Cranky's Lab area..... 9
- o Beside the Troff n' Scoff portal in the main area..... 5
- o A Balloon in front of Snide's HQ.....10
- o A Balloon in front of Cranky's Lab.....10
- o Beside the Rambi Crate..... 5
- o On the Donkey switch in the Cranky's Lab area..... 5
- o Two banana bunches in the barrel blast course.....10

JUNGLE JAPES: DIDDY KONG

- o On the path at the very beginning..... 5
- o Balloon in a side-room of the first cave.....10
- o Two bunches underwater in the lake.....10
- o Bunches on some of the treetops in the main area.....20
- o In the cave leading to the Cranky area..... 3
- o On the Diddy switch in the Cranky area..... 5
- o Around the "pillar" at the top of the hill..... 7
- o Balloon on top of the "pillar" at the top of the hill.....10
- o A path of bananas in the mining area..... 5
- o On an overturned mine-cart inside the mining area..... 5
- o A balloon in the mining area.....10
- o On a crate near the conveyer in the mining area..... 5

- o A bunch *right* before the mine-cart ride..... 5

JUNGLE JAPES: LANKY KONG

- o In a side-room of the tunnel at the beginning..... 5
- o Underwater in the lake of the main area..... 5
- o On the slope leading to Lanky's golden banana #2..... 3
- o Four bunches inside the room at the top of that slope.....20
- o Balloon in the same room mentioned above.....10
- o Bunch over Lanky's switch in the Cranky area..... 5
- o There's also a balloon over that switch.....10
- o Bunch beside Snide's HQ..... 5
- o On top of a tree in the Cranky area..... 5
- o Around the switch of _Chunky's_ golden banana #4..... 5
- o Balloon over Lanky's kasplat.....10
- o On the 2 slopes around Lanky's kasplat.....11
- o Single banana on the path to Lanky's kasplat..... 1
- o On a tree in front of Snide's HQ..... 5

JUNGLE JAPES: TINY KONG

- o Balloon at the pond where the banana fairy is.....10
- o On the path to that banana fairy..... 7
- o Bunch at Tiny's switch in the area with Cranky's Lab..... 5
- o Balloon right over that switch.....10
- o On top of a tree in the area with Cranky's Lab..... 5
- o In a side-room of the tunnel at the beginning..... 5
- o In the tunnel at the beginning..... 5
- o Three bunches in a log tunnel in the "honeycomb area".....15
- o Three more bunches in another log tunnel.....15
- o A bunch in front of the honeycomb..... 5
- o Balloon in the first room inside the honeycomb.....10
- o More bananas in the third room of the honeycomb..... 8

JUNGLE JAPES: CHUNKY KONG

- o Balloons around the boulder in the cave opened by Rambi.....30
- o Inside the boulder mentioned above..... 5
- o On the roof of Cranky's Lab..... 5
- o On the roof of Funky's Armory.....10
- o Around the Big X in the main area..... 5
- o Inside the cave *under* the Big X.....15
- o In the cave leading to the "beehive-and-large-trees area"...10
- o On the large trees mentioned above.....20

= = = ANGRY AZTEC = = =

ANGRY AZTEC: DONKEY KONG

- o On the tops of the trees in the first large area.....15
- o On the stairs to the llama's cage in the same area..... 3
- o Two balloons floating in front of Cranky's Lab.....20
- o Two bunches in a side-room of the first cave.....10
- o On the stairs going to the tag barrel near Snide's HQ..... 3
- o On the stairs in front of the llama temple..... 4

- o Balloon behind the llama temple.....10
- o On the stairs *inside* the llama temple.....15
- o On the path to Donkey's golden banana #3 (see walkthrough)..20

ANGRY AZTEC: DIDDY KONG

- o On the #2 warp pad in the first large area..... 5
- o Balloon floating over the #2 warp pad.....10
- o In the tunnel going to the second large area.....
- o On the three monkey tongues in the temple of the 1st area... 3
- o On the looong monkey tongue in the same temple.....15
- o In the water in the same temple..... 7
- o On the stairs on the outside of the "maze temple"..... 4
- o On the stairs leading to the Diddy barrel in the 2nd area... 3
- o On top of the llama temple (use the rocketbarrel)..... 5
- o On the stairs leading to the "four gongs platform"..... 3
- o Balloon in Diddy's part of the maze temple.....10
- o On the three trees around the "four gongs platform".....15
- o Inside the ring of the totem pole in the second area..... 5
- o Use the #5 warp pad in the 2nd area to find a balloon.....10

ANGRY AZTEC: LANKY KONG

- o Beside Cranky's Lab..... 5
- o On the *very* narrow path leading to Cranky's Lab..... 5
- o On the #1 warp pad inside the llama temple..... 5
- o On the stairs in the llama temple..... 6
- o Two balloons beside Lanky's cage in the llama temple.....20
- o In Lanky's room in the Llama temple (the one with the dumb noises matching mini-game)..... 5
- o Around Lanky's golden banana #1 (see walkthrough).....14
- o In the tunnel at the very beginning of the world..... 5
- o Balloon in Lanky's part of the maze temple.....10
- o On the 5 palm trees in the second large area.....25

ANGRY AZTEC: TINY KONG

- o In the tunnel going to the second large area.....10
- o On the narrow path to the maze temple..... 5
- o On the five palm trees around the maze temple.....25
- o Under the Tiny barrel beside the "four gongs area"..... 5
- o On the #2 warp pad in the 2nd large area..... 5
- o Path of bananas leading into a pipe inside the llama temple. 5
- o In the room with Tiny's golden banana #3 (see walkthrough)..10
- o Balloon floating around in the llama temple.....10
- o Two balloons in the room with Tiny's cage.....20
- o On the way to Tiny's golden banana #1 (see walkthrough)..... 5

ANGRY AZTEC: CHUNKY KONG

- o In the room with the jars and symbols and such.....20
- o Between the two sand pits in the first cave..... 5
- o In the temple of the 1st area, in a corner.....25
- o Balloon inside the same temple, in the room where Lanky got a gold banana.....10
- o In the same temple, on the path to Chunky's gold banana..... 4

- o On the steps around the Tag Barrel near Snide's HQ..... 6
- o Around the totem-pole.....10
- o Balloons in the maze temple.....20

= = = FRANTIC FACTORY = = =

FRANTIC FACTORY: DONKEY KONG

- o On the path from the beginning to the production room.....11
- o From the production room to the "Chunky's cage room"..... 4
- o Balloon in front of Cranky and Candy's place.....10
- o In Donkey's Barrel Blast course.....20
- o On the path to the room where you stomp on the blocks in
order (1-16) for the golden banana..... 5
- o There's also a balloon in that room.....10
- o Balloon going around a hole in a side-room of the R&D room..10
- o In the shed you find after dropping down that hole.....15
- o Inside the machine in the production room.....15

FRANTIC FACTORY: DIDDY KONG

- o A path of bananas to the room with the DK Arcade machine.... 5
- o A bunch of bananas at the end of that path..... 5
- o Around the big machine in the production room.....12
- o On the path to Funky's Armory..... 8
- o On to way climbing up the tall tower of blocks.....25
- o THREE balloons in Diddy's side-room of the R&D room.....30
- o One the way to Diddy's banana in the production room.....15

FRANTIC FACTORY: LANKY KONG

- o On the path to Cranky and Candy's place..... 5
- o On the steep pipe in the "Chunky's cage room"..... 5
- o On the #2 bananaports (a bunch on each pad).....10
- o Around the R&D room.....10
- o A balloon inside the big machine in the production room....10
- o A balloon by the tag barrel high up in the production room..10
- o A LOT of bunches found while climbing the production room...40
- o Balloon in the room with the big colorful organ.....10

FRANTIC FACTORY: TINY KONG

- o In the tiny tunnel in the room with the DK arcade machine... 5
- o Balloon beside Snide's HQ.....10
- o Path from the start to the room with the tower of blocks....10
- o Balloon in front of Funky's Armory.....10
- o In the tiny tunnel in the testing room that leads to the
"target practice" mini-game.....10
- o On the conveyer belts high up on the production machine.....20
- o On a small platform high up in the production room (do a
ponytail whirl from gold banana #4)..... 5
- o On the pole going down to the production room, there's a
side-room at mid-point with two bunches.....10
- o On to way to the slot car race (side-path of the R&D room)..10

FRANTIC FACTORY: CHUNKY KONG

- o On the #1 bananaports (a bunch on each pad).....10
- o On the #3 bananaport beside Snide's HQ..... 5
- o In the room beside the "Chunky's cage" room.....15
- o On the pole leading down to the production room.....10
- o There's also a balloon at the top of that pole.....10
- o Balloon at the top of the pole beside Snide's HQ.....10
- o Four bunches on the rotating platform of the
production machine.....20
- o Balloon in the room where you fight the big mutant toy.....10
- o Bananas at the side of that same room.....10

= = = GLOOMY GALLEON = = =

GLOOMY GALLEON: DONKEY KONG

- o Coming soon...

GLOOMY GALLEON: DIDDY KONG

- o Top of lighthouse, just under the guitar pad.....10
- o Balloon on top of the seal's cage (use the jetpack).....10
- o Underwater bunches around the gate where that large fish
comes out.....20
- o Inside Diddy's area of the sunken ship.....14
- o In the cave leading to the "treasure room" (that Enguarde
opens by jumping through the DK Star)..... 6
- o Balloon inside the "treasure room".....10
- o Balloon near those music pads near Funky's Armory.....10
- o Received by using the cannon to reach Cranky's Lab.....10
- o Near the sunken ship that has two entrances.....10

GLOOMY GALLEON: LANKY KONG

- o Not yet...

GLOOMY GALLEON: TINY KONG

- o Watch this space...

GLOOMY GALLEON: CHUNKY KONG

- o Hold your horses...

= = = FUNGI FOREST = = =

FUNGI FOREST: DONKEY KONG

- o On the #5 bananaports (one bunch on each pad).....10
- o Inside the giant mushroom (use the cannons).....15

- o On ledge of the giant mushroom that has Tiny's Kasplat.....15
- o In Donkey's Blast Barrel course.....10
- o In tunnel leading to giant mushroom area..... 5
- o In tunnel leading to the area with the barns and such..... 5
- o Inside the conveyor-belt room, under the "?" box..... 5
- o Inside the same place, balloon over the three levers.....10
- o Balloon behind the barn that Diddy enters and needs
Squawk's flashlight in go through a dark room.....10
- o Path to the barn that DK opens by becoming invincible..... 5
- o On the Donkey switch behind the same barn..... 5
- o Inside the same barn, under the "?" box on the lower level.. 5

FUNGI FOREST: DIDDY KONG

- o At the jetpack barrel in the clock area.....10
- o At the jetpack barrel in the giant mushroom area.....10
- o On the #4 bananaports (one bunch on each pad).....10
- o Top of the tree with that dumb owl..... 5
- o Around the same tree.....10
- o Inside the giant mushroom, where Diddy's kasplat is..... 7
- o On the way into the barn where Diddy needs Squawk's
flashlight to get through the dark maze room..... 8
- o Two bunches inside the same barn.....10
- o Around the top of the giant mushroom.....10
- o Balloon near Snide's HQ.....10
- o Balloon inside the barn room with the machine that pulls up
the gold banana out of the ground outside.....10

FUNGI FOREST: LANKY KONG

- o In one of the rooms at the top of the giant mushroom.....10
- o In the other room at top of the giant mushroom..... 5
- o On the Lanky switch at the VERY top of the giant mushroom... 5
- o Balloon in the giant mushroom, near the bottom.....10
- o Balloon in the giant mushroom, near the top.....10
- o Path leading to the rabbit near the owl's tree..... 8
- o On the rope behind the barn with the moat..... 3
- o On the roof of the same barn..... 4
- o Entrance to the "attic" of that barn..... 5
- o Inside the "attic" of the barn..... 5
- o Above the Lanky pad (go straight up while a balloon)..... 5
- o On the #1 pad near the clock..... 5
- o On the #3 pad in front of the giant mushroom..... 5
- o Around the base of the giant mushroom.....10
- o In the tunnel leading to the tree area.....10

FUNGI FOREST: TINY KONG

- o On the #3 port near the clock..... 5
- o On the mushroom-trees in the area with the tomatoes.....15
- o Balloon near Donkey Kong's kasplat.....10
- o In the room in the barn that Tiny enters at night.....15
- o In the room where you fight the spider..... 5
- o In the water around the barn.....17
- o Around that place where you get the bean for the beanstalk.. 8
- o Above the same place (sorry, I don't know what to call it).. 5
- o Balloon near Tiny's kasplat.....10

- o On the switch inside the giant mushroom (at the bottom)..... 5
- o In the tunnel leading to the area with the tomatoes..... 5

FUNGI FOREST: CHUNKY KONG

- o On the well near the clock..... 5
- o On the #2 bananaports (one bunch on each pad).....10
- o On the Triangle pad in the barn (the same room where Tiny enters at night)..... 5
- o Around the apple in the area where you smash tomatoes..... 9
- o Balloon in room on top of the giant mushroom where you have to make Chunky's face on the wall.....10
- o On the Chunky switch in the same room..... 5
- o Inside the giant mushroom (lower level).....16
- o Inside the giant mushroom (upper level). This includes the bunch near the exit toe Chunky's kasplat.....30
- o Balloon above Chunky's kasplat outside the giant mushroom...10

= = = CRYSTAL CAVES = = =

CRYSTAL CAVES: DONKEY KONG

- o On the #1 bananaports (5 on each pad).....10
- o Balloon in the small room near the beginning.....10
- o Around the largest igloo in the igloo area..... 5
- o Inside the igloo, on top of the doorway..... 5
- o Balloon inside the igloo.....10
- o Within the rotating walls inside the igloo..... 7
- o On the way to the room where Hunky Chunky moves the huge boulder onto the moving switch..... 3
- o Balloon in the same room.....10
- o Around the Donkey pad on the way to Cranky's Lab..... 5
- o In Donkey's Blast Barrel course.....20
- o Inside the cabin with the "memory match" game..... 5
- o On the Bongo pad in front of the cabin beside Candy..... 5
- o Inside the room opened by that same Bongo pad..... 5

CRYSTAL CAVES: DIDDY KONG

- o On the path from Funky to the nearby Diddy barrel..... 5
- o Beneath the bonus barrel near the waterfall by Funky..... 5
- o On the #4 bananaports (5 on each pad).....10
- o Additional bananas around Diddy's kasplat..... 5
- o On the candles inside one of Diddy's rooms near Candy.....15
- o In the difficult room where Diddy must use the jetpack to kill the enemies.....10
- o Balloon inside the igloo.....10
- o In the air around the igloo (5 are on a high ledge, 5 are on the DK star, 5 are above the ice with Chunky's gold banana, 5 above the ice with Tiny's gold banana).....20
- o Balloon around the #4 port near Cranky.....10
- o Balloon high above near the cabin to the left of Candy.....10

CRYSTAL CAVES: LANKY KONG

- o At the beginning of the level..... 5
- o Around Lanky's kasplat.....20
- o Balloon inside the "ice palace" (where you play a game trying to show more "DK" symbols than Kremling symbols)..10
- o Top of the "ice palace" (before the beetle rematch race).... 5
- o Underwater, between the waterfalls in the area with Candy...10
- o Balloon behind the waterfall to the right of Candy (the one with nowhere to go behind it).....10
- o On the roof of the cabin near the same waterfall..... 5
- o On the switch inside the same cabin..... 5
- o In the air near Cranky's Lab (use the Lanky pad).....15
- o In the igloo, on the platforms reached by the Lanky pads.... 5
- o Balloon at the top of the same room in the igloo.....10

CRYSTAL CAVES: TINY KONG

-
- o Underwater, in the region with Cranky.....10
 - o Balloon inside the igloo.....10
 - o Banana bunch in the air inside the igloo..... 5
 - o On the #3 ports (note that one of the ports is not visible until after the gold banana in the room is received, so it may seem that the banana bunch is not over anything, whereas the #3 port is right underneath it).....10
 - o Balloon in the room with Diddy's kasplat.....10
 - o Next to the gold banana under the ice (monkeyport from the room with Diddy's kasplat)..... 5
 - o Banana bunches inside the cabin to the left of Candy.....10
 - o Strange balloon moving up and down in the same room.....10
 - o Balloon near Tiny's kasplat.....10
 - o Around the giant Kosha causing the avalanches.....20

CRYSTAL CAVES: CHUNKY KONG

-
- o Balloon near Snide's HQ.....10
 - o On the Chunky pad used to get an invisible banana near the beginning of the level..... 5
 - o On the way to that same room..... 3
 - o On the way to Snide's HQ..... 3
 - o On the ramp used to reach the switch for the boulder near the "ice palace"..... 3
 - o Under the boulder just before that ramp..... 5
 - o On the switch at the top of the ramp..... 5
 - o Around the giant boulder for "Hunky Chunky"..... 6
 - o Underneath the same giant boulder..... 5
 - o Around the gold banana revealed by moving that giant boulder onto the moving switch..... 5
 - o Balloon in the room Chunky reaches by using the #3 port....10
 - o On the #2 bananaports (a bunch on each pad).....10
 - o Around the bonus barrel in the searchlight room near Candy..20
 - o Balloon inside the igloo.....10

= = = CREEPY CASTLE = = =

Note: I will use the term "Candy's floor" for those collected in the general area of the castle where Candy is found. This includes all side-rooms to this area (like where Lanky balloons his way to a bonus

barrel). Similarly, "Funky's floor" will refer to the general area where Funky is found, including the minecart ride for DK.

CREEPY CASTLE: DONKEY KONG

- o On the bridge at the very beginning..... 5
- o Path of bananas leading around the castle to the #2 port....45
- o DK's room on Candy's floor..... 5
- o On the #2 port inside Funky's floor, before the lever room.. 5
- o Balloon inside the same lever room.....10
- o Balloon near DK's kasplat.....10
- o On the "raft" in the room where DK uses the Sniper to hit the targets and raise the water for the gold banana..... 5
- o Inside the library, in the room where killing the enemies reveals the switch..... 5
- o Two bunches inside the library, where those books move about and cause trouble.....10

CREEPY CASTLE: DIDDY KONG

- o Candy's floor; Chunky's Primate Punching opens the way to four banana bunches.....20
- o Balloon inside Diddy's room on Candy's floor.....10
- o On the #1 port just before Diddy's room on Funky's floor.... 5
- o Balloon inside the same room (it's pretty tricky: hit the numbers OUT of order to release it).....10
- o On the candles inside the ballroom.....15
- o Balloon inside the ballroom.....10
- o Balloon above the door opened by DK, Diddy, and Chunky on Funky's floor.....10
- o Balloon above the #1 port at the rear of the castle.....10
- o On a cloud at the VERY top of the castle (use the jetpack).. 5
- o Atop a post near Cranky (use the jetpack to reach -- this one seems to be what everybody's missing)..... 5

CREEPY CASTLE: LANKY KONG

- o Pathway leading to Funky.....30
- o Balloon in Lanky's room on Funky's floor (reached by the Orangstand Sprint move).....10
- o Balloons in Lanky's room on Candy's floor (with the balloon pads).....20
- o In the maze near the #4 port outside.....30
- o Balloon in the room at the top of the castle.....10

CREEPY CASTLE: TINY KONG

- o Path of bananas leading up the castle, from the #2 port all the way to the #5 port.....50
- o Balloon near Funky.....10
- o On the way to Tiny's room on Funky's floor..... 5
- o Inside the room near the #4 port reached by getting small and using the mushroom..... 5
- o On the four Monkeyport pads (one bunch in the ballroom, the others in the museum).....20
- o Balloon in the museum, near the last Monkeyport pad.....10

CREEPY CASTLE: CHUNKY KONG

- o Path of bananas on Candy's floor.....30
- o Two balloons reached by the Primate Punch on Candy's floor (near Diddy's room).....20
- o Balloon in the room near #4 port with invisible enemies.....10
- o Two bunches in Chunky's room on Funky's floor.....10
- o Bunch inside the hollow tree near the beginning..... 5
- o Balloon in the same area (shortly before the bonus barrel)..10
- o Balloon inside the museum.....10
- o Beneath the boulder inside the museum..... 5

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| 10) S E C R E T S |
'-----'

It's a massive game, but I'm afraid there's not much to do with it after you've gotten 101%. Here's a list of stuff to extend your play time after you've beaten the game:

- After you collect some banana fairies, the "Mystery mode" will be available from the main menu. There's some nice stuff here for you to play around with, depending on how many banana fairies you've captured.
- After you find and capture 2 banana fairies, the "DK Theater" will be available in the Mystery mode. Here you can view the cinemas from the main game, including the horrible DK Rap.
- After you collect 5 banana fairies, the "DK bonus" will be available in Mystery mode. Here you can play the simple-but-fun Rambi and Enguarde mini-games, as well as the DK Arcade Game and Jetpac.
- After collecting 10 banana fairies, you can play against the wonderful bosses in the Mystery mode. If only this feature was available in Zelda 64...that game had much better bosses.
- After you get 15 banana fairies, you can play as Krusha in battle mode (Remember him from DKC2?). I'm sure nobody gives a crap about this feature. Honestly, who really plays DK64's multiplayer mode?
- When you've collected all 20 banana fairies, you can choose to have unlimited items by selecting it in Mystery mode. You can finally get the quality time you want with Diddy's rocketbarrels ;)
- If you're able to find all 40 blueprints in the game, Snide gives you a little bonus: You can play the mini-games of the game. This only includes the 10 most popular ones that you find in the bonus barrels.
- Beat the game after you've gotten 101% to get a much longer ending. People always wonder if there's a longer ending in every game they play...you people finally get your wish.
- In the main menu (the screen where Donkey is holding the barrel), just leave the controller alone for about a minute. Some interesting, and

very funny stuff happens around DK! You should really watch it, it's better than playing the game.

- If you stand still in the main game for a few seconds, the character will do some cute stuff. Every character does something different. I didn't realize this until after I beat the game (probably because I was in a hurry the first time I went through, because of the timer).

11) F R E Q U E N T L Y A S K E D Q U E S T I O N S

Q: How long does it take to beat this game?

A: The first time through, it took me about 40 hours (to beat the game with 101%). The second time (the time that I was making this FAQ), it took me exactly 18:19. Remember that I did NOT get all of the regular bananas...that would probably take a few extra hours. This game is huge, immense, massive, enormous, humongous, gigantic, colossal. An average game player would take about 50 hours to beat it. Consider yourself above average if you can beat it faster on your first time.

Q: Is there a version of the game sold without the 4MB pak?

A: Nope. All games have the expansion pak included in the box and is required to play the game. If you already bought expansion pak...now you have two! You could probably sell it on eBay or something for a quick buck. By the way, the expansion pak is absolutely required to play the game. So if you buy a used game from somewhere, be sure to get the expansion pak!

Q: Do you get something special for getting 101%?

A: Yes you do! There's a little bonus cinema after the ending which shows Cranky auditioning some of the characters (suggesting that there will be a DK game for the Gamecube). It's really funny, but I don't think it was worth getting 101% for. Just be happy you got *something* :)

12) I T E M S

Some one I met on IRC described DK64 as a collect-a-thon, a huge scavenger hunt. Indeed it is. There are so many things to collect in this game that this section needed to be divided into 2 parts: Collectable items and Gameplay items.

GOLDEN BANANAS:

Collecting these things is the main objective of the game. They are just like the stars in Super Mario 64. They're used to open up new levels. Each character has 5 of them to collect in every stage, and there are 8 stages with them. $5 \times 5 \times 8 = 200$ golden bananas. Plus one extra banana for finding all the banana fairies makes a total of 201 gold bananas.

"REGULAR" BANANAS:

You can find these all over the place. They have different colors, depending on which character can collect them (yellow for donkey; red for Diddy; blue for Lanky; purple for Tiny; green for Chunky). Each character has 100 of them in each level...but you only need 75 to get a banana medal. Collecting all of these this not a requirement for getting 101%...but you DO need to collect enough to pay Troff and Scoff to beat the bosses. Bananas are grouped three ways: (1) Single bananas that are worth 1 each. (2) Banana bunches that are worth 5 each. (3) Banana balloons that are worth 10 each...they must be shot with a gun to be collected.

BANANA COINS:

These also have different colors depending on which character can collect them (just like the bananas). They aren't nearly as common as the bananas. You can use them to pay for Cranky's potions, Funky's shooters, Candy's instruments, and other stuff from them. If you find a "DK mound" on the ground, use a wave attack on it to get a rainbow coin that gives 5 banana coins to each Kong.

AMMO BOXES:

Ammo boxes are pretty common...they're found all over the world! Collecting one box increases the ammo (for your shooter) by 10. There are also red ammo boxes that give you special homing bullets (they are much much rarer than the normal ones).

EXPLOSIVE ORANGES:

These are relatively common, but their only use is to defeat Klumps (who can also throw explosive oranges). To throw them, press Z and C-right. They usually continue bouncing until they hit something.

CRYSTAL COCONUTS:

These things are used to do the special moves of each of the Kongs (Donkey's invincibility; Diddy's rocketbarrels; Lanky's orangesprint; Tiny's mini-monkey; Chunky's hunky chunky). It also takes one crystal coconut to do the wave attack.

BANANA FILM:

This is used to catch banana fairies. It's scattered around the stages and any Kong can use it. First, you must get the special camera from the banana queen...

MELONS:

This is your energy (like the hearts in Zelda). A melon is divided into 4 slices. You start the game with 1 melon, but you can get up to 3 thanks to Candy's upgrades. When you defeat an enemy or open a melon box, you can get extra melon slices to increase your energy. When you are hurt by an enemy, you lose melon slices.

BLUEPRINTS:

You get a blueprint by defeating a Kasplat. Each character has one blueprint to find in each level, and one Kasplat to defeat. The blueprints also have different colors depending on which Kong can

collect them. Bring them to Snide's HQ to exchange it for a golden banana. [Note: The Kasplats also have different colors depending on the color of blue print he has. If the hair is white, then you already got the blueprint]

BANANA MEDALS:

You get a banana medal if a character collects 75 bananas in a single level. There are 40 banana medals in all, and you must get all of them if you want to get 101%. When you have 15 of them, go to Cranky's Lab and he will let you play the Jetpac game.

BATTLE ARENA CROWNS:

You get a battle crown when you defeat a battle arena (that place that you go to when you use a battle warp pad). There are 10 of them in all and collecting them is required to get 101%.

BANANA FAIRIES:

Banana fairies are found in (usually secret) areas of the levels. Collecting all 20 of them is required to get 101%. The only way to collect them is by capturing them on special banana film. Each time you get a fairy, it will allow increase your maximum capacity of film, oranges, and crystal coconuts. If you catch 'em all, return them to the banana queen for the final golden banana.

BOSS KEYS:

You get these things when you defeat a boss. There are 8 of them in all and they are required to get 101%. Bring these to K.Lumsy to open up the locks on his cage and free him and usually open up a new level.

RAREWARE/NINTENDO COIN:

These are very special coins that you need to open the door in Hideout Helm. There is only one of each. You can get the Rareware Coin by getting 5000 points in the Jetpac game. You can get the Nintendo Coin by beating the Donkey Kong arcade game twice (in Frantic Factory, NOT in the Mystery mode). They are both required to get 101% and to open the door in Hideout Helm.

<== GAMEPLAY ITEMS ==>

DK PORTALS:

These are the gateways that transport you between the level lobbies and the actual levels. An even faster way of exiting the level is by pressing start and selecting Exit Level!

WRINKLY DOORS:

These doors are found in the level lobbies. Get close to one and Wrinkly Kong, Cranky's dead bitch, will come out and give you a hint for getting a golden banana. There's one door for each player (with their corresponding colors).

TARGETS:

These are things you shoot with your shooter. There are different targets for each of the character's weapon. You can tell which character should shoot it by the picture (coconut for Donkey; peanut for Diddy; grape for Lanky; feather for Tiny; pineapple for Chunky). Shooting them can produce different effects.

BATTLE ARENA PAD:

This is a pad with a picture of K. Rool's face. There's one of it hidden in each level (there's two in DK Isles). Stand on it and press Z to go to a Battle Arena where you will fight a small army of enemies. If you can survive until the time runs out, you get a battle crown. There's one battle pad in each level, except for DK Isles which has two.

KONG BARRELS:

These are barrels with a picture of a Kong on them. Make a Kong go into a barrel with their picture on it to use that Kong's special ability IF you already bought it from Cranky Kong (Donkey's invincibility; Diddy's rocketbarrels; Lanky's orangesprint; Tiny's mini-monkey; Chunky's hunky chunky). Of course, a Kong cannot go into a barrel with a different Kong's face.

KONG PADS:

These are pads with a picture of a Kong's face on them. Make a Kong stand on a pad with his face on it and press Z to use that Kong's special ability IF you already bought it from Cranky Kong (Baboon Blast for Donkey; Simian Spring for Diddy; Baboon Balloon for Lanky; Monkey Warp for Tiny; Gorilla Gone for Chunky).

TAG BARRELS:

Jump into one of these barrels to switch which characters you will control. These are pretty common, and you should have no trouble finding one where ever you are. Of course, you can only switch to characters that you've already rescued.

BANANAPORT PADS:

These are pads with numbers on them. There are two of each number in each level (two #1 pads, two #2 pads, two #3 pads...). If you have visited both pads in a level, you can press Z while standing on them to switch between the two. It's very useful to get across DK64 massive levels quickly, but only if you can remember where they bring you to :)

ANIMAL CRATES:

These are crates with the silhouette of an animal on it. There are only two animals in this game: Rambie and Enguarde (how disappointing...I was hoping for the return of Winky and Espresso). Touch a crate to transform into that animal. Remember, only Donkey can transform into Rambie and only Lanky can transform into Enguarde...I have no idea why!

TROFF N' SCOFF PORTALS:

There are several of these in each level, but all of them bring you to the same place: Troff n' Scoff's room. From there, you can feed them the regular bananas that you've collected in the level to open up the door that leads to the level boss.

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| 13) C R E D I T S   &   I N F O                               |  
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Special thanks to...

- Nintendo and Rare for making this game.
- GameFAQs for posting all my FAQs. This is my 9th so far.
- Mr. "I'd like to remain anonymous" for big a contribution to the regular banana lists
- Deric Drouillard for telling me the real names of the bosses

- Contribute something useful to this FAQ to get your name here!

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