

| of a virus. And the first one made it up to Crystal Caves
| :(.
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+-----+
| March 1, 2008 | Version 1.01 |
+-----+

| Fixed the section about the functions of the A button.
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+-----+
| August 4, 2008 | Version 1.11 |
+-----+

| Added a major tip for Donkey's igloo Golden Banana in
| Crystal Caves. Thanks to William Hicks for this tip.
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+-----+
| August 4, 2008 | Version 1.16 |
+-----+

| Fixed an error about the flies in the trash can in Creepy
| Castle. Thanks to Hunter Loftin for this tip.
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+-----+
| October 18, 2009 | Version 1.26 |
+-----+

| Fixed a few minor typos and added in Tiny's 3rd Golden
| Banana in Jungle Japes, which was missing. Very bad
| mistake on my part, I apologize.
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+-----+
| July 20, 2014 | Version 1.76 |
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| I ran through this game again, using my own FAQ. In the
| process, I have made a lot of improvements to the FAQ,
| including cleaning up bad paragraphing, eliminating
| unnecessary subsections, and clarifying some
| descriptions. I also optimized the route of some of
| the levels. Most of these changes were minor. Notable
| exceptions are Fungi Forest, where I basically swapped
| two enormous sections, and Crystal Caves, which I
| radically reorganized. Additionally, most of the Game
| Basics subsections have been moved to the Appendicies
| chapter. I have also made minor corrections such as
| fixing some errors in the enemy list.
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| (02) | Introduction | INTR |
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Hi, welcome to my FAQ for Donkey Kong 64. This is my seventh FAQ for GameFAQs and my fourth Nintendo FAQ. DK64 is a long game that could take as many as 40-60 hours on your first try. So if you're not a fan of long games, get lost. That being said, it is still a fun game with seven huge worlds. The large worlds and their numerous collectibles can make it somewhat overwhelming, but this guide it

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 sacly 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 was not lost, though ...

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

Instead of a deafening explosion, there came only a pathetic whimper.

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

K. Rool turned to face the white-coated technician responsible for the bad news. The King began to cry.

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

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 we'll steal their Golden Bananas as usual so that if any Kongs escape us, they'll be too busy looking for them t ocome and ruin your magnificent plans."

As King K. Rool watched his generals leave, he wiped away his crocodile tears and began to laugh. His little play acting had worked, and now those Kongs would soon be history. He glared down at his bemused technician.

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

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| 3b                Controls                CTRL |
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Control Stick
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~~Move~~

The control stick is used to maneuver Donkey anywhere within 360 degrees. This allows you to move and head to different areas. Holding the control stick lightly will cause Donkey to tip-toe. Push it further and he will walk. Hold it all the way and Donkey will run. Running is the most efficient way to explore the worlds, so you should always do so. However, when moving across narrow bridges, tip-toeing is safer and more advisable. A sudden change in direction will cause Donkey to slide. Be wary of this while on high, narrow ledges, as it can easily cause you to fall off.

While on a tree (use the A button to jump to the tree and DK will automatically grab hold of it), move the control stick up and down to climb the tree. If you climb to the top of the tree, your Kong will jump and land on the top. Some trees are too thick to be climbed, but you can climb most of them. You can also hang on to ledges, which is useful in case you happen to fall off one. Hold the joystick up to climb back up and hold it down and press Z if you want to drop off.

Underwater, the control stick allows you to move as well. However, it is much more difficult to swim to precise locations or to objects underwater. Pushing the control stick up causes Donkey to go down while holding it down causes him to go up.

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A Button  
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~~Jump/Swim~~

Like in pretty much all N64 adventure games, the A button is used to jump. Tap A and your Kong won't jump very high. Press it and it'll jump a little higher. Hold it down for a little longer and he/she will jump high.

While underwater, holding the A button will make Donkey use his whole body to swim around the water. This is the most efficient way of getting around underwater. However, it is not recommended when trying to grab items, as you need more precision for that.

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B Button  
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~~Attack/Swim~~

The B button will allow you to perform many different attacks, as well as swim. Press B while holding still to perform a stationary attack. One press will make your Kong do a quick swipe. Keep pressing it and they'll do several attacks in succession. This move limits mobility and is less convenient than killing enemies while moving, so you should usually avoid it. Press B while moving and your Kong will charge forward, hurting enemies. This is the best way of taking out baddies, as you can continue moving.

While underwater, holding the B button will make your Kong paddle his/her feet. This is a slow form of swimming that should be used when getting items, not when trying to explore.

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Z Button  
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~~Dive/Break/Crouch~~

While in the water, press Z to make Donkey dive underwater. Hold Z while swimming to make your Kong stay still, which can be extremely useful at times. Holding the Z button on land will make DK crouch. The only use of this is to perform other moves, which I will discuss later.

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C Buttons  
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~~Camera~~

The C buttons control the camera system. Like pretty much all camera systems, it can often infuriate you to no end. However, Donkey Kong 64's camera is generally pretty good.

Pressing the left C button will rotate the camera left. If you hold it, the camera will keep spinning around. The right C button rotates the camera right. Press the up C button to go into eyesight view. Press it again to go make to normal view. You can't move while in your Kong's perspective. The down C button controls the distance the camera is from you. The first view (the close up one), is inefficient and won't allow you to see most enemies. The second view is a little farther, and is much better. The third and final view is very far away, allowing you to see all of your surroundings.

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R Button

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The R button has only one purpose, which is to center the rather annoying camera behind you. Hold the R button to do so. This makes traversing ledges and cliffs much easier, as the camera won't rotate in wild directions.

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Directional Pad

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The only purpose of this is to serve as an alternative to the control stick while playing Jetpac and the original Donkey Kong Arcade.

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| | (04) | Walkthrough | WALKTHRU |
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This will tell you how to beat the game with 201 Golden Bananas, 3500 regular bananas, 20 Banana Fairies, 10 Battle Arena Crowns, and 40 Banana Medals, step-by-step. Whenever you pick up a Golden Banana/regular banana, Banana Bunch Coin, Banana Fairy, Battle Arena Crown, Blueprint, Banana Medal, or Boss Key a number will be written in (). In the case of Golden Bananas, and regular bananas, that number tells you how many of the item in question you've collected for that Kong in that world. In the case of Banana Fairies and Blueprints, that number tells you how many of the given item you've collected in that world. For Battle Arena Crowns and Boss Keys, the number tells you your total in the entire game. Lastly, the numbers for Banana Bunch Coins indicate your game total for that Kong. Be warned that I am under the assumption you will use this start to finish. If you skip to some random part, these tracking numbers will not make sense, and you may be confused or lost.

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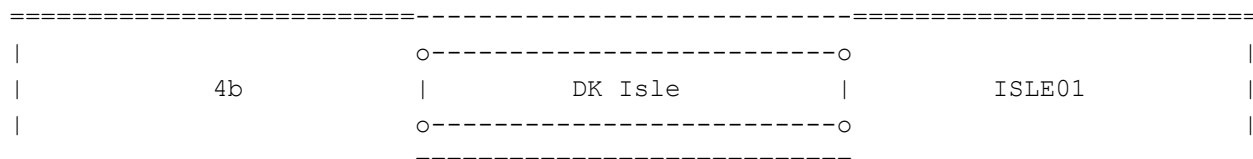
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| | 4a | Opening Sequence | SEQUENCE |
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Once you load your first file, you'll be treated to an opening sequence. Unfortunately, you can't skip it. A bird flies across the sea, and soon, several other birds join him. The camera shows the back of DK Isle as the birds fly around it, passing an aztec building and Donkey's ear. The camera shows an overview of the proud isle. Seals jump from the water, and then, the camera switches to the dark and forbidding Crocodile Isle, K. Rool's ship.

The ship lumbers forward, the music now being darker. Inside, two Kritters are

telling the Klaptrap to steer the ship in opposite directions. K. Rool is confident that soon, Donkey Kong and his pretty little island will be no more. The foolish technicians operating the giant laser machine, called the Blast-o-Matic, can't get it to work, and all power shuts off. An alarm sounds as the ship spins wildly out of control. They hit a rock, putting the monstrosity to a stop. They manage to turn the ship around and they park it directly across from DK Isle.

K. Rool calls his guards, causing three Kremlings to come into his throne room. The king demands that they do everything in their power to keep Donkey Kong and his friends distracted. He commands them to steal their hoard of Golden Bananas and take care of his pathetic friends. The king says that this time, there can be no mistakes. Klump has already taken care of this, however. Four gates trap Diddy, Tiny, Lanky, and Chunky Kong. The camera switches to inside DK's house, where's he's working out. While DK looks for his precious Golden Bananas, K. Rool will be preparing the big surprise. MUAHAHAHAHA!



Squawks flies into the room to tell Donkey to come quickly. When you gain control of him, run around a bit and get used to the controls. A is for jumping, while B attacks. Now leave the house. After a little overview of the area, Squawks tells you the Golden Bananas have been stolen and the Kongs have been kidnapped! The bird also tells you to tell Cranky the bad news, which is what we're going to do. Drop off the balcony and you'll be facing a blue tunnel. A sign says that's the way out, but we need to talk to Cranky first. Head left and look for a clearing where you'll see a picture of Cranky's head floating. Approach it and it will magically turn into a full-fledged lab. Go in.

After criticizing the loss of the other Kongs and the Golden Banana hoard, he tells you that he can give you potions that will give you special abilities. Gee, I sure hope this isn't how my dad would react if my most prized possessions and my closest friends and relatives suddenly disappeared. Cranky won't give you all of the moves at once, and you'll need to collect Banana Bunch Coins to pay for them (money-grubber). First, he wants you to complete his training barrels. You automatically exit the lab.

A scene shows you the training barrels. Donkey the moron manages to be confused by Cranky's incredibly simple instructions. Go back to where you saw the WAY OUT sign, but head to the clearing on the left. A sign with the words "Training Area" point the place out. You'll see those barrels that Cranky told you about. Each one has a really easy bonus stage where you have to complete a basic task. Jump in the first one on the left.

You have 60 seconds to grab the coin at the bottom of the barrel. Press Z to dive, hold A to swim quickly, and B to swim slowly. You can also hold Z to break. Dive straight down and grab the DK Coin. Donkey appears under the barrel, which breaks. Jump into the next one. There are five oranges positioned around the tree. Your task is to collect them all and throw them (they're bombs). Collect the oranges, then hold Z and press right C five times to throw them. Jump into the next barrel after you're done. You'll find five barrels positioned around the tree. Time for some DKC nostalgia. Pick up each barrel by pressing B, then press B again to throw it, making it break. Destroy all five barrels to win, then jump into the last training barrel. The final task is to climb the tree and swing across some vines to get the DK Coin. This probably the most difficult training barrel. Climb the tree by pressing A to jump into it,

Enemies - Gnawty, Kaboom, Kasplat, Klump, Krash, TNT Cart, Zinger

The first time you enter a level, you have to watch a cut-scene before you can begin. K. Rool opens his observation window and watches Donkey struggle to get a Golden Banana. He uses the Simian Slam to make it fall, but K. Rool says Donkey will need more than brute strength to defeat him this time.

After the cut-scene is over, the level's name always appears and the camera shows a bit of the level. Squawks will tell you to gather as many bananas as you can before going through a Troff n' Scoff Portal, which lead to a special room. He'll also tell you that you'll get a Banana Medal if you collect at least 75 bananas.

Activate BANANAPORT #1 behind you, then climb the nearest tree (you can't climb the darker ones) and swing across the vines. As you go, get the bananas (5). Jump to the Donkey switch at the end, which activates automatically, opening the gate below. Drop down and collect the three Banana Bunch Coins (6). Head through the tunnel, killing the Gnawties. At the end, you'll find the main area of the level. A cut-scene shows that Diddy is trapped in a cage. He calls for help, then Squawks tells you that there are 25 Golden Bananas here, but you'll only be able to find 5 of them without the help of the other Kongs. Activate BANANAPORTS #1-2.

Cross the lake to the area of land on the right, where you'll find a Zinger and two Gnawties. Avoid the enemies and head to the back, where you'll find BANANAPORT #3 and a banana bunch (10). Bunches are worth five bananas. Head back to the start and go left this time. You'll find an area with a big X. Activate the second BANANAPORT #3 and get the banana bunch (15). Jump into the lake and swim over to the jungle wall. There's a giant vine, so climb it to reach Funky armory. You should also see a metal pad. These are called Battle Arena Pads. First, climb the tree for a banana bunch (20), then stand on the pad. Follow Squawks's directions to press Z while on the pad to transport yourself to K. Rool's battle arena.

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| Battle Arena #1 - Beaver Brawl | Difficulty : 1/10 |
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| Since this is your first battle arena, it's extremely easy. You'll find one |
| of these pads in each level. The way it works is that you have to survive |
| until the time limit runs out. You also can't be knocked off the edge, which |
| is your biggest threat. Once the time limit is over, you get a crown. You |
| only have to survive three beavers for 30 seconds, so this is easy as pie. I |
| recommend highjumping and pressing Z when they're all in the middle to take |
| them out at once. They regenerate instantly. Once the time limit is up, you |
| have to backflip to get the BATTLE ARENA CROWN (1). |
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The pad has disappeared, so head into the armory. You'll meet Funky Kong, who now sells weapons while trying way too hard to be cool. Press A to accept, paying 3 coins (3) to buy the Coconut Shooter. Hold Z and press left C to equip your weapon, then press B to shoot, which can destroy enemies and activate switches with coconuts on them. Press up C to fire in first person with a crosshair. Pick up Supply Crates to refill your ammo. Right now, you can only carry 50 shots at a time. Go back to Funky's place if you want a refill. You'll leave Funky's shop once he's done talking.

Head over to the right and you'll see some vines across the gap. Swing across to find a barrel kannon. These things will fire you up to new places in the various worlds you'll find them. First, climb the tree for a banana bunch (25). Now hop into the kannon, which blasts you up to Diddy's cage. Right in front it is a

GOLDEN BANANA (1).

Diddy will tell you you'll need Funky's help to get him out of the cage. Three Coconut Switches appear above gates in the level. First, climb the tree to get a banana bunch (30). Head left over to the giant tower thing, getting the three bananas (33). In front of the tower is BANANAPORT #2. Continue around the tower and get another three bananas (36) on the slope. You should notice a yellow balloon floating around. Shoot it with the first-person coconut shooter (lead your shot) to get ten bananas (46). Now enter the shack, called Snide's HQ.

Here you'll meet Snide, a weasel who made the blueprints for the Blast-o-Matic. However, he was fired because K. Rool didn't trust him, so he wants revenge. Unfortunately, the blueprints have been stolen and given to Kasplats (big, tough enemies), and he needs them to help you. I'm not exactly sure why Snide expects you to trust him considering he used to work for your arch-nemesis, who didn't trust him, but I digress. He'll give you a Golden Banana for every blueprint you'll find (there's one for each Kong per world). Unlike with the other shops, you have to press B to leave.

Once out of Snide's HQ, drop off the cliff directly down to Funky's. Go over to the vines and go into first person with your shooter. Look down at the lake to find a cage. Shoot the first switch above it (1). One of the Coconut Switches above Diddy's cage turns green. Once all three are green, he'll be free. Drop down into the river and head over to the big X you saw. Shoot the Coconut Switch above the cage (2), then use Bananaport #3 to warp to the other side.

The last Coconut Switch is here (3). This frees Diddy. He tells you he'll be waiting inside the Tag Barrel and that he can help you by collecting red bananas (everything in this game is color-coded: DK = yellow, Diddy = red, Tiny = purple, Lanky = blue, Chunky = green). Now that Diddy's free, head back to the start and take Bananaport #2 to the top of the level. Go over to Diddy's cage, where you'll find a GOLDEN BANANA (2).

Collecting this opens the three cages where the Coconut Switches were. Drop down into the lake and swim over to the big X area. Head through the tunnel and you'll find a big enemy. This is a Kasplat. Their hair is color-coded to tell you what Kong must collect the blueprint he holds. Be careful of the shockwaves they emit when they slam the ground. Grab the coins (6), then defeat the Kasplat. Stand next to it and mash B until it dies (it takes a while), then grab the BLUEPRINT (1).

There's nothing else we need in the tunnel, so head back and dive into the water. Head to the tunnel where you shot the first Coconut Switch and activate BANANAPORT #4. Collect the first three bananas (49) in the tunnel, then take the right fork. Grab the coin (7), then head and take the opposite fork. Get the bananas (55) and kill the beaver, then continue to a stormy clearing where you'll find Cranky's lab. Activate BANANAPORT #4 and shoot the balloon (65) for ten bananas (65), then go in the lab. Cranky will give you, for three coins (4), your next potion, the Baboon Blast. Stand on a pad with Donkey's face on it and press Z to be shot to a barrel blasting course. You need to press Z/A/B when the crosshair is lined up with the next barrel in the course to safely progress.

Once out of the lab, head to the back of the area, avoiding the Gnawties. You should find a cage with a Coconut Switch above it. Shoot the switch to open the cage, then get the banana bunch (70) and the coins (7). Jump into the animal crate, which transforms you into Rambi. A textbox explains that Z+left C turns you back into DK and Z+B allows you to do a supercharge. There are four huts around the perimeter of this area, so head around the place and smash them all (you only need to press B to do this) to reveal Kong switches. Now take the path that leads to the tunnel. Go to the left at the Gnawty and you'll see a giant

rock with Rambi's face on it. Use the supercharge to break it open, then detransform. Go back to Cranky's area and head over to the hut where you found a DK switch (it's on the right side). Get the banana bunch (75), which gives you a BANANA MEDAL (1). Slam the switch to open a gate near Bananaports #1-2 to reveal a Golden Banana. Use Bananaport #4 to teleport back, then swim across the river and grab the GOLDEN BANANA (3).

Head over to the big X area and shoot the balloon (85) hovering over the X. Now climb the tree near the tunnel. Swing across the vines to find a Donkey pad. Grab the coins (10), then press Z while on the pad to be shot up to a barrel blasting course. Unlike courses you'll encounter in the future, this is linear. When the crosshair is lined up with the next barrel, press Z, B, or A, to fire yourself. If you fail, DK will be shot to the oblivion and you'll have to start over. Keep shooting through the barrels. Be sure to shoot to the middle of the barrel so you can collect the prizes. You'll collect a coin (11) and a banana bunch (90) at the start. Later, you'll get a banana bunch (95) and another coin (12). At the end, shoot to the GOLDEN BANANA (4).

Drop down from the ledge and head to the start. Use Bananaport #2 to reach the top, then go in Snide's HQ. Since you have a blueprint, Snide will take it and a bunch of completely unnecessary machinery will finally give you your GOLDEN BANANA (5) in a needlessly complicated fashion. That's all the Golden Bananas for DK in this world. We'll get the last five bananas later.

Switch to Diddy (jump in the Tag Barrel and use the joystick to put Diddy in the spotlight, then press A/B/Z). Squawks greets you and tells you there are 5 Golden Bananas to get here. Drop down to Funky's and then down into the water and press Z to go under. Under Bananaport #4 you'll find two seaweed patches both hiding banana bunches (10). Now go over to the corner near the vine and you'll see three coins (3). Surface and go to Bananaport #4. Head through the tunnel and take a right at the fork. Swing across the vines and defeat the Kasplat for a BLUEPRINT (2).

Get the coins (6) and get the bananas (13) as you head to the end of the cave. Swing back across the vines and take the other path to Cranky's area. Enter the lab. Purchase Diddy's first potion (3), the Chimp Charge. Hold Z and press B to do a crazy headbutt, which lets you activate switches. Go to the right side of the area and look for a Diddy switch. Get the banana bunch (18), then slam the switch. A gate opens for 60 seconds near Funky's armory. Quickly use Bananaport #4 to warp to the start of the tunnel, then climb up the vine to Funky's and get the GOLDEN BANANA (1).

Now head into Funky's shop. Pay three coins (0) to purchase the Peanut Popguns, Diddy's very own shooter. The controls are the same. Once out of the shop, swing across the vines and take the barrel kannon up to the third floor, netting you 2 coins (2). Head over to the tower and run around it, getting the bananas (25). Next to Bananaport #2 is a Peanut Switch for you to shoot. This creates a spiraling path up the tower. Head up and go inside the tower (the entrance is before you reach the actual top).

First, climb up the boxes on the right to a tank thing. Now go into first-person shooter mode and look across. There's a Peanut Switch, so shoot it to create a very thin board on your left leading to a barrel. You have a limited amount of time, so carefully but steadily walk across to the switch, getting the coin (3), then slam the Diddy switch to make a Golden Banana appear at the top of the tower. Exit the tower and head up the path to the top to get the GOLDEN BANANA (2).

The Bananaport #5 appears after you collect the banana, but it's of no use right now (you activate it automatically). Shoot the balloon (35) hovering here, then

drop down and head over to Snide's HQ. Give him the blueprint for a GOLDEN BANANA (3), then shoot the Peanut Switch again and head back inside the tower. Head forward and follow the river, getting the bananas (40). Get the coin on the coal pile (4) (you have to backflip because you'll slip if you walk), then head left and use the box in the coal pile to reach the top. Backflip to the tank and get the banana bunch (45). Head to the end of the river again and go through the passage near the coal pile.

First, shoot down the two Zingers or they're going to annoy the hell out of you with their bombs. Chimpy Charge the gate straight ahead, then kill the Klump inside with an orange. Grab the coin behind the oil drum on the left (5), then chimpy charge the LO switch. This opens a gate above and slows down the conveyer belts. Quickly head out and slam the switch next to the other gate to open it. Use oranges to defeat the two Klumps, then head over to the boxes and conveyer belt. Grab the coin (6) and get the banana bunch (50), then shoot the balloon (60) hovering in this room. Quickly but carefully start jumping up the conveyer belts. They will turn eventually turn yellow, indicating that they are about to speed up again. If this happens, Chimpy Charge the LO switch again. Be careful not to fall into the gap between the belts and the wall. At the end, jump into the box thing, then head forward and get the banana bunch (65). Drop down and you'll land in a mine cart, which goes through the tunnel ahead.

This is the first of the three mine cart races you'll have to complete in the game. Squawks explains that you need to collect 50 coins to win a Golden Banana. Hold the control stick up/down to speed up/slow down the mine cart, press A to jump, and hold the control stick left/right to lean to the side. This lets you get some of the coins. If you hit an enemy, a wall, or any type of obstacle, you'll lose three coins. Get the four coins (4) at the start, then prepare for a Krash to come. Jump when he swings his club to avoid getting hit, getting the coin (5) above. After another coin (6), lean to the side to get three more (9). Now you'll quickly speed up as you go down. You'll get some coins (14) before reaching a flame area. Slow down in front of the flames, then speed up before they come back. Get the coins along the way (18).

After the door opens, get a few more coins before encountering a Krash (21) Your coin total should be (25) before you see a Kaboom on a ledge. Slow down in front of it to let it drop and explode, then speed up. Get some coins (28) and pull the lever on your right. This lets you take the path with the most coins (35). In the next room, you'll find a giant crocodile head. Slow down in front of it, then speed up before its mouth closes. Get the coins (38) along the way to its mouth. Now it's time to speed through the crocodile, getting the coins (40) along the way. Next up are some Kabooms. Slow down and speed up like before, getting the coins (42) on the sides. After the third Kaboom, jump for a coin (43). Now lean for a couple coins (45) before taking a drop down. Get the coins (55) as you head through the tunnel. I'll stop numbering now that you have enough, but continue to collect coins in case you get hit.

Next up are some TNT barrels on carts. Slow down when one is in front of you and speed up when one is chasing you from behind. The purple crocodile opens automatically. There are a bunch of coins for you as you head through its mouth. After that you'll need to get past more TNT barrels, followed by a path where you'll encounter two levers. Ignore both, as they open paths will less coins. This is the end. Head through the last tunnel and Squawks will come to give you your GOLDEN BANANA (4).

You appear in the area where you shot the last Coconut Switch. Look for a steep slope across from you. Use your shooter to shoot the switch atop the slope, opening a gate. We can't get up the slope without Lanky, so instead, climb the two trees in this area to get two banana bunches (75). That gives you a BANANA MEDAL (2). Cross the river and head to the start. Climb the two trees by the Tag

Barrel for another two banana bunches (85), then switch to Donkey Kong and go back to the area where the mine cart ended. Climb the second tree and swing across the vines to DK's last banana bunch (100). Nice, DK's all cleared out for this level. Head through the Troff n' Scoff Portal.

Troff, the fat ass pig, will explain that he wants to help you by opening the door, but he's too fat to reach the key approximately one centimeter above his head. This room has ramps on either side and a Tag Barrel by the left ramp. Go up the ramp to find a Banana Pad. If you stand on it, you can feed Scoff, the hippo. He'll gain weight and push down the pad, somehow boosting Troff high enough to open the door and even more mysteriously shrinking Troff. Go up the ramp and stand on the Banana Pad. Feed Scoff 60 bananas. Troff will open the door and the door will show DK's face, meaning Donkey is the one who has to go in. Head forward and prepare yourself...

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Boss - Army Dillo  
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Difficulty : 1.5/10

This is your first boss, and it's actually tougher than the second boss since you have two melons with the second. Army Dillo, a giant armored armadillo, will roll forward to face Donkey in the rainy area. He unrolls himself to show his face and brings out his cannons, then hides behind his shell. The battle commences.

Army Dillo will shoot fireballs from his cannons. If you change direction each time he fires a shot, you won't get hit. However, you have to wait a split second after the fireball hits the ground or you'll run right into it. After a couple fireballs, Army Dillo will bring his face out and start cackling like a moron. In front of his face is a pad with a TNT barrel. Pick it up by pressing B, then press B again to throw it at him, electrocuting the monster.

The boss rolls himself up again and tries to run you over. If you keep moving, throw in the occasional long jump for good measure, you should be fine. Keep your movement pattern irregular, as he is about as fast as you are. Once he's done rolling, he'll go back to the center and begin shooting fireballs again. The shots are much faster this time, so you have to change direction every two shots this time. When he taunts you, throw a TNT barrel at his face.

Avoid his rolling again. Keep running around the place. If he's close to you, do a long jump to get away. Now you have to dodge even more fireballs. Change direction after every two shots, not one. After a long time of shooting, he'll taunt you. Throw one last TNT barrel at his face to destroy his cannons. The coward will run off in fear due to the loss of his cannons, despite the fact that he's about twenty times larger than DK. He also drops your first BOSS KEY (1). Squawks will exclaim that that is one of the keys to K. Lumsey's cage! After you pick it up, you automatically exit.

~~~~~

Donkey reappears outside the Troff n' Scoff Portal, which disappears. Drop down and head to the start, then switch to Diddy Kong. We're going to leave as Diddy, getting the last items along the way. Head through the tunnel that leads to the very start. In the middle, you should see a huge cage. Shoot the two peanut switches on the sides of the cage to open it. Take out the giant Gnawty, then collect the coins (9) and shoot the banana balloon (95). Finally, get the GOLDEN BANANA (5). Leave the little room and continue through the tunnel to the very start. Head back to the DK Portal and leave the world, getting the last five

bananas (100) along the way.

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|          o-----o
|          4d      |      DK Isle      |      ISLE02      |
|          o-----o
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Leave the Jungle Japes Lobby. Swim across the ocean to Crocodile Isle and go in K. Lumsey's cage. Go forward and the key will automatically open the first lock. Despite the fact that Donkey defeated the boss, Diddy can still return the key. K. Lumsey's second earthquake destroys the stone door blocking the Aztec building by Bananaport #2. Leave the cave.

Take Bananaport #1 back to the start, then, facing DK Isle, head left along the shore. You'll soon see a bunch of high ledges. Backflip up them, then climb the tree and continue forward to a few vines, which you should swing across. Jump up the brick stairs and activate BANANAPORT #2 in front of the temple, which you should enter. The Tag Barrel is in the center of the room, but we're actually going to start the level with Diddy Kong. Head up the stairs and make B. Locker leave, since he only needs 5 Golden Bananas, then enter the second level.

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=====
|          o-----o
|          4e      |      Angry Aztec      |      AZTEC1      |
|          o-----o
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Moves - Strong Kong, Rocketbarrel Boost, Orangstand, Mini-Monkey, Bongo Blast, Guitar Gazump, Trombone Tremor, Saxophone Slam  
Difficulty - 4/10  
Enemies - Kaboom, Kasplat, Klaptrap, Klobber, Klump, Kritter, Kroc, Shuri, Zinger

The king is quite disappointed that Army Dillo failed to burn Donkey Kong to a crisp. The boss attempts to apologize for his failure, but K. Rool rages out on Army Dillo and threatens him to the point of making him faint.

Head forward at the start and swing across the vines. Now is the time to warn you that this level is filled with quicksand. If you fall into it, you'll move very slowly and you'll lose health. Activate BANANAPORT #1, then continue past the Kritter and swing across more quicksand. Avoid the Kritter and Zinger, then head out of the tunnel to an open area. A cut-scene shows that a llama is trapped in a cage. We can't do anything about it right now, so head forward and activate BANANAPORT #1. Swing across the vines on your left and enter Candy's Shop.

Candy Kong, DK's girlfriend, will seductively sell you an electric guitar for three coins (6). No, she does not offer... additional services for extra Banana Bunch Coins. Hold Z and press up C to play the instrument, which basically nukes all enemies in the current area. This also uses up one energy point, however, and you can't play your instrument if you have no energy. If you play it on a corresponding Music Pad, something will happen and you won't lose any energy. Oh yeah, buying the guitar also gives you an extra melon. Hooray, eight units of life!

Swing back across the quicksand and head left. Activate BANANPORT #2 and get the coins (11) around it, plus the banana bunch (5) and the banana balloon (15) above. Head up the stairs and go to the left side of the temple. Shoot the

Peanut Switch to open the door, allowing you to go inside the temple. Tiny Kong begs for help from inside her cage. We're on the path to freeing her, so head over to the left side (your left, not Diddy's) of the room, where you'll find a Diddy switch. Slam it to make a bunch of monkey tongues come out. Jump up them (be careful, the tongues will go back in after a while), getting the bananas (18). When you reach the top, look over to the other side of the room. Shoot the Peanut Switch on the wall. Now very carefully cross the new monkey tongue bridge, getting the three banana bunches (33). At the end, jump into the alcove and get the coin (12), then play your instrument on the Music Pad. The frozen lake below melts.

Drop down and dive underwater, then swim through the tunnel. Get the bananas (36), then take the right path, grabbing four more bananas (40). Head over to Tiny's cage and get the coins (17) next to it, then Chimp Charge the Diddy button. A bunch of ledges will raise under the KONG letters in the room (K and O are in the back, while N and G are on the left). Chimp Charge K, O, N, then G to free Tiny Kong. Head in her cage to get a GOLDEN BANANA (1).

Go out of this room and swim back to the temple entrance, then leave the temple. Head forward and over to the middle of the area, where you need to jump quicksand to reach the Tag Barrel. Turn the camera so you can see the llama cage, then climb the tree lined up with the cage. Swing across the vines to the top of the cage, where you should play guitar on the Music Pad, opening up a nearby door. Drop off the cage and over to the door you opened. Head through the path, collecting bananas (45). Ignore the Kasplat and Zingers and go right. Very, very carefully cross the winding bridge over to Cranky's Activate BANANAPORT #3 and go in the lab. Pay five coins (12) to learn the next super special move. Jump into a barrel with Diddy's face on it to use a jetpac and fly high. Hold A to thrust and use the control stick to move. Hold Z to hover and press B to fire your popguns. However, the move only lasts for as long as your Crystal Coconuts do. You can finally pick up those damned crystal things all over the place.

Go back across the narrow bridge and continue through the tunnel. When you reach the trio of Klaptraps, head left and get the four coins (16) around the cage. Now continue to the end of the tunnel to the second main area. First, activate BANANAPORTS 2-4. Go up the stairs on your left and get the bananas (48), then jump into the Diddy barrel. Prepare for some action. In the middle of the area you'll see a giant totem pole. Fly through the ring at the top of the totem pole three times, getting the banana bunch (53). It's a bit tricky, but you'll get the hang of the controls soon enough. Remember to use the Z button to break. Once you've flown through it threetimes, Necky the vulture will be freed in another place. He'll fly over to where the Diddy barrel is, so fly back. He'll challenge you to a little flying course.

The object is to fly around the area with Necky through a bunch of rings that appear. Remember to stay lined up with him. You need to fly through the rings or the game will interpret it as you still being behind the ring you missed. If you fall behind too far, you'll have to start over. Z is your friend. It's basically a break, which is great for lining yourself up with the rings. Tap A a few times when you want to go lower. You need to hold A to move, but A also makes you go higher, so just tap it instead of holding it. You get unlimited Crystal Coconuts, fortunately. The course only goes about halfway around the area, so you shouldn't have much trouble. Once you're done, a GOLDEN BANANA (2) will appear at the top of the ring, which you must fly through.

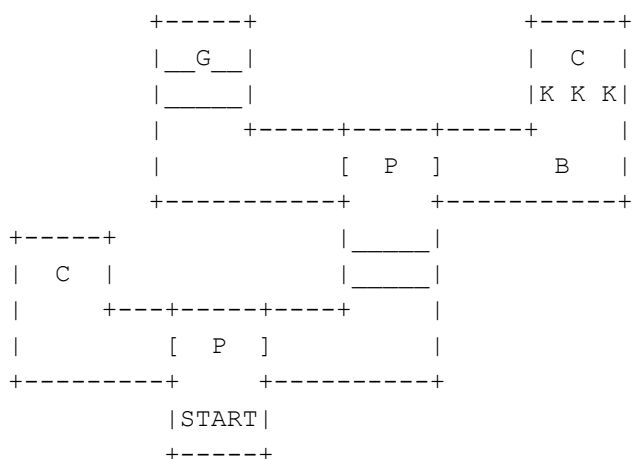
Go straight and fly past the jetbarrel. You should see a raised platform with some stairs. Land there and kill the Kritter, then get the bananas (56) on the stairs. Chimp Charge the four gongs to make a giant tower raise. On top of it is a Golden Banana. First, climb the three trees around this area to get some



banana bunches (71). Head out of the tower area and climb the tree. What you want to do now is get back to the Diddy barrel platform. Use the cartwheel attack to roll off the tree, then jump and press B again and you should make it. Jump into the barrel and fly to the top of the tower for a GOLDEN BANANA (3).

A saxophone pad appears below the tower. Hop down and use the tree to make it back to the Diddy barrel again. Collect some Crystal Coconuts, then jump in and fly in the direction you had to fly for the vulture course. When you make it to a temple with a llama face on its door, get the banana bunch (76) on top of it but don't actually land. You'll get a BANANA MEDAL (1). Now continue flying around the area until you reach a temple with five doors. Land on the roof and grab some Crystal Coconuts, then slam the Diddy switch. This activates the totem pole, who says, "feed me!"

Drop off the roof and carefully cross the narrow bridge on the quicksand. Go left and hop the quicksand. Continue over to the Diddy barrel and take flight AGAIN. Line yourself up with the mouth of the totem pole and hold Z. Press B when its mouth faces you to fire a peanut into its mouth. As you feed it more peanuts, it spins faster and faster. Once it's had enough, five switches appear above the doors of the temple with the Diddy switch. Land over near the temple, which I will now call the five-doored temple, then cross the narrow bridge, avoiding the Zinger's bombs. Go to the left side of the temple and grab the bananas (80) on the stairs. Behind the temple you'll find a pair of Headphones and a ton of Crystal Coconuts. Go back to the front and shoot the bottom door on the right to open it, then head inside. I'm going to make a handy dandy map of the place:



Legend:

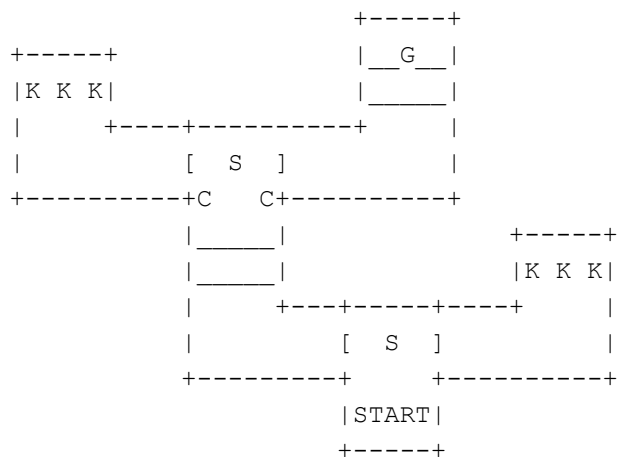
P - Peanut Switch   C - Banana Bunch Coin   G - Golden Banana   K - Klobber  
[ - Openable door   \_ - Stairs                    B - Banana Balloon

Hit the Peanut Switch at the start and take the left path. Kill the bad guys until you reach the dead end, where you'll find a coin (17). Head back to the start and take the right path. Continue around the corner to a Kritter, where you'll need to shoot another switch. Take the right path and shoot the balloon (90), then continue to three Klobbers. Take them out with oranges and snag the coin (18). Go back and take the head left this time. Kill the Klump and continue to the GOLDEN BANANA (4). After you grab the Golden Banana, a timer starts and a crosshair appears. If you don't get out within the time limit, you'll get shot. Typical. Follow the map out of the temple. Cross the narrow bridge again and take a left to the Bananaports. Use Bananaport #2 to return to the first area.

Turn around and climb the only tree on the brick to find a Diddy barrel. Use it to fly up to the roof of the temple. Wait for it to do a shockwave, then land on the dome. This is tricky. Mash the B button before it has a chance to knock you

off the roof. When it's dead, collect the BLUEPRINT (1). If you have trouble, you can land on the part below the dome and use the guitar gazump, then use the jetbarrel to reach the dome and wait for the Kasplat to regenerate. Use Bananaport #2 to go back to the second area.

Head to the Diddy barrel on your left, then roll jump to the land across the quicksand (not the tower area). Go up the stairs on your left, where you'll find a Tag Barrel. Before you switch, head over to Snide's HQ and exchange the blueprint for a GOLDEN BANANA (5). Now switch to Donkey Kong. Get the three coins (15) and the bananas (3) on the stairs. From the foot of the stairs, make a left over to a small area where you'll find BANANAPORT #5. Climb the nearby tree and swing across the vines. Drop off the tree and head over to the five-doored temple. Shoot the Coconut Switch above the left door after crossing the bridge. I'll provide another map:



Legend:

S - Coconut Switch    C - Banana Bunch Coin    G - Golden Banana  
 [ - Openable door    \_ - Stairs                    K - Kaboom

Shoot the switch at the start and go left. The purple Klaptraps can only be killed by oranges. Go up the stairs and shoot another switch, getting the two coins (17). Take the right path to the end, where you'll find the GOLDEN BANANA (1). Follow the map out of the temple before the crosshair shoots you. Cross the bridge over the quicksand again, then make a left. After jumping the quicksand, head forward to another temple. Press Z while standing on the DK pad for your second barrel blasting course.

Shoot into the first barrel and you'll automatically be blasted through several more. Shoot through a couple more barrels and you'll be auto-blasted again. Shoot through two more barrels, then blast yourself through the DK star. The llama in the first area is freed. He leaves the cage, dropping a Golden Banana. A Coconut Switch appears in front of the door ahead of you. We're not going in just yet. Go back down the stairs and head left to the Bananaports. Take Bananaport #3 and enter Cranky's lab.

For five coins (12), Cranky will give you your next move, the Strong Kong. Jump into a barrel with Donkey's face on it to become invincible for as long as your Crystal Coconuts last. You can cancel the move by holding Z and pressing left C. After you're out of the lab, start crossing the bridge. Floating above the bridge are two banana balloons (23). At the end of the bridge, head left to the first area. Go over to the Tag Barrel and climb the three trees on the island for banana bunches (38). Use the vines to swing over to the llama cage, then drop down and grab the GOLDEN BANANA (2).

Get the three bananas on the stairs (41) plus the coins (14), then head over to



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| |   +----+   +-----+
| |   |   |   |
| +----+   |   |   +----+
|         |   |   |   |
| +-----+ +----+   |
|         G     G     |
| |   +-----+
| |   |
| |   |
| | ST |
| +----+
|

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The G's indicate security guards, ST means start, and #### is the end. So head forward, make a right, then take the upper path, then go right and head around the corner to the flag. Remember, the guards are your real enemy, not the time limit, so be patient. To sneak past a guard, you want to wait until its light only covers half of the path. That gives you the best chance of getting past. I recommend you use the roll (Z+B) to speed past before they have a chance to redirect their flashlight.

Once you win, the bonus barrel breaks and you get a GOLDEN BANANA (4). Bananaport #5 appears by the barrel. Use it to get out of here, then head forward and to the right a bit (after recentering your camera). Head over to the Tag Barrel and go down the stairs. Exchange your blueprint with Snide for a GOLDEN BANANA (5).

Now switch to Tiny Kong. Squawks will greet Tiny and tell her there are five Golden Bananas for her to find. We have crap to buy before we can actually do anything with Tiny, so go down the stairs and head to Bananaport #5. Grab the banana bunch (5) and the coins (5), then swing across the quicksand. Drop down to your left and go into Funky's shop. Purchase the feather bow for three coins (2) and leave the shop, then use Bananaport #4.

Turn around and start heading through the tunnel that leads to the first area. Get the bananas (10) along the way. Avoid the Klaptraps and continue collecting bananas (15). Go over to your right and get the three coins (5) near the Chunky Kong barrel, then defeat the Kasplat in this room for a BLUEPRINT (3). Cross the narrow bridge leading to Cranky Kong's lab and go in to pay three coins (2) for the Mini-Monkey. Jump into a barrel with Tiny's face on it and she will become super small. This allows you to fit into tiny holes and bounce on mushrooms.

Cross the narrow bridge again and continue to the end of the tunnel where you'll reach the first main area. Go over to the Tag Barrel and collect the coins (6). Swing across the vine to Candy's and buy the Saxophone Slam (3). Once out of the shop, swing back across the vine and head over to the temple in this area. Go to the right side and shoot the Feather Switch, then head inside. Head to the upper-right corner of the room and jump in the Tiny barrel to become tiny. Now dive down under the lake and look around the bottom. When you find a tiny hole, swim through it, grabbing the bananas (20). In this next room, go to the back to open a door. Klaptraps will start attacking you, so keep smacking them. You can stand at the front of the door and mash B. When they're all gone, you'll win a GOLDEN BANANA (1).

Swim back through the tiny hole and deactivate the Mini-Monkey (Z+left C). Now swim down the big path that leads to Tiny's cage. Before you swim to the cage, go through the tunnel directly ahead to reach a room with a pillar. You'll find four coins here (7). Now swim to Tiny's cage. Equip your feather bow and shoot the two balloons (40) in here. Swim back to the temple and leave, then use Bananaport #2. Just as a heads up, we're going to skip Tiny's 5-door temple

Golden Banana and leave it for the next trip. The reason for this is that there's a Banana Fairy in there, but we don't have the camera yet. Make a right and head over to the llama temple. Go to the back and shoot the Feather Switch, then head inside.

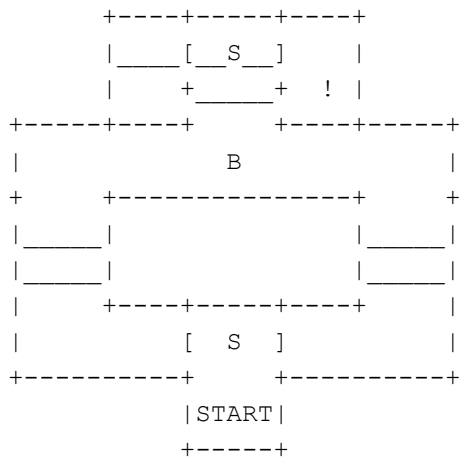
Run down the stairs then go down the stairs past the Bongo pad. Backflip up the giant steps and go past the Bananaport and down another set of large steps. In an alcove on the side, you'll see a sparkling fairy flying around. This is a Banana Fairy, but we have to "capture" it using a camera that we don't have yet. Get the three bananas (43), then hop into the Tiny barrel and go through the small pipe. Deactivate the move ASAP and get the other two bananas (45). Ignore the Kasplat and activate Banaport #2, then slam the Tiny switch. A bunch of ledges in the lava will raise. Hop across them (be very careful, it's easy to die in this room) and slam the Tiny switch at the end, getting the banana bunch (50), creating another set of platforms. You need to jump across the original set plus the new ones. Slam a final Tiny switch, getting the banana bunch (55). Head across the final ledges to the GOLDEN BANANA (2).

Leap back across the ledges, then use the Tiny barrel to get back through the pipe. Go directly across from here and you should see the llama lying down. Jump to his platform and go into first person with your shooter. Above the lake, you'll find a balloon (65) floating around. Okay, head across the pool and back up the entrance stairs to leave. Head left to the Diddy barrel, then jump over to the tower. Grab the banana bunch (70) next to the stairs and jump into the Tiny barrel. Go up the stairs and play your saxophone on the pad to make Squawks carry you to the tower top and drop you through a tiny hole.

You'll meet a beetle dude, who is here to race you to the bottom of his slide. If you manage to beat him and collect 50 coins, you'll win his Golden Banana. At the start, kick the beetle and head forward. Use the control stick to slow down and speed up (which is useful because there are parts where there are no ledges to protect you and you can fall off the slide. Collect the coins before the checkered flag (3), then start sliding. Grab some coins as you head down (8), then slow down so you don't fall off the slide. Get some more coins (12), then take the right path for more coins (19). Get all the coins as you head through the tunnel (23), then get some more coins as you head down the slope, jumping for the last one (28).

Slow down at the next part where there's no ledge, then jump for a coin and take the left path for the most coins (33). Slow down a couple times, getting two coins before a fork (35). Take the left path for coins (39), then head through another tunnel, getting coins as you go through it (46). Continue down the slide, collecting some coins until you reach fifty. Continue collecting coins when it's convenient, but focus more on speed now. Your goal is to beat the beetle now that you have 50 coins. After a section with no ledge, you'll come to the end of the race, where there's a ton of coins for backup. If the beetle is breathing down your neck, be aggressive and kick it along the way to the finish. Throw in some slides (Z+B) to get there first. Once you win, you'll earn your most difficult GOLDEN BANANA (3) yet.

You appear at the bottom of the tower. Head over to the Tag Barrel up the stairs, then go to Snide's and exchange the blueprint for a GOLDEN BANANA (4). Go back up the stairs and use the Tag Barrel to become Lanky Kong. Squawks will tell you there are five Golden Bananas for Lanky to find. Head down the stairs leading toward the center of the area and then make a left. Climb the tree and swing across the Vine's. Look to your left and get the five extremely convenient coins (5) around Bananaport #4, then go in the armory to buy the grape shooter (2). Once out of the armory, cross the bridge leading to the five door temple. Use the stairs on the side to get to the second level, then shoot the Grape Switch to open the door.



Legend:

S - Grape Switch      C - Banana Bunch Coin    ! - Bonus Barrel    B - Banana Balloon  
 [ - Openable door    \_ - Stairs                                    K - Kaboom

Shoot the Grape Switch at the start and take either path. Go up the stairs and shoot the balloon (10) in this hallway after taking care of the Klump. Shoot the Grape Switch up the stairs in the middle and take the right path. Head around the corner, kill the Klump, then jump into the Bonus Barrel around the corner.

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| Big Bug Bash | Difficulty : 2/10 |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+
| You actually control a fly swatter in this mini-game. Use the joystick to |
| move it around the barrel and press A to swat. The object is to kill four |
| flies in 60 seconds. They are fast as hell, so you'll have to lead your |
| shots and move the swatter irregularly. I recommend staying close to the |
| center and moving your swatter in crazy directions. Once your hit counter |
| reaches zero, you'll win! |
+=====+=====+=====+=====+=====+=====+=====+=====+=====+

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Take your GOLDEN BANANA (1) and get the \*\*\*\* out before the laser kills you. Use the map to find your way out of the place. Cross the bridge over to the Tag Barrel and head left. Jump the quicksand and pass the llama temple, then use Bananaport #3 to appear by Cranky's lab. Get the banana bunch (15) and the coins (6) by the Troff n' Scoff portal, then go in the lab to purchase the Orangstand for three coins (3). Hold Z and press B to make Lanky do a handstand. Continue holding Z and move the control stick to walk around on your hands, letting you get up steep slopes.

Very carefully make your way across the winding bridge, getting the bananas (20). Make a left at the end and head into the first area. Swing over to Candy's shop and go inside to buy the Trombone Tremor (0). Swing back across and go over to the temple with the scary face. Shoot the Grape Switch on the right side and head inside. Head to the corner on your left at the start for three coins (3), then dive underwater. Swim through the first tunnel and then the next tunnel dead ahead, getting the bananas (23). Swim around the pillar thing in this room for some bananas (29). Backflip to the top of the pillar and grab the banana bunch (34), then slam the switch to make a vulture carrying a Golden Banana appear. Take out your shooter and press up C. What you have to do is shoot it five times with grapes to shrink it. Lead your shots so that you don't miss. Eventually, it will be too small to carry your prize, so it drops the GOLDEN BANANA (2). Once you collect it, the water drains. Head behind the pillar and press Z on the Battle Arena Pad.

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+=====+
| Battle Arena #2 - Kritter Karnage | Difficulty : 1.5/10 |
+=====+
| You need to survive three Kritters for 30 seconds. The technique described |
| in the last arena doesn't work. I recommend standing near the edge of the |
| arena, then moving towards the pack of Kremlings and pressing B. Since Lanky |
| stretches his arms really far in a circular motion, all the enemies will be |
| killed. Repeat this technique until the 30 seconds are up, then backflip to |
| the BATTLE ARENA CROWN (2). |
+=====+

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Head back out of this room and swim to the main temple area, then leave. Take Bananaport #2 to the second area. Head left and long jump from the Diddy barrel platform to the tower. Climb the tree for a banana bunch (39). Head up the stairs to the Tag Barrel, then down the stairs on the right. Turn right and climb the tree for another banana bunch (44). Continue and climb the tree near the quicksand river to swing across some vines. Climb the tree near the bridge to the five door temple for a third banana bunch (49). Climb another tree just past the quicksand gap for a banana bunch (54), then climb the nearby tree for the last banana bunch (59). Head up the stairs to the llama temple and shoot the Grape Switch on the left side, then head into the temple.

Go down the stairs on BOTH sides of the entrance for bananas (65). Now go to Bananaport #1, where you'll find a banana bunch (70). Opposite this is Bananaport #2, which you should take to reach the lava room. Kill the Kasplat for a BLUEPRINT (4), then warp back to the start. Use Bananaport #1 to reach the Tag Barrel. Shoot the Grape Switch next to the door to open a new room. Kill both Kritters to make vines appear on either side of the room. Swing across both of them (don't actually jump from the last vine) to get a banana bunch (75) and two coins (5). That gives you a BANANA MEDAL (4). Swing back and slam the Lanky switch. A "door" opens on the other side of the room to reveal a bunch of monkey faces. If you shoot one with your grape shooter, it will make a stupid noise. Hit two in a row with the same noise and they'll start spinning. I'll make a little ASCII diagram:

```

+---+---+---+---+
| 5 | 2 | 7 | 6 |
+---+---+---+---+
| 8 | 1 | 4 | 7 |
+---+---+---+---+
| 4 | 8 | 3 | 3 |
+---+---+---+---+
| 5 | 1 | 2 | 6 |
+---+---+---+---+

```

The squares with identical numbers are matching pairs of noises. Once all the heads are spinning, you'll earn a GOLDEN BANANA (3). Leave this room and head down the giant steps on your right. Go past the small pipe you went through as Tiny. Next to the pool is an alcove that has a trombone pad. Play your instrument on it and pipes will raise to a Bonus Barrel above the pool. Use the Orangstand to reach the top of the pipes, then jump into the barrel.

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+=====+
| Teetering Turtle Trouble | Difficulty : 2/10 |
+=====+
| For once, the goal is to survive the time limit, rather than beat the time |
| limit. There are six snakes spinning turtles, three per row. Use the control |
| stick to aim at them and press A to fire watermelons into their mouths. If |
| you don't feed one snake long enough, it will stop spinning its turtle and |
| you'll lose. You only have five shots, but you can reload by "firing" at the |

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| watermelon button in the middle. This mini-game can give you hell if you |  
| don't know how to do it, but fortunately, it's easy as pie once you figure |  
| it out. Simply shoot the top left snake, the top middle, top right, bottom |  
| left, bottom middle, reload, bottom right, and so on. If you continue this |  
| pattern (the snakes will yell, "Help!" when they're hungry, but that's okay) |  
| , you'll survive the time limit with no problem. |

+=====+  
And the bonus barrel breaks, and you win another GOLDEN BANANA (4). Dive into  
the water and swim through the tunnel to Lanky's cage. There are two banana  
ballons in here for you to shoot (95). Swim back through and leave the temple.  
Go right and climb the tree near Funky's. Swing across the quicksand, drop off  
the tree, then head up the stairs leading to the Tag Barrel. Go to Snide's HQ  
and exchange your blueprint for Lanky's last GOLDEN BANANA (5). Head up the  
stairs to the Tag Barrel, then down the stairs toward the center. Head forward  
enter the Troff n' Scoff Portal on your left, by Bananaport #5. Feed 95 bananas  
to Scoff, then switch to Diddy and feed Scoff the remaining 25 bananas. Diddy's  
face is on the door, so head forward and prepare for the second boss fight.

~~~~~  
Boss - Dogadon
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Difficulty : 1/10

Oddly enough, I actually find this boss battle to be less difficult than the  
first, since you have two melons. A baby dragonfly-like creature, called a  
Dogadon, flies by Diddy. Diddy easily squishes it into the ground, but then, the  
parent, who is much larger, appears, scaring Diddy and starting the battle.

The Dogadon will begin by spitting fireballs at you. They emit a small shockwave  
, so there is a split second in which you can be hit even after the actual blast  
is over. Run in a sort of circle (not exactly, but roughly) and you shouldn't  
have much trouble avoiding the fireballs. The dogadon will now sit down to rest.  
Throw a TNT barrel at it, knocking it into the lava. The beast flies back up and  
cools itself down.

This time, the boss will spit fireballs from two corners. Use the same zig-zaggy  
circling technique, keeping your movement irregular, and you should have no  
problems avoiding the fireballs. When the dogadon sits down, throw another TNT  
barrel at it, knocking it into the fiery inferno below once more.

The dogadon will spit fireballs from three corners, forcing you to dodge for a  
while. If you use the same technique, you shouldn't have trouble. When the  
dogadon takes its final rest, throw one more TNT barrel at it to knock it into  
the lava for good. You are, of course, awarded a BOSS KEY (2).

~~~~~  
Take Bananaport #5 to where DK played Stealthy Snoop. There's a red balloon
hovering above the quicksand here, so shoot it to get Diddy's last bananas
(100). Warp back to Bananaport #5 and head back up the stairs to the Tag
Barrel. Switch to Lanky, and climb the tree just down the stairs. Press B, then
A, then B to make it to the Diddy barrel, then use Bananaport #2 to return to
the first area. Go to the tunnel by Candy's that leads to the DK Portal. Go
through the tunnel, getting the last five bananas (100). Swing across the
quicksand, avoid the Zinger and the Kritter, then swing across the second
quicksand pool and leave the level.

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|          o-----o          |
|          4g          |          Frantic Factory          |          FRFACT          |
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Moves - Gorilla Grab, Simian Spring, Baboon Ballon, Ponytail Twirl, Primate Punch, Hunky Chunky, Pineapple Shooter, Triangle Trample, All Kongs
 - Ammo Belt 1

Difficulty - 7.5/10

Enemies - Kasplat, Kritter, Krobot, Mecha-Zinger, Mr. Dice, Ruler, Sir Domino
 , Super Block

You'll see a cut-scene in which K. Rool checks up on the Kongs in his observation window. Diddy Kong teases the Kremlings with his jetbarrel, eventually luring them into crashing into each other. K. Rool exclaims that he is surrounded by fools.

Welcome to Frantic Factory, one of the more difficult levels in the game. The frightening 7.5 is due mostly to the DK Arcade, the production room, Beaver Bother, the difficult boss fight, and the confusing passage ways in the level. A few things before we begin. This place is composed of four floors. You're on the lobby, which, for some reason, is actually the second floor. Below you is the storage and production rooms. The third floor is the testing room, while the fourth floor is the R&D room. You can find maps hightlighting the floor you're on throughout the factory. The last thing you should know is that this place is filled with robot enemies called Krobots. You can only defeat them with an Orange Grenade, but they drop two melon slices. The Krobots are often found lurking in the various dark tunnels that make the place confusing.

Wow, that intro lasted longer than I expected. At the start, go forward and Chunky will ask for help from inside his cage. We're going to free him pretty soon, so activate BANANAPORTS #1 and #2, which are on "tables". On your left is a purple tunnel and on your right is a grey tunnel. Head forward before going through either one and you'll see two Krobots. Kill them or ignore them, then Simian Slam the blue switch, opening a hatch down the hall. First, activate BANANAPORT #3 on your right.

Head back and go through the purple tunnel. Kill the Krobot, getting the bananas (5). Climb down the pole to get to the bottom of the tunnel (it's a long way down). At the bottom, look around to get three coins (32), then head over to the other side to see another tunnel. Go through it, killing the Kritter and Krobot, as well as grabbing the bananas (11). The door to the production room open automatically. Head either way to the other side of the room, where you should activate BANANAPORT #4.

Go through the storage room door and follow the tunnel, getting the bananas (15). You'll be in a room with a bunch of boxes. Use the Donkey pad in the middle of the room to start a barrel blasting course. Shoot into the barrel, getting the banana bunch (20). Shoot into the next barrel, which also has a banana bunch (25). You'll be automatically blasted several times. Blast to another barrel with a banana bunch (30), then blast to the next barrel. Shoot to one last barrel with a banana bunch (35), then shoot through a few barrels, which puts you back to the last banana bunch. Shoot into the ring above the barrel, then shoot to the DK star.

A lever near a DK arcade machine is created. Go to the upper-right corner of the room and activate BANANAPORT #1, then head to the lower-left corner. Simian slam the blue switch, which opens a gate near the start. Climb up the boxes in this

area and head through the tunnel to find Cranky and Funky's shops. Kill the Kremlings, then shoot the banana balloon (45) in here. Head into Cranky's shop and pay seven coins (25) to learn the Gorilla Grab. Press B while standing on a lever to pull it.

Go back through the tunnel and head down the stack of boxes. Head into the path on your left to find a purple Kasplat. Ignore it and climb the pole above. Go through the tunnel and make a left at the fork, then activate BANANAPORT #5. Pull the lever by standing on the footplate and pressing B to activate the original DK arcade game. Prepare for frustration.

~~~~~  
DK Arcade  
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You'll have to defeat the original DK arcade game twice to get two prizes. Use the control stick to move Mario left or right, press A to jump over barrels. You can also destroy barrels if you get the hammer. You can climb ladders if they're not broken, but be careful, as barrels will sometimes roll down ladders. You'll instantly die if Mario gets hit by a barrel, forcing you to start over.

~~~~~  
~~ Stage 1 ~~  
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You have to make it up several floors, climbing up ladders and jumping barrels. Go all the way to the right, climb up a ladder, then grab the hammer if you want. You can destroy barrels this way, which earns you more points. Wait until there aren't many barrels, then climb the middle ladder. Be careful of these barrels, as if they hit the oil drum at the bottom, they'll turn into flames which can go up broken ladders. You can partially climb broken ladders to avoid getting hit by the barrels, so use this to your advantage. Once near the top, wait until the barrel traffic is low, then climb to the top and climb to Peach, which ends the round.

~~~~~  
~~ Stage 2 ~~  
~~~~~

I actually find this stage easier than the first one. Climb one of the ladders to the first conveyer belt, which has pies moving along it. If you touch the pies, you die. The conveyer belt can change direction, so be careful. You want to move with it and away from the pies. Climb the ladder to the fireball and quickly head to the right/left. Climb one of the retracting ladders and you'll win the round.

~~~~~  
~~ Stage 3 ~~  
~~~~~

This is probably the most difficult stage. At the start, jump to the elevators going up the pole. If you fall, you'll die. Jump to the two ladder platform with the fireball, avoiding the enemy. Take the elevator down and jump to the ledge at the bottom. Here's where it gets tricky. There are springboards that are bouncing down trying to kill you. You need to head up to the right, then the left, avoiding the springboards a couple times. Cross at the exact point the springboards block your path. Once you've passed the second hazard area, climb the ladder and jump to the last ladder. You're safe as long as you remain by the ladder, so wait for a springboard to bounce off, then quickly climb up. Wait for another springboard to pass, then climb the final ladder to win.

~~~~~  
~~ Stage 4 ~~  
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Stage four is quite a bit different from the rest. The object is to jump over all the yellow blocks. However, fireballs are all over the place, so you have to be careful. Climb the ladder and jump over the first two blocks. The idea is to wait for the fireballs to come to you, then go for the blocks. Climb another ladder and jump over the next two blocks, then grab the hammer in the middle. Smash one of the blocks by walking over it, then kill any fireballs that come your way. Head up the nearest ladder and jump over the block by Donkey Kong. When it's safe, climb back down and jump over the gap. Jump over the final block to make the stage collapse, making DK fall and winning you the game.

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You'll get a GOLDEN BANANA (1). Now pull the lever again. Yes, unfortunately, you have to beat it AGAIN. You need to pay two coins (23) as well. The difficulty is beefed up a bit, with harder obstacles and quicker barrels. Follow the same tips and keep trying. Eventually, you'll get it. You'll be awarded the NINTENDO COIN (1).

This coin is one of the two special coins you need to beat the game. Head out of this room and climb down the pole. Avoid the Kasplat and head to the opposite side of the room. In the corner is a Tag Barrel. Use it to switch to Lanky Kong. Head over near the purple Kasplat. In the corner are a bunch of boxes leading up a pipe. Use the orangstand to climb up to the top of the pipe, getting the bananas (5), then slam the Lanky switch. Chunky will be freed from his cage and head off to the Tag Barrel. Drop down and get the GOLDEN BANANA (1).

Jump up the boxes in the room. Along the way, collect the coins (18). Head to the room with Candy and Cranky, getting the bananas (8). Get the bananas (10) on the ramp, then head into Cranky's store. Pay five coins (13) to learn the Baboon Balloon. Press Z while standing on a pad with Lanky's face on it to inflate yourself like a balloon, letting you roam around in the air. If you're not quick, you'll deflate. Press Z to deflate prematurely. Head back down the boxes past the tunnel. Go over to the corner of the room and switch to Tiny Kong.

Since Chunky needs a whopping 14 coins to get all of his moves, we're not going to use him yet. Go over to the pole leading to the DK arcade. Defeat the Kasplat in here and get the BLUEPRINT (1), then grab the coins (22). Climb the pole and go to the room with the DK arcade machine. On the right side you'll find a stack of boxes. Jump into the Tiny barrel nearby and highjump up the nearby crate. Go left after jumping to the row of boxes, then highjump up a couple boxes and head right to where you'll find a banana bunch (5). Go through the pipe ahead (this happens automatically once you go in) and Tiny will run to a GOLDEN BANANA (1).

Go out of the gate that opens and deactivate the move. Head back to the tunnel and climb down to the purple Kasplat. Highjump up the boxes in the other room and go through the tunnel to where the lab and shop are. Enter the lab and pay five coins (17) to get the Ponytail Twirl. Press A while in the air to make Tiny start twirling her hair, letting you cross huge gaps and break falls. Once out of the lab, head back to the box room where Chunky was. Go over to the corner and use Bananaport #1 to teleport back to the start.

Go through the tunnel by Bananaport #2, getting the bananas (8). Grab the coins (22) around the Mecha-Zinger circling the pole. At the top, get some Banana film, then head forward. Get the two bananas (10) in front of the door, which opens automatically. Kill the Krobot, then go left to come to a pole. Climb down to

find Snide's HQ. Activate BANANAPORT #3, then shoot the banana balloon (20) and head inside the HQ to get a GOLDEN BANANA (2). Climb back up the pole and defeat the Krobot in the tunnel again. Take the other path, getting the five bananas (25) to reach a room with a giant stack of blocks. This is the testing department.

Head right around to the other side of the room. Climb up the stack of boxes and go left. Jump into the Tiny barrel on the boxes and head down to the banana bunch (30). Go through the pipe, grab another banana bunch (35), and deactivate the move. Slam the Tiny switch in this room to open and start the pinwheel on the wall. The object is to shoot the item displayed on the right. The wheel spins faster everytime you hit an item. If you screw up, you have to start over, so lead your shots. You have to shoot six items, in this order: Orange Grenade, watermelon, yellow banana, Crystal Coconut, Supply Crate. Once you shoot all the items, you get a GOLDEN BANANA (3). A Banana Fairy also appears in front of Funky's armory.

Hop back into the Tiny barrel and go back through the pipe, then deactivate the Mini-Monkey. Drop off the platform and head right over to the corner, where you should see a box spitting part of its top up and down. Jump on it when its in the block and it will take you to the tunnel. Head through to find Funky's Armory. After activating BANANAPORT #5, shoot the balloon (45) hovering here and snap a picture of the BANANA FAIRY (1). Now go inside Funky's armory and pay three coins (19) to buy an ammo belt. This increases the maximum amount of ammo you can carry to 100 shots instead of 50.

Go back through the tunnel and drop down. Head back up the boxes leading to the platform and go right this time, where you'll find a Tag Barrel. Switch to Donkey Kong. Drop down and head past the block leading to Funky's armory. Get the three coins (26) on the steps, then go back down and head to the opposite side of the room to find three blocks spitting their tops off. Take the middle one up to a dark tunnel. Head through it, getting the bananas (50) along the way and taking a picture of the BANANA FAIRY (2).

At the end, you'll find a big number puzzle. First, shoot the balloon (60) and grab the three coins (29) in the corner. Head to the DK switch by the window and slam it to activate the puzzle and start a 60 second time limit. The goal is to Simian Slam all the numbers in order from 1-16. How childish. Here's an ASCII map, from the view you'll have when you do the puzzle (though the numbers in the game are upside-down).

```
+----+----+----+----+
| 05 | 04 | 09 | 06 |
+----+----+----+----+
| 16 | 02 | 11 | 04 |
+----+----+----+----+
| 07 | 15 | 13 | 01 |
+----+----+----+----+
| 03 | 10 | 08 | 12 |
+----+----+----+----+
```

After you slam all the numbers in order, you'll get a GOLDEN BANANA (2). Head back through the tunnel and drop down. Continue around the block tower to reach the boxes, which you should climb up. Head right and use the Tag Barrel to switch to Diddy Kong. Drop down and head over to the block that leads to Funky's. Get the three bananas (3) in the tunnel and the banana bunch (8) on Bananaport #5. Press Z to teleport. You'll automatically get a banana bunch (13). Get the bananas (18) as you go through the tunnel, then climb down the pole. Backflip up the boxes in the storage room and go through the tunnel. Enter Cranky's lab to learn the Simian Spring for seven coins (21). Hold Z

while on a pad with Diddy's face on it to leap high into the air.

Go back through the tunnel and head to the left side as you drop down the boxes. There's a tall stack of boxes that you should highjump to to reach a Diddy pad. Hold Z to spring up to a ledge with three coins (24). Climb back up the pole by the purple Kasplat and head to the DK arcade, then use Bananaport #5. Go back through the tunnel and drop down to the block. Head directly forward to reach a Diddy pad by the giant block tower. Simian spring to the right to a banana bunch (23). Backflip to another banana bunch (28), then turn around and highjump to your right. Work your way around and backflip again where you need to to get another banana bunch (33). Jump the gap, then backflip to the block with a banana bunch (38). Backflip AGAIN to the last banana bunch (43), then highjump to a Diddy pad. Simian Spring to a Bonus Barrel.

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+=====+
| Peril Path Picnic | Difficulty : 2/10 |
+=====+
| This bonus stage is set up a bit like Teetering Turtle Trouble. You'll find |
| two rows of open-mouthed of Klaptraps, three per row. Like with TTT, you |
| must use the control stick to aim at their mouths and press A to feed them |
| watermelons. If they get hungry, they'll open their mouths and start eating |
| the Banana Fairies crossing in front of them. After five shots, you'll need |
| to reload by shooting the center melon button. This mini-game is very easy |
| once you figure out how to do it. Simply shoot the Klaptraps in this order: |
| top-left, top-middle, top-right, bottom-left, bottom-middle, reload....., |
| reloading as you need to. Once six Banana Fairies have crossed, bringing |
| your SAVE counter down to 0 (60 seconds is plenty of time), you'll win. |
+=====+
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Simian Spring to get Diddy's first Frantic Factory GOLDEN BANANA (1). Drop off the tower (you will get hurt) and head to the side where you'll find the boxes leading to the Tag Barrel. Use the Tag Barrel to switch to Lanky Kong. Go behind the boxes leading up to the platform for four coins (17). Use the Lanky pad on the platform to inflate yourself, then float over to a Bonus Barrel on your right, above a door. Press Z while floating above it to drop down into it.

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+=====+
| Batty Barrel Bandit | Difficulty : 2.5/10 |
+=====+
| This game works like a slot machine in a casino. Hooray for gambling. Anyway |
| , the objective is to line up four Golden Bananas in the machine three |
| times The hit counter on the top of the screen shows you how many jackpots |
| you have still have to hit. Press A to a slot. If you hit an item other than |
| a banana, press A rapidly to reset the machine. You also have to press A to |
| start the game. Since the wheels move slowly, just press A when the Golden |
| Banana appears. It's not too difficult (at least this one isn't). Your |
| biggest threat is freaking out and just ramming the A button. That will kill |
| you for sure. If you remain calm, you shouldn't have too much trouble. |
+=====+
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Once you win, you'll get a GOLDEN BANANA (2). Go through the door that says "R&D". This is the path to the, get ready, R&D room. Climb the pole, then get the coins (22) around it. Go through the door to reach a room with steaming gold stuff under the mesh floor. Head left, then right to get all the bananas (15). Now activate BANANAPORT #2 on the right side, getting the banana bunch (20). Press Z to warp to the start and get another banana bunch (25), then warp back. Climb the ladder in front of you and defeat the Kasplat for a BLUEPRINT (2).

Head around to the left to get some bananas (30). You should notice there are three doors along the wall. The left one has a Guitar Gazump pad in front of it

and is blocked by glass. The middle one has an auto-door in front of it, and the right one has a ladder leading to it. None of these are Lanky's doors, so drop off the ledge on the left side and you should see another glass-blocked door. Play Trombone Tremor on the pad to open the glass.

First, shoot the banana balloon (40). Now Simian Slam the Lanky switch to start up the colorful organ. Kremling dudes will pop out of the holes at the top, making beautiful burping noises. The object is to Simian Slam the organ keys in the order (the Kremlings and keys are color-coded) of the burps. The patterns get longer and longer, and screwing up will force you to restart. Here is the order of the patterns:

1. Yellow (C), Blue (B), Yellow (C)
2. Yellow (C), Blue (B), Yellow (C), Maroon (D)
3. Yellow (C), Blue (B), Yellow (C), Maroon (D), Green (E)
4. Yellow (C), Blue (B), Yellow (C), Maroon (D), Green (E), Yellow (C)
5. Yellow (C), Blue (B), Yellow (C), Maroon (D), Green (E), Yellow (C), Red (A)

Once you've completed all the patterns, you'll earn a GOLDEN BANANA (3). Head back through the door and go to the middle of the lower level. Use the Tag Barrel to switch to Tiny Kong. Go over to the right side of the room and look on the righthand side to find an auto-door. Head through it, getting the bananas (55). Along the way, you'll have to kill a Krobot and avoid a Mecha-Zinger. At the end, jump into the Tiny barrel and go through the tiny hole on your left. Head around the racetrack in this area and go through another small hole.

You'll meet a slotcar dude, who will challenge you to a two-lap race around a race track. If you win and collect 10 coins, he'll give you a Golden Banana. Hold Z to speed up, use the control stick to switch around the three lanes, and press A to cheat (this just fires a rocket forward that will hit the slot car and knock him back provided you are in the same lane as him; you can only do it three times, as shown by a counter at the bottom of the screen). There are also DK stars found throughout the race. Drive through them and Tiny Kong will get a speed burst. You actually need to hold Z to move, by the way. There are also TNT carts. Crashing into them will cause you to lose three coins, but the slotcar can run into them too, making him blast back. The speed of this race makes it difficult to number coins and walk you through, so just collect all the coins you can (there are two laps, so this isn't much of a trouble). Switch lanes to get coins, DK stars, and avoid hitting TNT carts. When you win, the car will give you a GOLDEN BANANA (4).

Use the Mini-Monkey to go back through the tire holes, then head through the tunnel, defeating the Krobot. Use the Tag Barrel to switch to Donkey Kong. Go through the tunnel that you went through to reach the slotcar race. When you reach the Tiny barrel, get the three coins (32) and pull the lever to open two grates on the upper floor. Head back through the tunnel, then climb the ladder leading to the Kasplat. First, press Z on the Battle Arena Pad under the first grate.

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+=====+
| Battle Arena #3 - Arena Ambush | Difficulty : 3/10 |
+=====+
| Okay, this is a lot more difficult than the first two Battle Arenas, as this |
| one has a Kasplat. His shockwaves can easily knock you off the platform if |
| you're not careful. You need to survive for 45 seconds. I find the best |
| strategy is to go over to the edge of the pad and face the center. Mash the |
| B button to defeat the Kritter and the Kasplat as they come to you. If you |
| see the Kasplat lift his arms to smash the ground, jump immediately over to |
| the center. Two Kritters will eventually appear (you start with only 1). |
| Once you've broken the time limit, get the BATTLE ARENA CROWN (3). |
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Now continue and head through the door in the middle. Shoot the balloon (70) hovering over the place, then leap down into the pit. You appear on a platform in the room where you freed Chunky. Turn around and shoot the Coconut Switch next to the shack. This opens the shack's door, so head inside. Highjump at the start for a coin (33), then head to the corners of the room for three banana bunches (85). That gives you a BANANA MEDAL (1). Now pull the lever next to the screen. Remember that room we passed with Bananaport #4 on our way to the storage room, with the giant toy machine? The toy machine in that room starts working again. A GOLDEN BANANA (3) also appears on a box. After you have it, leave the shack.

Drop off the platform and head to the opposite corner. Use Bananaport #1 to return to the start, then use Bananaport #2 to go to the R&D room again. Jump into the Tag Barrel and switch to Diddy Kong. Climb the ladder again and head to the left door. Play Guitar Gazump to open the glass, then go inside. First, shoot the freakin THREE ballons wandering around in the room (73). Now you'll notice three doors around the room, each with a four-digit code. To open one, Chimp Charge the number buttons on the wall in the corresponding order. First, punch in "3124". Defeat the two dice and the domino, then punch in "1342". Kill the two Mecha-Zingers and the Krobot, then type in "4231". Butcher the two Krobots. For your efforts, you'll get a GOLDEN BANANA (2).

Leave this room and head into the middle auto-door one. After getting the coins (29), drop into the pit. Slam the Diddy switch to make a bunch of vines lower. Swing across them to the Bonus Barrel before your 20 second timer runs out.

| Beaver Bother | Difficulty : 6/10

Welcome to Beaver Bother, the unholy of unholies, the most difficult mini-game in Donkey Kong 64. The objective is simple, but doing it is maddening. You play as a Klaptrap and must press B to chomp, scaring the beavers in the same direction your face is pointing towards. The idea is to scare them into the pit into the middle. You need to drop 12 beavers in the hole before your 60 second timer runs out to win. In my opinion, the best strategy is to position yourself so that the beavers are between you and the circle, then head around the hole in a spiral while tapping B. You want to scare the beavers in tangetially, not head on. If you start scaring a beaver away from the circle, stop pressing B until you've repositioned yourself next to the beaver. You need to be quick or your timer will run out. If you can, try to get multiple beavers in at once to save time. If you fall into the pit, you lose and have to start over. Although it is maddening, you'll eventually get it.

After that's done, you'll get a well-earned GOLDEN BANANA (3). Use Bananaport #1, then Bananaport #2 to return to the R&D room. Use the Tag barrel to switch to, at last, Chunky Kong! Squawks will greet you and tell you there are five Golden Bananas for Chunky to find. First, climb the ladder leading to the upper part of the R&D. Head past the Kasplat and go to the second you grate you opened, which contains four coins (14). Now head back to the lower level and go through the door across from the Tag Barrel. Climb down the pole and go through the auto-door, then head left. Use the left and right top-spitting blocks to secure two coins (16). Now continue around the giant block stack and use the middle and right blocks in the next group for two more coins (18). Continue around and kill the Kasplat for a BLUEPRINT (3).

Continue around and use the block in the corner to reach Funky's, then enter the





bananas (30). At the top, get the coins (22) and shoot the balloon (40), then head through the tunnel and kill the Krobot. Grab the banana bunch (45) on Bananaport #1, then use Bananaport #2 to warp to the R&D room. Climb the ladder on the right and climb another ladder leading to the right door. Primate Punch the gate, then play your triangle on the pad to open the glass. Shoot the balloon (55) in this room, then drop down. Head along the both sides of the rooms for bananas (65) and Supply Crates. There's a chest in the back. Primate Punch the Chunky button on the chest to make a bunch of enemies come out.

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Miniboss - Toy Monster
~~~~~

Difficulty : 3/10

This mini-boss starts as merely a bunch of toys. You'll first face a simple dice enemy. Take it out and the chest will release two wooden blocks. If you use the moving attack, you can kill them in a single hit. Destroy the dominos the chest releases and get ready for the more difficult part. A ton of various toys are released and they all combine to form a giant toy monster. A Chunky barrel appears (it's in view after you regain control), so jump into it to become huge (you get unlimited Crystal Coconuts for this).

Start pounding the toy monster. The problem is Chunky loses in a straight one-on-one fight. If you attack the monster from behind, you can hurt it. If you try to assault it from the front, you'll get hurt. Use the moving attack and maybe a few Primate Punches to pound its back. The monster will slowly take damage. When it turns around, turn the opposite way so you can continue to hit its back. Keep circling it and using the moving attack, adding a few Primate Punches. Once its taken enough damage, the monster will split apart and the toys will disappear. For your efforts you win a GOLDEN BANANA (3).

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Climb the ladder back to the door and head past the blue Kasplat. Use the Tag Barrel below to switch to Donkey Kong, then use Bananaport #2 to warp to the start. Now take Bananaport #1 to the storage room. Head over to the other side and go through the reddish tunnel to the production room. Kill the Krobot near Bananaport #4, then head straight into the machine through the opening on the conveyer belt. You're in a room with a bunch of crushers. They'll obviously kill you, so jump into the Donkey barrel at the start. Now start going through the crushers. You have to fight the force of the conveyer belts. Along the way, collect the last banana bunches (100). At the end, you'll get a GOLDEN BANANA (4). Now go back and leave.

Head around the left side of the machine. Ignore the boxes shooting to the machine and the red-haired Kasplat. By the Lanky switch you'll see a platform moving up and down. Use it to reach the conveyer belt, then cross the conveyer belt to a ledge. Follow the ledge to the end where you'll find a pipe. Jump to the ventilation duct, then very carefully go across the top of the pipe. At the end, go to the left side of the machine thing and climb up the ladder. Head around the top, where the "sliders" are to find a spinning cog. Wait for it slow down, then quickly cross it and jump to the ledge on the left. Jump up the stairs and face the machine. The top piece of the machine is spinning and has four bars. This is a little difficult. When the bar comes to you, jump onto it. Now wait for it to spin to the other side. Jump to the ledge on the other side and activate BANANAPORT #4.

Head around the ledge with the Tag Barrel and you'll find three platforms going up and down. Jump across them, then jump to the next ledge. Continue past the

conveyer belts to two spinning cogs. Cross them once they slow down and you'll find a huge pipe leading up. Against the wall is a small platform with a yellow-haired Kasplat. Pummel it with oranges until it dies, then jump from the vent on the pipe to the ledge and get the BLUEPRINT (4). You're above Bananaport #4, so jump down to it and use the Tag Barrel to switch to Tiny Kong.

Grab the coins around Bananaport #4 (29), then head across the three moving platforms. Now highjump to the conveyer belts and start jumping up them. Keep pressing A so you can fight against the belts. Along the way, collect the banana bunches (75). That gives you a BANANA MEDAL (2). Now look across the giant gap you'll be facing at the top. There's a ledge with a Bonus Barrel. Press A to jump, then do the Ponytail Twirl to make it to the platform and jump into the barrel.

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+=====+
| Krazy Kong Klamour | Difficulty : 2.5/10 |
+=====+
| This game is rather odd. It's set up like Teetering Turtle Trouble with a |
| three-by-six row and a watermelon gun. Press A to fire. You have five shots |
| before you need to shoot the center watermelon button to reload. The object |
| is to shoot the Golden Bananas. You have to reduce your counter to 0 by |
| hitting 10 bananas. However, the lights flicker on and off and the position |
| of the Golden Banana keeps changing. You can't shoot something while it's |
| dark. If you shoot one of the Kongs in the rows, the counter will go up by |
| one, making it more difficult. There isn't much to write about in the way |
| of tips. It's really just a test of reflexes. You need to aim and fire at |
| the Golden Banana very quickly. With enough tries, you should get it. |
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Once you win, Tiny earns a GOLDEN BANANA (5). There's a small ledge poking out of the wall past this one. Once you find it, Ponytail Twirl to it for a banana bunch (80) and some coins (32). Now this is a little difficult. Ponytail Twirl down to the the machine in the center of the room. Once you make it, Ponytail Twirl down to the part where the bottom of the ladder is. By the big pipe is a balloon (90) hovering for you to shoot. Jump down to the bottom and use Bananaport #4 to warp, then switch to Diddy Kong and warp back.

Head around the whole production room to get twelve bananas (85). That gives you a BANANA MEDAL (3). Now go near the Lanky switch and moving platform. Defeat the Kasplat for a BLUEPRINT (5). Head right of Bananaport #4 over to the door to the giant pole. You should see a Diddy switch. Pound it to make a Golden Banana appear in an alcove. Use Bananaport #4 to warp back to the top. Head left and jump across the up-down platforms. Continue past the conveyer belts and the Troff n' Scoff Portal to reach the cogs. Go across them when they slow down, getting the two banana bunches (95). Now get the banana bunch (100) on top of the Diddy pad here (100) and Simian Spring to the GOLDEN BANANA (4).

Go back across the cogs, past the conveyer belts, and across the moving platforms. If you fall, you can use Bananaport #4. Switch to Lanky Kong and warp to the bottom of the room. Head into the machine, where Donkey got his fourth Golden Banana. First, get the three Banana Bunch Coins (30) in the corner. Hovering above the conveyer belt is a banana balloon (50). It's fast, so you'll need good timing. When the smasher is out of the way, shoot it, then leave the inside of the machine.

Go left over to the red-haired Kasplat. Slam the Lanky switch below the moving platform to make a Golden Banana appear atop the big pipe. We're going to take the long way up to get all the bananas. Take the platform up, then cross the conveyer belt. Head around the ledge and carefully cross the pipe. Climb the ladder on the side of the machine thing, then head around and go across the cog

when it slows down. Jump up the stairs on the left, getting the banana bunches (65) as you go. Wait for the spinning bar to come, then jump onto it and jump to Bananaport #4. Head left and jump across the moving platforms, getting the three coins (33) as you go. Continue past the conveyer belts. Once you pass the Tag Barrel, use your shooter to shoot the balloon (75) hovering. That gives you a BANANA MEDAL (4). Continue and cross the two cogs when they're slow. Now you'll come to the gigantic pipe again. Jump to the duct, then switch to Orangstand. Very carefully walk up the pipe, getting the last banana bunches (100) as you go. At the end, grab the GOLDEN BANANA (4).

Head back to the upper Bananaport #4 by walking off the top of the pipe or drop down and warp up. Switch to Chunky Kong, then warp to the bottom of the room. Go right, over to the way to the giant pole. You'll soon see a switch with Chunky's face on it. Slam it to make a Golden Banana appear underneath the crusher at the very top of the machine. This is the center of the spinning bars. You have a 99 second time limit, so quickly rush back and use Bananaport #4. You have plenty of time, so wait for one of the bars to come to you. Jump to it. Before you rush to the banana, collect the four banana bunches (85) floating in the air by lining yourself up with them. If you want, get the Golden Banana first. You'll get a BANANA MEDAL (5). Now go to the center and wait for the crusher to lift. Grab the GOLDEN BANANA (4).

Take one of the bars back to Bananaport #4 and jump. Switch to Tiny Kong, then warp to the bottom. Go through the door that leads to huge pole. Kill the Krobot and the Kritter as you head through the tunnel, then climb the pole. There's a alcove with a glass window at the middle of the pole. Keep turning around so you don't miss it. Once you find it, jump to it and collect the two banana bunches (100). Jump back to the pole and climb to the top. Kill the Krobot as you go through the purplish tunnel, then head to the back where there are two Krobots. Use Bananaport #3 to warp to Snide's place.

Okay, switch to Donkey and exchange his blueprint for a GOLDEN BANANA (5). Now get Diddy's GOLDEN BANANA (5), then Lanky's GOLDEN BANANA (5), and finally, Chunky's GOLDEN BANANA (5). Grab the banana bunch (90) and the coins (25) by Bananaport #3. Now Climb the pole, which leads to the Testing Room tunnel. At the top, shoot the banana balloon (100). Head through the tunnel, kill the Krobot, then go to the Testing Room. Make a left U-turn at the start to see three blocks. Use the piece shooting from the left one to reach a Troff n' Scoff Portal. Go up to the Banana Pad and feed Scoff 100 bananas. Okay, half done. Now switch to Tiny and feed the other 100. Head inside, as the door opens after showing Tiny Kong's face.

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Boss - Mad Jack  
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Difficulty : 7.5/10

This is one of the most difficult bosses in the game, especially on your first play through the game. At the start you'll see a giant checkered grid of white and blue squares. One of the white squares is blinking. Stand on that one and all the squares will rise into gigantic pillars. A large box will fall from the ceiling and spring over to Tiny. After enlarging, it will spring open, revealing itself to be a ridiculously large and incredibly disturbing jack-in-the-box. Now you know why it's called "Frantic" Factory.

The box will begin bouncing around the squares. If it lands on a square you're on, it will crush you and you lose a melon. The only way to avoid it is to use the Ponytail Twirl to move from square to square. Tiny has an advantage because she can move across diagonally, while the box cannot. Use this when you're in a

tight squeeze and you'll make it out unscathed. If you fall, an elevator will take you back up so you can jump to the square. After a while, the box will stand still and pop out of its boxes. It begins throwing fireballs at you. If you keep moving, you shouldn't get hit. Two squares now have blue switches on them, one blue and one white. Pane around to find them, then head to the square that is the same color as the one the box is on. If you slam the wrong switch, you'll lose health. When you reach the square, slam the switch to hurt the boss.

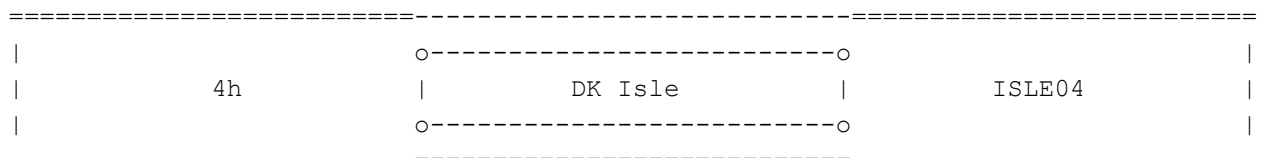
Mad Jack goes back into his box and bounces around. Keep Ponytail Twirling from square to square to avoid being squashed. Watch his sparkly trail and shadow to avoid getting hit. When he comes out of the box, head over to the square with the switch. You don't want to cross a square just before he throws a fireball, or he might hit you. If you fall, you'll have to wait for him to spring out of his box again. Slam the switch to hurt Mad Jack again. The box retracts and starts springing around the place. Keep avoiding him and going from square to square. Once he springs out of the box, go to the correct square and slam the switch to hurt him.

Continue dodging the boss (yes, this is quite a long fight). It's pretty slow compared to Tiny, so you have the advantage. Stick to the blue squares now (you'll see why soon). When the box pops out, a new attack will be introduced. The box will fire a laser from its head at the square you're standing on. The square will cause a giant laser beam ray thing to erupt on the square, knocking you off and hurting you. The only way to avoid this is to stand on the targeted square's corners. The blue squares have larger corners, so you want to stay on them. Also, if you change squares just after the boss releases the laser, you won't get hit. This strategy has the advantage of letting you continue moving. If you wait too long, the boss goes back into the box. Slam the switch of the appropriate square color and the boss will become invisible, making things more difficult.

There are only two clues as to where the boss is: the sparkly trail he leaves behind as he moves, and the fact that the square either of you occupies will light up for as long as you stand on it. Keep an eye on these things or you'll likely get squashed by the boss. It's important to keep moving diagonally here. Once the boss pops out of the box, he'll continue firing lasers at you. Dodge them using the same method and head over to the appropriate switch. Slam it to inflict one final blow. The square beneath the boss disappears, making him fall and explode. Once the squares lower completely, get the BOSS KEY (3).

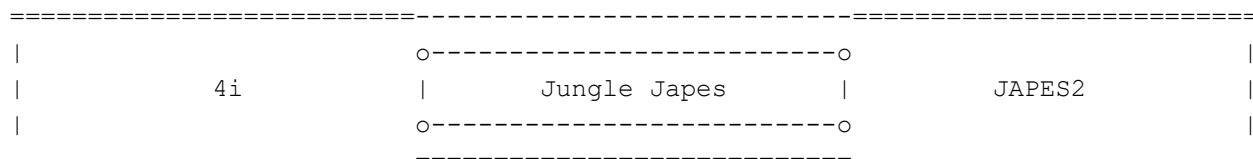
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Find the door with "R&D" on it. Climb the pole, then go through another door and switch to Donkey Kong. Use Bananaport #2 to warp to the start, then leave the level.



Go over to the right side of the lobby. There's a lever by the wall. Pull it to make a platform start moving. Use it to reach the ledge above, where you'll find a Bongo Blast pad. Play your instrument on it and Squawks will come to give you a GOLDEN BANANA (2). Now go head over to the Tag Barrel in the corner. Switch to Chunky Kong. Go to the adjacent corner where you'll find a "?" box. Primate Punch it open to reveal a Kasplat and a Banana Fairy. The Kasplat is the wrong color, so switch to Tiny Kong. Kill the Kasplat and get the BLUEPRINT (1), then snap a photo of the BANANA FAIRY (1). Leave the lobby.

We're going to wait to give K. Lumsy the Boss Key since he doesn't open a world for the 3rd key. Take Bananaport #4, then head counterclockwise around the Isle and enter the Jungle Japes lobby. Turn left (after holding R) at the start to find the Tag Barrel. Switch to Chunky Kong and go to the opposite side, where you'll find a boulder. Destroy it to find a trombone pad. Switch to Lanky Kong, then play your instrument on the pad. Squawks will bring you a GOLDEN BANANA (2). Now enter Jungle Japes.



Now's the time to mention that I won't be numbering and telling you to collect Banana Bunch Coins anymore. You have enough for the game, so just collect them if you want. Head forward and use Bananaport #1. Use the Tag Barrel to become Chunky, then head leftward. Continue past the Gnawty and the Zinger over to the big X. Collect the bananas (5) around the area, then pick up the boulder and throw it. It will explode to reveal a GOLDEN BANANA (1). Now Simian Slam the big X three times. It will crack , eventually crumbling and letting you drop in.

Go forward at the start, collecting five bananas (10). Next up is a long and winding path to the end of the cave. Go slowly and wait for the flames to shoot to light your path, or you might fall into the abyss below. As you head along the path, collect the banana bunches (20). At the end, you'll see a demon face with two Pineapple Switches for eyes. Shoot them both to create sets of vines leading to ledges on either side. Swing across the ones on the left to get a GOLDEN BANANA (2). Swing back and then take the right vines to a Kasplat. Defeat it for a BLUEPRINT (3). Swing back across and head back along the winding bridge. Continue to the end of the cave and use the barrel kannon to leave.

Head right over to the two Bananaports, then use the Tag Barrel to switch to Lanky Kong. Jump into the water and press Z to go under. Swim through the middle of the lake to collect five bananas (5), then surface on the right side. Jump over to the two Gnawty area and look for the steep slope where you shot the Peanut Switch with Diddy. Use the Orangstand to get up the slope, getting the bananas (8). Use the shockwave to unearth the DK Dirt Pile and get a RAINBOW COIN, then go inside the cave.

Shoot the balloon (18) hovering over the start, then go up the steps in the room , getting the banana bunches (28). Squawks will ask you if the pegs look a little loose. On either side of the room you'll see a peg. Simian Slam them both , highjumping off them for banana bunches (38). Once they're both slammed, a group of Zingers will appear. Use your shooter to shoot them all down. The picture of DK Isle will open, letting you get the GOLDEN BANANA (1). Take a photo of the BANANA FAIRY (1) that appears, then leave the cave.

Cross the river again and use the Tag Barrel to switch to Tiny Kong. Head left and through the cave near the big X area. Follow the trail of green bananas in the cave past the first Kasplat and to a purple-haired Kasplat. Kill it for a BLUEPRINT (4). Continue to find a huge gate. Shoot the Feather Switches on both sides to open it, then activate BANANAPORT #5. Go over to your right and you'll find a beehive. Jump into the Tiny barrel to become small, then turn around. You'll find a log against the wall. Run through the tiny hole in it to collect three banana bunches (15). Now continue past Bananaport #5 to find another log. Run through it for more banana bunches (30), then continue to the back where you will find a stump. There's a mushroom near it, so jump onto it and Tiny will bounce high into the air. Land on top of the stump, then drop









clockwise until you reach BANANAPORT #3 in front of a waterfall.

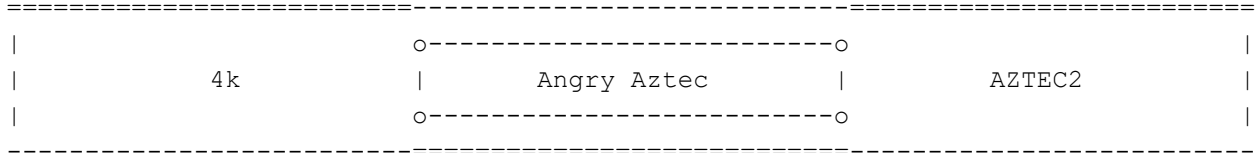
Use Bananaport #3 to warp to the start, then swap to Lanky Kong and take Bananaport #2. Head over to the trombone pad and play your instrument. Squawks will come and tell you he's found one of Cranky's special barrels. A Diddy barrel will appear on a floating island you haven't seen before (this is the entrance to Fungi Forest). Go inside the Angry Aztec lobby. Switch to Diddy Kong and Chimp Charge the two gongs. A floor piece opens and a Bonus Barrel raises. Now switch to Tiny Kong and head up the stairs. From the edge of the platform with the DK Portal, Ponytail Twirl into the Bonus Barrel.

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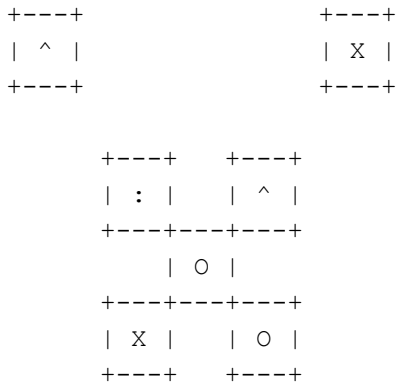
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| Big Bug Bash | Difficulty : 2.5/10 |
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| You actually control a fly swatter in this mini-game. Use the joystick to |
| move it around the barrel and press A to swat. The object is to kill eight |
| flies in 60 seconds. They are fast as hell, so you'll have to lead your |
| shots and move the swatter irregularly. I recommend staying close to the |
| center and moving your swatter in crazy directions. I find I hit the flies |
| most often when I move the swatter northwest, northeast, southwest, or |
| southeast. Once your hit counter reaches zero, you'll win! |
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You get another GOLDEN BANANA (2). Head to the left side of the room and you'll see a closed secret door. Shoot the Feather Switch next to it to open the door, then switch to Chunky Kong. Go through the passage opened up by Tiny Kong. At the end, shoot the two Zingers in the room to make a Chunky barrel appear. Jump into it to become huge, then Simian Slam the table. A part of the wall under the DK Portal turns around to reveal Chunky's Wrinkly Door. Head back and enter the second world.



Swing across the vines at the start, then collect the five bananas (5) as you head to the second quicksand gap. Go back to the end of the first quicksand pool and look on the side. Shoot the two Pineapple Switches to open a large door. Shoot down all the Zingers in the room or this will be a pain in the ass. Head around the room, going down each branch to get the four banana bunches (25). You'll find four jugs at the end of each branch. They all have symbols, and the objective is to put all the jugs on the corresponding symbols in the middle of the room. To pick it up, press B, and press Z to put it down. If you fall in the quicksand or get hit by a Zinger bomb, you will drop the jug and have to go back and fetch it again. Here is the solution to the puzzle:



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Note that you should do the center jug first, because if it touches the others, it will explode. Once you've finished the puzzle, you get a GOLDEN BANANA (1). Head out of this chamber and take Bananaport #1 to the first main area. Jump to the quicksand island with the Tag Barrel and use the shockwave to unearth the DK Dirt Pile. This lets you snag a RAINBOW COIN. Now head over to the scary-face temple. Go to the left side and shoot the second switch to open the door and head inside.

Once you have the camera turned around, go to the northwest corner. You'll find some oranges and five banana bunches (50). Head along the wall back to the start and notice the passage in the corner. Get the green bananas (53), kill the Klobbers, then get the banana (54) on the music pad and play your instrument. The door ahead will open. Approach the Golden Banana inside and it will go beneath a trapdoor. Keep going and a snake will open to release four Klaptraps. Each time you defeat a group, the walls will turn and another set will be unleashed. They don't have teeth like the normal ones, so just use a moving attack to wipe them out. Once you've defeated them all, you'll be able to take the GOLDEN BANANA (2).

Head outside this area and go past the Klobbers. Jump into the lake in the temple and dive down under. Head through the big tunnel and continue past the starfish. Head forward into the room where Lanky shot down the vulture. Backflip up to the Lanky switch, where you'll be able to shoot the balloon hovering above the entrance (54). Now swim back and leave the temple.

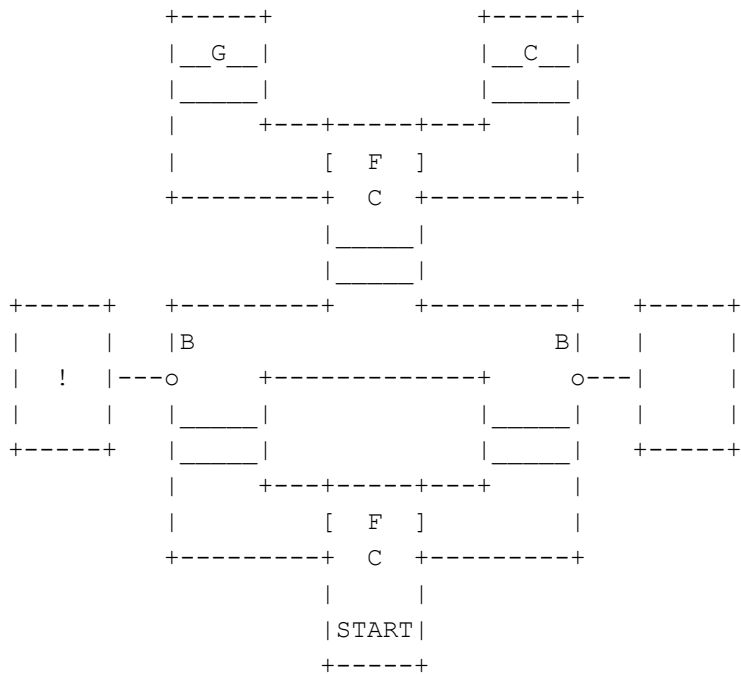
Go straightish forward over to the tunnel connecting the two main areas. In the room with the purple Kasplat, go over to the left and jump into the Chunky barrel you should find. Continue through the tunnel to the part with the three Klaptraps. On your right you'll find a giant boulder. Pick it up and return to the Kasplat room, then place the boulder on top of the table to lift the cage in the Klaptrap room. Deactivate the Hunky Chunky and head back to the cage. Jump into the Bonus Barrel you can now access.

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| Busy Barrel Barrage | Difficulty : 2.5/10 |
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| This is perhaps the most barbaric bonus game of DK64. Baddies will come at |
| you (you're in the center, armed with your shooter) and you have to shoot |
| them constantly. If you get hit by even one, you lose. The goal is to |
| survive for 45 seconds. Since you can only spin around, the best strategy is |
| to aim in circles and fire at them one by one. You have unlimited ammo, so |
| feel free to mash B all you want. Once one Kritter is dead, kill the next, |
| but be quick about it. While they regenerate, point your gun at the one that |
| you killed first. Continue this pattern and you should win easily. |
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Once you survive, you'll earn a GOLDEN BANANA (3). Continue through the tunnel to the second main area. Head forward and go all the way around the totem pole. You'll need to jump some quicksand gaps and swing across the vines at the one with the big door. As you go around, collect all the bananas (74). Go left when you're done and jump the quicksand gap. Head over to the five-door temple and switch to Tiny Kong. Get the bananas (75) on the path leading to the temple, netting you a BANANA MEDAL (4), then climb all five trees around the temple. Remember that there's quicksand below, so you'll have to be careful. Atop all five trees you'll find banana bunches (100). Now shoot the Feather Switch on the second floor of the temple and head in the door.

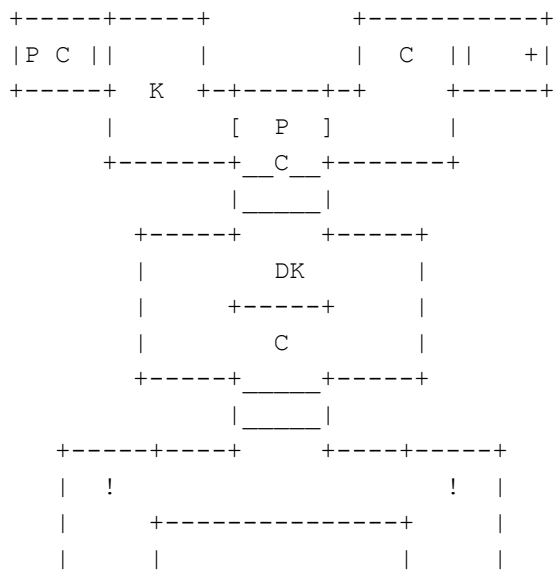


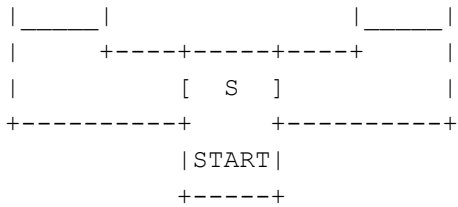
Legend:

F - Feather Switch    C - Banana Bunch Coin    o - Tiny Hole    G - Golden Banana.  
 [ - Openable door    \_ - Stairs    B - Tiny Barrel    ! - Banana Fairy

Shoot the switch at the start and head left, around the corner. Jump into the Tiny barrel up the steps and go through the tiny hole in the wall. In this room, you'll have to take a photo of the BANANA FAIRY (1). Go back through the hole and deactivate the move. Go to the middle and up the steps on the left, then shoot the Feather Switch. Head around the corner on the left and take the GOLDEN BANANA (5). A crosshair will appear and you'll be given a time limit to get out. Quickly follow the map out before you're killed.

Cross the bridge again and head left. Jump the quicksand gap and go over to the llama temple. Shoot the switch in the back and go inside. Drop down and take Bananaport #1 to the Tag Barrel. Head down the giant stairs ahead over to where you went through the tiny pipe. You'll find another BANANA FAIRY (2). Take Bananaport #1 back, then head up the stairs on the left side and leave the temple. Go right, jump the quicksand gap, and head back to the quicksand bridge. Jump into the Tag Barrel and switch to Chunky Kong. Cross the bridge and head up the stairs on the left, then shoot the Pineapple Switch above the right door and head inside.





Legend:

P - Pineapple Switch    C - Banana Bunch Coin    G - Golden Banana    B - Balloon  
 [ - Openable door       \_ - Stairs                    ! - Klobber            DK - Dirt Pile  
 | - Stairs (In Map)    + - Bonus Barrel

Shoot the switch at the start and head around either corner. Kill the Klobber, then go to the middle and head up the stairs. Take the left path and shoot the balloon (84), giving you a BANANA MEDAL (5). Now go back and take the right path. Shoot another balloon (94), then continue around the corner. Kill the Klobber, then unearth the DK Dirt Pile in the middle for a RAINBOW COIN. Head up the stairs and shoot the switch. Take the left path and kill the Kasplat for a BLUEPRINT (5). Head up the stairs on your left and shoot the Pineapple Switch. Nothing appears to happen, but you'll see why in a second. Continue back to the last Pineapple Switch and take the other path. A new set of stairs has opened on the right. Here you'll find a Bonus Barrel.

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| Kremling Kosh | Difficulty : 2.5/10 |
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| Like Crazy Kong Klamor, this game requires good reflexes. You'll be using |
| the A button watermelon gun (shoot the center watermelon piece to reload, |
| since you only get five shots) to shoot Kremlings that pop out of the |
| barrels. The red ones (which pop out and go back in very quickly) are worth |
| two points while the green ones are worth one. You have 60 seconds to score |
| 18 points. Also like KKK, this is mostly just a test of your reflexes, so I |
| really can't provide many tips. You need to anticipate the red Kremlings to |
| score more points. Constantly shoot the Kremlings and be moving your gun to |
| score the most points. |
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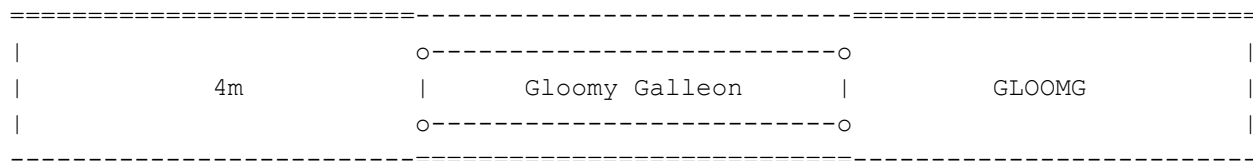
Grab the GOLDEN BANANA (4). A timer will start. Rush out of the temple, following the map, before the timer runs out, or you'll be shot and lose a melon slice. Once out, head back across the winding bridge. Go forward and climb the tree on the right, by Funky's armory. Swing across the vines. Head leftish and over to the steps leading to the Tag Barrel. On the steps on the left and right you'll find Chunky's last bananas (100). Head into Snide's HQ and exchange the blueprint for a GOLDEN BANANA (5).

Climb the tree near the foot of the stairs and roll jump to the Diddy barrel. Go down the stairs and take Bananaport #2 to the first area. Head over to Candy's shop and use Bananaport #1. Turn around, then cross the quicksand gap and leave this level for good.



Leave the Angry Aztec lobby, then use Bananaport #2 to warp to the bottom of the isle. Swim forward and dive under. Go to the right around the base of K. Rool's ship, where you'll find an opening. Swim through it, then head through the

underwater tunnel and surface at the end. Jump to the land and you'll find a green-haired Kasplat. The Chunky switch is blue, which means we can't activate it right now. Kill the Kasplat for a BLUEPRINT (2). Backflip up to B. Locker and he'll open the door for you, since you only need 30 Golden Bananas. Head into the fourth world.



Moves - All Kongs - Upgrade 1  
Difficulty - 5.5/10  
Enemies - Kaboom, Kasplat, Klam, Klobber, Klump, Kosha, Kritter, Puftup, Shuri

K. Rool realizes he underestimated the Kongs and asks his chief technician if the Blast-o-Matic is almost ready. There are a few technical problems, however, and all his men are lazy. K. Rool orders his Klaptraps to make sure no one leaves until the machine is ready.

Near the start is a gate on your right. Shoot the two pineapple switches next to it and it will open. Instead of going through, continue forward through the tunnel. and pass the Tag Barrel. Collect the green bananas (2) and you'll be in a sunken ship area. First, activate BANANAPORT #1. Now turn to the right and get the banana bunch (7) on BANANAPORT #2, which is on a crate. Go through the sunken ship, getting the bananas (12). You'll need to kill a Kaboom and a Klobber as well. Here you'll find three chests. Primate Punch the middle one for Headphones, the right one for a GOLDEN BANANA (1), and the left one for a BANANA FAIRY (1).

Head back to the front of the ship and use the barrel kannon to be blasted to a high up platform. Swing across the vines to reach BANANAPORT #3. Turn right and get the three bananas (15) along the narrow ledge, then drop down and turn around. You should see a Kaboom in front of another barrel kannon. Go past the barrel kannon over to the side of the big ship. Primate Punch the gate to bust it, then use the Battle Arena Pad.

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| Battle Arena #4 - More Kritter Karnage | Difficulty : 2/10 |
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| You'll be facing four Kritters for 45 seconds in this arena. I find the best |
| method for this battle is to simply run around the arena pressing B. Using |
| the moving attack allows you to bash the Kremlings as they regenerate with |
| ease. Once the 45 second time limit is up, backflip to get your BATTLE ARENA |
| CROWN (4). |
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Head back through this area past the two Kabooms and into the entrance tunnel. Jump into the Tag Barrel and switch to Donkey Kong. Head into the sunken ship area and go through the ship to where Chunky found the three chests. Shoot the yellow balloon (10), then go back to the Tag Barrel. Follow the purple banana trails on your left to find a big gate. Shoot the two Coconut Switches to open the way to the lighthouse area. First, there are two underwater buttons in the lighthouse. You can use them to change the water level from high to low or low to high, allowing you to accomplish certain tasks. Jump into the water and dive under. Swim into the green up arrow button to raise the water level, allowing you to reach the lighthouse. Jump onto the treasure chest and use your gun to shoot the balloon (20) hovering here. Now use the Donkey pad.

For the first time, this barrel blasting course has forks in it. Take the upper barrel, which has a banana bunch (25) first, then continue shooting. When you come back to the start again, blast to the lower barrel. Shoot to the left barrel for a banana bunch (30). Eventually, you'll reach the start AGAIN. Blast to the lower barrel but take the right barrel this time. Once you reach a barrel that rotates a full 360 degrees, shoot to the second barrel with a coin. You'll get a banana bunch (35) next, then blast to the DK Star.

A seal in a cage will be freed. He'll head off to another area, where a gate behind him opens. Continue leftward over to BANANAPORT #1, then BANANAPORT #5. Pound the nearby DK switch to make a gate open. Climb the ladder and enter the lighthouse. Shoot the balloon (45) on the left side, then head around to the left, where you'll find a DK pile. Unearth it to get a RAINBOW COIN, then go back to the front. Climb the ladder and grab the obvious banana bunch (50). If you've ever played Super Mario 64, you'll recognize this Whomp's Fortress esque tower immediately. Jump along the platforms. Every other platform moves in and out, so you'll have to time it or you'll drop to the bottom. After the banana bunch (55), the platforms start to go up and down, making things a bit different. You'll collect another banana bunch (60) along the way. Once you reach the top, grab the fourth bunch (65) and pull the lever. The lighthouse will turn on and a giant gate in the bay will open, letting K. Rool's enormous ship in. Drop to the bottom of the entire room so you can get the GOLDEN BANANA (1) that appears, then leave.

Climb down the ladder and face the crate that leads to the area's exit. Dive down into the water to find an Enguarde crate and a Tag Barrel. Switch to Lanky Kong. Grab the five bananas (5) under the crate, then swim into the crate to be transformed into Enguarde. The controls are the same as they are for Rambi. Go over to the right and you'll find a chest. Press B to break it (Enguarde can't collect Lanky's items, sadly). Swim down the drop off and break another chest. Continue further down to find a weird shell house with some teeth around it. Head to the left side and break a chest (this one contains a Golden Banana), then head directly above the shell house to find an Enguarde rock. Bust it open with the super charge (Z+B), then continue around to the right of the shell house and up the cliff face. There's another chest here. Go up another cliff and break another chest. You'll be back where you started, so detransform. Swim around the entire area and collect all the banana bunches (25) you uncovered plus the GOLDEN BANANA (1).

Now use the Tag Barrel to switch to Diddy Kong. Swim up and jump to the lighthouse platform. Backflip to the treasure chest with the Donkey pad and look across the water. You should see the seal cage, with red coins on top, and a balloon (10) that you should shoot. Now wait for K. Rool's ship to come to you. As ridiculous as it sounds, it's possible to roll jump and then tail spin over to ship. Once you've landed, slam the Diddy switch behind the mast. A cannon will fire a Golden Banana to the top of the lighthouse. Jump back into the water and hit the red arrow switch, which is on the back. You'll be shown a cut-scene, which prevents you from doing the trick I'm telling you to do. Raise the water again, then lower it. Although it sounds difficult, if you quickly swim to the top of the water, you can jump to the lighthouse before the water level becomes too low. Once on the ship, backflip to a treasure chest where you'll find a Diddy barrel. Jump into it and fly to the top of the lighthouse. Land on the top to get the GOLDEN BANANA (1).

Play Guitar Gazump on the pad to make a giant mechanical fish rise out of a grate in another area. You've got 90 seconds, so drop to the "rim" below the top and get the two banana bunches (20). Drop to the bottom and head into the water. Rush back to the grate and use it to climb to the tunnel. Head past the Kritter. Continue through another tunnel ahead, avoid the Kosha, then shoot the

two Peanut Switches to open the gate. Jump in and swim directly forward past a sunken ship. When the fish opens its mouth, head in.

For me, on my first try, this was the most difficult and last Golden Banana I got. First, take position on one of the rafts in the room and shoot the damn Zinger. Now face the giant heart with the fan. The fan is spinning around. It alternates between covering the bottom light and the two lights on top. The goal is to shoot all three lights in 100 seconds. You need to wait for the fan to rotate to shoot. The best method is to start with one of the top lights, or it will take an extra spin. Now, shoot the next light before the fan fully stops (when it's slowing down) or you won't be able to shoot each of them three times (which breaks them) in 100 seconds. Major props to Jeffseven for this strategy. Once you win, you'll earn a GOLDEN BANANA (2).

You'll exit automatically after getting the prize. You should appear right in front of the sunken ship. Turn around and swim over to the cage where the big fish came out. Around it you'll find four banana bunches (40). Now head back to the sunken ship. Swim right and you'll find a second sunken ship, this one on its side. Head around it for some bananas (50). Now go back to the other sunken ship and head forward into a narrow "valley" type area with a few rafts. At the start, activate BANANAPORT #5. Continue and you'll find Funky's shop. Use it to refill your ammo.

Now swim over to the big cactus thing and shoot the balloon (60) hovering above. Next, use Guitar Gazump on the music pad to open up the number two door of the sunken ship for 60 seconds. Quickly dive under and swim back through the valley. The side facing the mechanical fish has doors 2-3 while the opposite side has doors 4-5. #1 is on top of the ship. Swim through the left door. Head through (Glimmer the fish will light your way with a flashlight) and collect the four bananas (64). Once in the main room, go to the corners on your left and right to collect a couple of banana bunches (74). Now head to the back and enter the Bonus Barrel.

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| Splish Splash Salvage | Difficulty : 7/10 |
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| Yes, it's time for this horror again. Like before, the object is to collect |
| all the coins in the underwater barrel. There are two coins a bit outward |
| from the middle rim, four on the bottom, and one in the middle. Once you've |
| gotten the first seven coins, the water level raises. You need to swim to |
| the top and swing across the vines to the last coin. At the start, head down |
| to the rim. The coins are in northeast and southwest positions. Since it's |
| hard to see if you're lined up with the coin because they're not ON the rim, |
| it's good to use the Z and B button for more precise control. Once you have |
| them (2), dive to the bottom and swim around for four coins (6). Get the one |
| in the middle (7), then rush to the top of the barrel. Swing across the |
| vines to reach the final coin (8). |
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After winning, get your GOLDEN BANANA (3) and leave the ship. Swim down the valley that leads to Funky's and use the Tag Barrel in front of the cactus to switch to Donkey Kong. Backflip to the branch of the cactus on the left and use the Bongo Blast to open door #3. Swim over to the sunken ship and to the right side. Go into the door. Glimmer will assist you once more, so head forward and eventually collect three bananas (68). Go right and get the three bananas (71). You'll find three coins at the end. Head back and go left. Collect the bananas on your right (74), then head back the other way, getting the last banana (75), which gives you a BANANA MEDAL (1). Swim into a cage with a Bonus Barrel and swim into it.



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| Krazy Kong Klamour | Difficulty : 3/10 |
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| This game is rather odd. It's set up like Teetering Turtle Trouble with a |
| three-by-six row and a watermelon gun. Press A to fire. You have five shots |
| before you need to shoot the center watermelon button to reload. The object |
| is to shoot the Golden Bananas. You have to reduce your counter to 0 by |
| hitting 15 bananas. However, the lights flicker on and off and the position |
| of the Golden Banana keeps changing. You can't shoot something while it's |
| dark. If you shoot one of the Kongs in the rows, the counter will go up by |
| one, making it more difficult. You need to shoot more Golden Bananas this |
| time, and the lights also flicker faster. There isn't much to write about in |
| the way of tips. It's really just a test of reflexes. You need to aim and |
| fire at the Golden Banana very quickly. With enough tries, you should get |
| it. |
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Once you win, you'll earn a GOLDEN BANANA (2). Make a right U-turn as you head out of the cage. You should see the path out. Follow it and leave the ship. Swim to the front ship, facing the path to Funky's. Go to the bottom and look for a ship-like log-type thing. Actually I think it's just a ship. Yeah. Swim through it to collect three banana bunches (90). Head to the top of the big ship with all the doors. There's a Tag Barrel here, so use it to switch to Diddy Kong.

Use the crate to head back to the entrance tunnel. Go across into the lighthouse area. We have a couple things to do here. Head over to the right side. Along the wall you'll find an alcove. Jump into it and kill the Kasplat for a BLUEPRINT (1). Jump in and head to the lighthouse. Use the green switch to raise the water level, then head to the other side of the area. Left of the gate that the big ship came out of is Snide's HQ. After activating BANANAPORT #3, go in and exchange the blueprint for a GOLDEN BANANA (4).

Leave the lighthouse area using the crate and use the Tag Barrel in the tunnel to switch to Lanky. Make a left and collect the blue bananas (30) as you head back to the start. Head through the gate you opened with Chunky. In this room, you'll find a bunch of supports holding up wooden platforms. Kill the Kasplat wandering on these planks and get the BLUEPRINT (2). Head back into the tunnel and continue past the Tag Barrel, into the sunken ship on land area. Go past the first barrel cannon and to the second. Go to where you found the Battle Arena Pad and shoot the two banana balloons (50). Head back to the main tunnel and make a right to where the Kosha is. In an alcove on your right you'll find a Lanky switch. Slam it to open a gate in a different sunken ship for thirty seconds.

Quickly jump into the water ahead and swim down to your left. In a big "clearing" area you should see a ship sticking up. Head over to it and swim through the lower door. Collect the trail of blue bananas (55) as you head forward, then transform into Enguarde. Turn around and bust the chest on the right side of the room (the other chests only contain coins) to reveal a passage. Detransform, then swim through the passage. At the end, get the banana bunch (60), plus the GOLDEN BANANA (2). Go back through the passage and leave the ship.

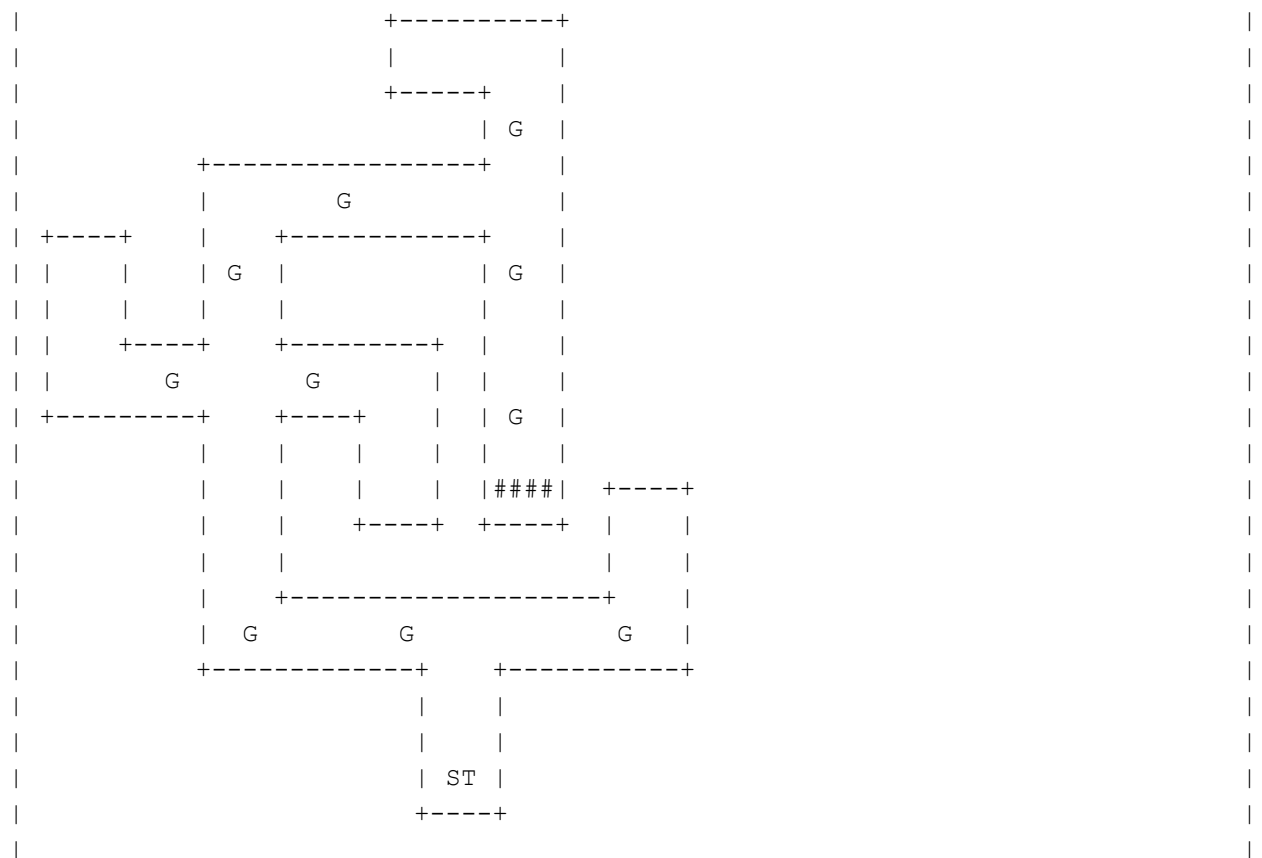
Leave the lighthouse area using the crate and use the Tag Barrel in the tunnel to switch to Lanky. Head across to the other water area, but before jumping in, shoot the balloon (70) above the water. Now dive and go over to the top of the sunken ship. Collect the banana bunch (75) under the Enguarde crate, earning a BANANA MEDAL (2), then transform. The chests contain mere coins, so head to the top of the water. Across from the crate leading out of here, near the back, is a DK star in the air. Swim towards it and surface. Enguarde will fly through the

air and through the star. Fly through it three times and a nearby gate will open.

Head down to the Tag Barrel above the sunken ship and switch to Diddy Kong. Swim straight through the tunnel you just opened, collecting the bananas (80), and thus a BANANA MEDAL (3). The new room has a couple of gigantic coin stacks. Jump onto the coin stack on the right and equip your shooter. Shoot the balloon (90) hovering over the water for a BANANA MEDAL (3), then Simian Spring up the coin stack. Go past the yellow-haired Kasplat and climb up the coins on the left. Use the Diddy pad to spring to the top, where you'll find a Bonus Barrel.

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 | Stealthy Snoop | Difficulty : 5/10 |

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 | Stealthy Snoop is a mini-game that I found to be hell on my first time |  
 | through. My sense of direction has drastically improved, so it's pretty easy |  
 | now. The object is to reach the checkerd flag within 70 seconds. There's a |  
 | catch, however. Not only are you in a maze, but there are also security |  
 | guards in the maze. If you get caught by the light emitted from their |  
 | flashlights, you have to start over. The best method is to wait until only |  
 | half of the path is covered by light, then sneak past. The long jump can be |  
 | useful for this. The key is not to rush. Getting caught is more dangerous |  
 | than running out of time. I'll provide a map to make your life easier: |



| As you can plainly see, the maze is a lot more complicated than the first. |  
 | The G's indicate security guards, ST means start, and #### is the flag. So |  
 | head forward, dodging the security guard. Head past the guard on your left, |  
 | then avoid another as you head around the corner. You'll come to three paths |  
 | , each with a guard. Sneak past the one ahead of you as you go around the |  
 | corner, then avoid another guard. Next up, take a right and head past two |  
 | guards to find the exit. |

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Get the GOLDEN BANANA (5). BANANAPORT #4 appears a few coins below (it's activated by default), so drop into the water below. Use the Tag Barrel nearby to switch to Lanky Kong, then jump onto the other coin stack and get the banana



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| Kremlin Kosh | Difficulty : 3/10 |
+=====+
| Like Krazy Kong Klamor, this game requires good reflexes. You'll be using |
| the A button watermelon gun (shoot the center watermelon piece to reload, |
| since you only get five shots) to shoot Kremplings that pop out of the |
| barrels. The red ones (which pop out and go back in very quickly) are worth |
| two points while the green ones are worth one. You have 60 seconds to score |
| 22 points. Also like KKK, this is mostly just a test of your reflexes, so I |
| really can't provide many tips. You need to anticipate the red Kremplings to |
| score more points. Constantly shoot the Kremplings and be moving your gun to |
| score the most points. When you need to, reload. You need to shoot quickly |
| and aggressively to win. |
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After getting your GOLDEN BANANA (3), swim back through the crack and then through the exit in the ceiling. Head directly across over to the Funky Kong "valley". However, head under the rafts and the surface and you'll find a winding path leading to a sunken submarine. Head to the top of the submarine and use the Tiny barrel to shrink, then swim across the "bar" the barrel is above. There's a tiny hole on the tip of the bar for you to enter. Swim over to the controls in the back. Behind them is a Bonus Barrel.

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+=====+
| Big Bug Bash | Difficulty : 2.5/10 |
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| You actually control a fly swatter in this mini-game. Use the joystick to |
| move it around the barrel and press A to swat. The object is to kill six |
| flies in 60 seconds. They are fast as hell, so you'll have to lead your |
| shots and move the swatter irregularly. I recommend staying close to the |
| center and moving your swatter in crazy directions. I find I hit the flies |
| most often when I move the swatter northwest, northeast, southwest, or |
| southeast. Once your hit counter reaches zero, you'll win! |
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After getting the GOLDEN BANANA (4), leave the sub. Swim upward to reach Funky's place. Swim on to the cactus, then go to the back branch (backflip from the guitar pad to reach it) and play your saxophone on the pad. This opens door #5. That means you want to go to the left side as you head towards the ship. Hop into the water and rush towards the sunken ship, then head around and enter door #5. Head right, following the trail of bananas (86). Now you'll reach a fork, with a cage directly ahead. Go left, sticking towards the left side where the bars are. At the end, you'll find a cage guarded by a starfish. Inside it is a GOLDEN BANANA (5). What would be the simple task of grabbing it is made frustrating by the horrible and unalterable camera angle.

Now head out of the cage and collect the bananas (88) ahead and on your right. Next, collect the banana bunch near the end of the path (93). Go back to the fork by the cage and head the other way. There are two bananas (95), plus a banana bunch on the side (100). Now look at the cage on your right. Take a picture of the BANANA FAIRY (2). You've got everything for Tiny, so find the bone arrow and leave the ship. Head over to Funky's valley and use the Tag Barrel in front of the cactus to switch to Lanky Kong.

In the back of the cactus you'll find a trombone pad with a banana bunch (85). Play your instrument on it to open door #4. Swim back to the ship and head into it (it's on the left side of the ship). Follow the passage until you reach a large room with a carpet. Go to the two right corners for two banana bunches (95), then the top-left one for the final bunch (100). In the middle of the left

side is a four-poster bed with a GOLDEN BANANA (4). Once you have it, leave the ship.

Head to the top of the ship and switch to Chunky Kong, who we haven't touched in ages. Go to the side of the ship where doors 2-3 are and you'll find another log-type ship deck thing at the bottom. Swim through it for three banana bunches (30), then surface. Head over to the start of the "Funky valley" and use Bananaport #5 on the raft to reach the top of the lighthouse. Jump onto the chest with the Diddy barrel, which is right next to you. When the ship comes to you, roll jump attack (B+A+B) to it. Now backflip to the poopdeck of the ship and you'll find a trapdoor. Simian Slam it to bust it open.

Head forward past the cannonballs. Turn the camera sideways so you can have a better view and wait for a cannonball to fire before crossing. Collect the four banana bunches (50). At the end, go right and Primate Punch the gate open. There are a bunch of barrels spinning around. First, get the bunch (55). You have to Primate Punch the Chunky-marked parts of the barrel open in order to destroy them. As you go on, the barrels get faster. Once you destroy the final one, you will earn a GOLDEN BANANA (2).

For reasons unknown, Chunky becomes seasick and starts wobbling like a drunk. The control stick is reversed, so hold the controller upside down. Carefully make your way past the cannonballs to the barrel kannon, which propels you out of here. You appear on the lighthouse, so jump into the water below. Go to the bottom of the lighthouse and swim around its base for ten bananas (65). Now head back to the surface. Find the alcove with Diddy's Kasplat and play your triangle on the music pad. The door on top of the sunken ship will open. Okay, you'll have to be quick to do this in 60 seconds, so hop back into the water and raise the water level. Jump onto the lighthouse and use Bananaport #5 to return to the other area. Rush to the sunken ship and swim through the top entrance. Swim to the bottom and head around. In one corner, you'll find a Bonus Barrel above a coin stack.

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| Batty Barrel Bandit | Difficulty : 4/10 |
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| This game works like a slot machine in a casino. Hooray for gambling. Anyway |
| , the objective is to line up four Golden Bananas in the machine three |
| times. The hit counter on the top of the screen shows you how many jackpots |
| you have still have to hit. Press A to a slot. If you hit an item other than |
| a banana, press A rapidly to reset the machine. You also have to press A to |
| start the game. Since the wheel moves slowly, you can just hit the button |
| when you see the Golden Banana. If you time it well, you should get it. Your |
| biggest threat is freaking out and just ramming the A button. That will kill |
| you for sure. Towards the end, you'll need to have good reflexes or predict |
| the banana. The wheel is much faster for the last round. If you remain calm, |
| you shouldn't have too much trouble. |
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After collecting your GOLDEN BANANA (3), exit. Go over to Bananaport #5. Follow the "valley" to Funky's shop. Play the Triangle Trample on Donkey's pad to kill the Kasplat, then backflip to the BLUEPRINT (4). Quickly shoot the balloon (75) floating around the cactus. That gives you a BANANA MEDAL (5). Swim back through the valley over to the sunken ship. Head forward over to the area with the two-entrance sunken ship. Shoot the banana balloon (85) above the water from the raft, then get the banana bunch (90) above BANANAPORT #2 and warp.

You appear on the crate in the sunken ship area. Head back through the main tunnel to the start and go inside to the room with Lanky's Kasplat. First, kill the Kasplat. Now quickly head to the right side of the platforms and pick up the

kannonball. Jump over the platforms as you head to the opposite side, where you must place the ball in the kannon. This is a bit difficult. The object is to shoot three targets that move in crazy-ass patterns in a limited amount of time. You only get six shots, so be careful. Press Z to fire. Turn to face the wall opposite the exit and you'll find a target moving side-to-side. Aim a little higher, as the kannonballs are affected by gravity. Lead your shot and you should hit it easily. Turn left to find a target moving in figure-eights. Aim a little bit above the top of one of the "circles" in the eight and shoot when the target is on the bottom of the opposite circle. Now turn 180 degrees for the final target, which is moving in circles. Aim just above the top of the circle and shoot when the target is about 45 degrees past the top. Once you win, you'll get a GOLDEN BANANA (4).

Before collecting your prize, stand by the kannon and shoot the balloon (100) hovering above the water. Now head out of this room and go through the tunnel. Use the Tag Barrel to become Donkey Kong. Head left into the second main area and keep swimming forward. Activate BANANAPORT #4 on the raft and continue. Head into Candy's shop, which is in plain sight. Pay five coins to purchase the first instrument upgrade, which gives your instrument 15 energy instead of 10. There's a Tag Barrel floating above the water outside the shop. Use it to switch to Donkey Kong, then swim over to the seal on the last raft. As thanks for freeing him from his cage, the seal will give you a GOLDEN BANANA (3). Jump into the alcove behind the seal. It's time for one of those blasted coin-collecting mini-games. This time, you'll be racing the seal around his courses in two laps. You need to beat him and collect 10 coins. Avoid boxes or they'll explode and make you lose three coins. You also need to go through the water gates. If you miss more than five, you'll lose. Hold Z to move and press A to jump.

At the start, collect the coin (1) as you go through the watergate. Jump to get the coin (2) above the dock, then continue through the tunnel. Head through a few water gates, swerving from side-to-side and getting coins (6). Get the coin (7) between the two boxes and go through the gate. Get another coin (8) between two boxes, then jump to get the coin (9) and head through the gate. Ignore the coin on the side, opting for the coin (10) in front of the gate. Keep collecting coins in case you run into a box, though I won't number or mention them anymore. Now head through the next tunnel. Ride through the gate and go around the box, then another gate. Continue through the tunnel like this, avoiding boxes and going through gates. Once you make it through the tunnel, the first lap is over. Follow the guide again. If you beat the seal and finish first, you'll win. Once you've got a few extra coins, concentrate on speed. If you can afford it, miss a few gates at the end to get ahead. Once you win, the seal will give you a GOLDEN BANANA (4).

Head out of Candy's area over to the raft with Bananaport #4. Use it to warp to the top of Diddy's coinstacks. Head down a bit to find the yellow-haired Kasplat. Defeat it for a BLUEPRINT (5). Backflip back to Bananaport #4, then warp. Swim forward to the crate and go through the tunnel to the lighthouse area. Head to the left side, where you'll find the alcove leading to Snide's HQ. First, switch to Chunky Kong and return his blueprints. That's one GOLDEN BANANA (5) for the galleon, plus one GOLDEN BANANA (2) for DK Isle. Now get, Lanky's GOLDEN BANANA (5) and then Donkey's GOLDEN BANANA (5).

Jump into the water and hold R to turn the camera. Swim around the top of the left wall of the area. After you pass the giant ship gates, you'll find a tunnel (where you broke the Enguarde rock). Get the bananas (100) in the middle and around the cave, then swim into the Troff n' Scoff Portal. Scoff needs 250 bananas, so head up the ramp and feed all of Donkey's. Now switch to Diddy and feed Scoff 90 bananas. Finally, use Lanky Kong to give him the final 60 bananas. Lanky's face appears on the door, so head inside.

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Boss - Puftoss
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Difficulty - 4/10

On a dark and stormy night, Lanky rests in a coconut boat in a lake. Suddenly, a deep roar is heard, making Lanky flinch. He turns the light of his coconut boat on, which shows that the roar was from a giant puffer fish. The fish roars even louder, starting the battle. Hold Z so you can move and press A to jump.

The way you defeat Puftoss is completely different from the other bosses. You have to make your way around the fish, going through DK stars. Once you go through the first star, a time limit starts. You must get through the other four stars before the time limit runs out, or you'll have to start over. The stars get smaller and smaller and the time limit decreases as you go on. Everytime you make it through a star, the time limit will restart, so be quick. Once you've gone through all five stars, the fish will be electrocuted by the poles you raise. Five hits will do it in. Go right at the start and go through the first star, raising a pole and starting a 30 second time limit. Continue your way around the fish (if you keep moving, you won't get hit by fireballs). Once you've made it through all five stars, the poles will electrocute the fish.

While Puftoss may be weaker now, he's gained a shockwave attack. When you hear it roar, rush to the edge of the place or the shockwave will hurt you. Go back once it's disappeared. Head around the fish, driving through the stars. You'll notice they've gotten smaller, making it hard to get through them. If you have difficulty getting through one (you might for the later sets), let go of Lanky to stop moving, letting you adjust your position. Some stars are positioned very close to the fish, some in the middle, and some on the edge. You should generally stay in the middle (unless a shockwave is coming) so you can see any star in your way. After going through all five stars, the fish will take another blast.

Drive through the first star to start your 20 second time limit. Continue around, dodging fireballs and shockwaves. Sometimes the pufferfish will fire a bunch of fireballs up into the air. They'll begin to rain on you, making it a bit more difficult. If you keep your movement irregular and hard to predict, you should be able to avoid them. Also, when you see a shadow on the water, get out of the way. After driving through the five stars, the fish will be shocked again.

The stars are quite small now, and you only get 15 seconds, so things are getting a bit more difficult. Of course, the fish has gained a new attack. Sometimes it will spit out a bunch of purple bombs. These bombs will seek you out and explode if they get too close. Keep your speed up and avoid crashing and they'll eventually explode. The fireball rainfall gets more intense as well. Once you've shocked the fish again, you've got only one more round to go.

The stars are extremely tiny and you only get 10 seconds. Let go of the Z button if you're having trouble getting througuh. Remember, if you run out of time, you have to do that set over again. If the fish is about to do a shockwave and you only have one star left, go for the star and there's a chance you'll win. Once you drive through all five stars, the fish will be shocked to death. It deflates and goes whisking off into the air, dropping your BOSS KEY (4).

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Swim out of the cave and swim forward. Head around the lighthouse and the crate will be directly ahead. Jump onto it and head through the tunnel, past the Kritter. Jump into the Tag Barrel and switch to Diddy Kong. Head right to the

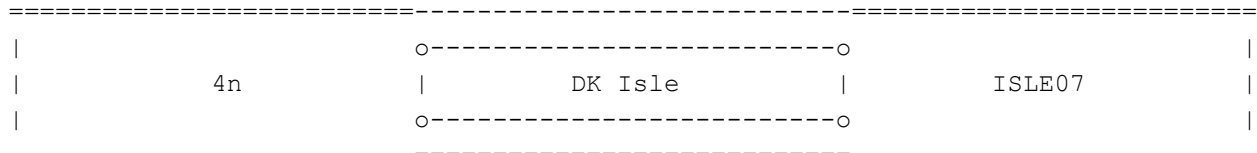
sunken ship area and continue past the first barrel kannon. Hop into the second kannon and you'll be blasted up to Cranky's lab, getting the last two banana bunches (100) along the way. Go in the lab. Cranky has no potions, but you should have 20 Banana Medals. Since that's more than 15, Cranky will allow you to play Jetpac, Rare's first game.

~~~~~  
Jetpac  
~~~~~

You play as a spaceman and have to collect power-ups and ship pieces. If you get hurt by the space alien dudes flying around, you'll die. Hold A to fly upward and use the control stick to move around. Hold B to fire lasers at the space guys. Pick up the first two ship pieces and drop them onto the ship. As you add more pieces to the ship, it will become more and more complete. After you add all the pieces, you have to start adding fuel. Once it's full of fuel (it turns purple) you can ride it up to the second level. However, the object is to score points, so I recommend staying on the first level, or the game will become drastically more difficult. This is actually a hell of a lot easier than the DK arcade. Unlike THAT blasted game, you die in 3 hits as opposed to a SINGLE DAMN HIT. Remember to kill enemies so you don't die. Pick up all the powerups that you can to score more points. Firing lasers at the side of the screen causes the lasers to warp to the other side of the screen and continue firing. Use this to your advantage if enemies are sneaking up behind you. You can also warp to the other side in this manner.

One strategy I find extremely simple is to remain on the middle platform and hold B. Collect powerups as needed, being cautious of enemies. Go for powerups on the left platform when there are no enemies, and be careful when dropping for powerups that fall to the ground. Continue scoring points until you break 5,000. Remember, you can't die just yet, as once you get 5,000 pts, you have to collect the RAREWARE COIN (1). Either die or just continue playing for as long as you like. It doesn't matter so long as you collect the coin.

~~~~~  
Cranky will be amazed that you actually lucked out and got 5,000 points, allowing you to get the Rareware Coin. Unfortunately, he has nothing else to offer, so it's time to leave. Decline his offer to play for fun. Drop down and head past the two barrel kannons. Continue through the tunnel and leave Gloomy Galleon for good.



Jump into the water and swim down through the tunnel that leads to the exit. From Crocodile Isle, swim around the ship to find K. Lumy's place, then go in. Return the fourth key and K. Lumy will shatter a rock on an island near Bananaport #3 to reveal a barrel kannon. Approach the cage to give K. Lumy the third key. Since Fungi Forest has been opened, he doesn't open another level just yet, so leave the cage.

Use Bananaport #1, then #3. Turn around and you'll find the island. Hop into the barrel kannon to be blasted up to an island in the sky with a shack. Unearth the DK pile in front of the shack for a RAINBOW COIN. Now jump into the Diddy barrel on the island. Turn around and float over to the top of DK Isle. Head past the white-coated peak and over to the hair flick facing Crocodile Isle. Above it is



a Bonus Barrel.

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+=====+
| Peril Path Picnic | Difficulty : 2.5/10 |
+=====+
| This bonus stage is set up a bit like Teetering Turtle Trouble. You'll find |
| two rows of open-mouthed of Klaptraps, three per row. Like with TTT, you |
| must use the control stick to aim at their mouths and press A to feed them |
| watermelons. If they get hungry, they'll open their mouths and start eating |
| the Banana Fairies crossing in front of them. After five shots, you'll need |
| to reload by shooting the center melon button. This mini-game is very easy |
| once you figure out how to do it. Simply shoot the Klaptraps in this order: |
| top-left, top-middle, top-right, bottom-left, bottom-middle, reload....., |
| reloading as you need to. Once ten Banana Fairies have crossed, bringing |
| your SAVE counter down to 0 (60 seconds is plenty of time), you'll win. |
+=====+

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You'll burst upward, so sink a bit and grab the GOLDEN BANANA (1). Fly backward and over to the top of the waterfall pouring down the isle. There's a gate blocking a banana at the top. Land on the ground beside the fall, then shoot the Peanut Switch to open the gate at the source of the fall. This lets you get the GOLDEN BANANA (2).

From the fall, drop into the lake below and use the barrel kannon on the island to blast up to the shack. Hop into the Diddy barrel again. Now fly leftward over to the Angry Aztec entrance below. Head downward and land on top of the aztec lobby building. On top of it is a DK Dirt Pile. Unearth it for a RAINBOW COIN, then use Bananaport #2 below, followed by Bananaport #3. Use the barrel kannon to blast up to the floating island, then head into the shack. Go left and you'll find B. Locker in the corner. You should have 111 Golden Bananas, meeting his 50 banana requirement. Use the Tag Barrel in the other corner to switch to Donkey, then head into the fifth world.

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|          4o          |          Fungi Forest          |          FUNGI1          |
|                                     o-----o                                     |
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- Moves - Super Simian Slam, Homing Ammo
- Difficulty - 5/10
- Enemies - Flip-Flap, Kasplat, Krash, Killer Tomato, Klump, Kosha, Kroom, Krypt, Spider, TNT Cart, Zinger

In K. Rool's observation window, Lanky Orangstands around the inside of a barrel , teasing two Kritters. One Kritter orders the other to go up and get Lanky, but he can't climb. Lanky easily knocks him off the barrel, and K. Rool declares that he's surrounded by fools.

Fungi Forest is my personal favorite level. There are five main areas (the mill area, the big tree area, the clocktower area [the one you're in now], the tomato area, and the giant mushroom area). In the center of the clocktower area is a giant tree with a cuckoo clock on it. You can use a barrel kannon to shoot to its top, where you'll find a sun and a moon switch. Shooting them allows you to change the time of day. Certain tasks in Fungi Forest require it to be a certain time. Doors marked with the sun or moon symbol are only open during the time of day depicted on the door. As you play your way through the forest, you'll also notice the recurring theme of teamwork. Many of the Golden Bananas in this level require the work of multiple Kongs.





Nearby is a ladder with three bananas (43) that leads to the lower level of the mushroom. Climb it down and head to the ledge circling the mushroom, getting the two bananas (45). Now go all the way around the ledge to collect some bananas (55). Return to the start and climb the ladder again. Switch to Tiny Kong.

Head down the ladder and over to the circular platform. Continue around it until you find the purple Kasplat. Kill it for a BLUEPRINT (1), then shoot the balloon (15). Return to the DK pad and switch to Diddy Kong. Climb the ladder upward and head back into the mushroom. Go all around the vine bedding for some bananas (7), then kill the Kasplat for a BLUEPRINT (2) and exit the mushroom again.

Drop into the water surrounding the mushroom. Find Bananaport #3, then cross the river and head right, facing the path leading to the clocktower. Head past Bananaport #5 and the brown tunnel. Continue past the Supply Crate patch and you should find a tiny mushroom. Jump onto it and bounce to a Diddy barrel, getting two banana bunches (17). Now fly all the way to the top of the mushroom. Fly above the Lanky switch at the very top to find a Bonus Barrel.

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+=====+
| Teetering Turtle Trouble | Difficulty : 2.5/10 |
+=====+
| For once, the goal is to survive the time limit, rather than beat the time |
| limit. There are six snakes spinning turtles, three per row. Use the control |
| stick to aim at them and press A to fire watermelons into their mouths. If |
| you don't feed one snake long enough, it will stop spinning its turtle and |
| you'll lose. You only have five shots, but you can reload by "firing" at the |
| watermelon button in the middle. This mini-game can give you hell if you |
| don't know how to do it, but fortunately, it's easy as pie once you figure |
| it out. Simply shoot the top left snake, the top middle, top right, bottom |
| left, bottom middle, reload, bottom right, and so on. If you continue this |
| pattern (the snakes will yell ,"Help!" when they're hungry, but that's okay) |
| , you'll survive the 45 second time limit with no problem. |
+=====+
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You'll automatically grab the GOLDEN BANANA (1). Drop down to the Lanky switch and slide down the mushroom. Head around the mushroom top to get some bananas (27), then use Bananaport #5 to warp to the bottom of the area. Switch to Lanky Kong. Head left (facing the huge mushroom) to the brown log-like tunnel. Above it is a Grape Switch. Shoot it (you can climb the mushroom to get a better aiming point) to open the gate. Head through the tunnel, killing a Klump and getting ten bananas (65). Go past the stump once you reach the stump and head over to the giant tree in the center of the area. Welcome to the big tree area.

Activate BANANAPORT #4, then kill the Kasplat in the archway in the tree for a BLUEPRINT (3). Now go over to the left side of the area. Go down the slope and you'll see a checkered flag by a squashed tomato thing. Get the three bananas (68) and the bunch (73), then play your trombone on the pad to wake up the rabbit. He'll challenge you to a fun little footrace around the area. The rabbit is sort of fast, but it's not terribly hard to beat him. I recommend using your Orangstand, as I find it to be a bit faster. You must jump over all the flagged logs to progress through the race. Note that you can jump through the flagpoles and it still counts. An arrow in the top left will direct you to the flags.

Go forward once the race beings and hop over the log on your right. Head towards the start, jumping a log. Now go around the stump by the start, jumping two logs. Go back toward the tree and go through it, jumping three logs. Now head to the back of the area, where you'll find another weird tree thing. Go around the back of it, jumping two logs. Head towards the big tree again and jump a log, then go towards your left, jumping a couple logs. Now is your chance to get ahead. Cut the huge corner the rabbit takes as you head to the side of the area.

Follow the arrow at the top of the screen to jump over two logs, then head towards the tree. Go around it and continue to the start of the race. Jump the last couple of logs and cross the finish line.

The rabbit, being a total sore loser, will claim he wasn't trying and give you a mere three blue coins instead of the trophy. Don't try to race him again. Despite his poor sportsmanship, he really can run faster. You need to wait until you have the Orangsprint move from the next level before you can win. Head to the right of the big tree and use the Tag Barrel above the stump to switch to Tiny. Head to the back of the area and get the bananas around the back of the tree thing (23). Now use the Tiny barrel in back to become small. Backflip to the stump in front and play your instrument. Squawks will come and drop you on the top of the tree. Backflip into the hole, getting the banana bunch (28). Jump to the platform ahead, then quickly play your instrument to demolish all the Klaptraps in the room. You'll get a GOLDEN BANANA (2) as well as a magic bean. On one of the side platforms you'll find a barrel kannon. Use it to shoot yourself out of the tree.

Take Bananaport #4 back to the start, then head left (facing the center). Grab the banana bunch (33) on Bananaport #3, then continue around to Bananaport #2. You'll find a green tunnel down the path across from the port. Shoot the two feather switches by the gate in the tunnel to open it, then head back and hop onto the mushroom facing the tunnel. You'll bounce up to a Tag Barrel, so switch to Chunky Kong.

Walk to Bananaport #2 to get a banana bunch (5). Head through the path Tiny opened until you reach a second gate. Shoot the two Pineapple Switches to open the gate, then head forward. You'll meet a big green worm in a big green apple surrounded by some murderous tomatoes in a farm patch. First, collect the bananas (14) around the patch. The tomatoes will bounce up and try to attack you, so be careful. Now head to the back of the area and you'll find Funky's armory. Get the banana bunch (19) on BANANAPORT #2 and go inside. For five coins, Funky will give you the ability to collect the rare red Supply Crates. If you fire these, they'll home in on enemies (the crosshair turns green when you're in homing range). You have to use up all your red ammo before you can use the normal ammo again.

Hop into the Hunky Chunky barrel next to the armory and rush over to the tomatoes. Quickly Siman Slam them all to defeat them. The freeloading apple will ask you to bring him to a sunny patch, so pick him up (keep an eye on your Crystal Coconut supply; you may need to go somewhere else to refill) and head through the tunnel that leads to the clocktower. Turn left at the end and you'll find a dirt patch. Press Z to place him on the apple symbol and you'll be rewarded a GOLDEN BANANA (1).

After deactivating the move, head leftward (facing the clocktower) around the clocktower. Once you reach Bananaport #4, follow the ungrassed-covered path to a mushroom well. Use the stump to jump into the well and get the banana bunch (24). Now slam the grate to break it and fall down. Yes, it's time for another damn mine-cart race, which means you need to get 50 coins for a prize, as Squawks tells you. The controls work the same way as in the first race.

At the start, head forward, collecting some coins (7). Look for a cog on your right. Slow down in front of it until it falls, then jump over it. Jump to hit the green bell, opening a gate. You'll find other traps like this throughout the ride. Jump to collect a coin (8), then pull the lever on your right to open the path with coins (15). You'll go down a slope with some more coins (19), then face a Krash. Get the two coins (21), then pull the lever on your left to make boulders fall onto the enemy, killing it. You'll collect two more coins (23), then have to jump for a coin in front of a door (24). Grab the coins (27) as

you head along the track above water. At the end, another door opens for you.

Collect three coins (30) before hitting a bell to open a gate. Hit the next bell, then avoid the third, which is red (these actually close opened gates). Get two coins (32) and hit another bell, then another coin (33). Now head through this next area, collecting coins (40) and slowing down in front of the branches, which will fall like cogs. Next up you'll find a gargoye face. Chunky jumps the gigantic gap and the door opens.

Get the coins (46) as you dodge boulders through this rather precarious area. Slow down in front of TNT carts in front of you and speed up when one is behind you to avoid getting hit. Get two coins (48) to find a dual-tracked area with chains. Lean for two coins (50), jumping the crash. I'll stop numbering here, but continue to collect coins in case you get hurt. After going down a couple slopes, you'll find gates opening and closing. Slow down in front of them, then rush past once they open. Hit the bell to open the third gate, which leads to a dark and rainy area. Though it's hard to see, there is a log you need to avoid. Slow down at the scary face and rush forward once its teeth open. You'll go down a few slopes and take a few wild turns through this next place, followed by another door opening.

Jump a couple cogs and avoid the Krash, then head through the green tunnel. Avoid a second crash, then jump some more cogs and go through the last door of the level. Pull the left lever to get the most coins. Slow down in front of the fire blasts and speed up once they're gone. Head through the final tunnel, slowing down then jumping over rocks to avoid being hit. At the end, Squawks will give you your GOLDEN BANANA (2).

You appear by the well in the mill area. Almost everything in here has to be done at night, so there are only a few tasks to be done at the moment. Head forward and swim across the river to reach the mill. Head left around it until you reach BANANAPORT #1, then head inside the doorway. Recenter the camera, then turn left to find a Tag Barrel floating above crates. Use it to switch to Donkey Kong.

Head to the back of the area. You should see a large stack of crates. Jump up them to the "?" box. Slam it to reveal a DK switch and a banana bunch (60), which you should pound to open a gate near the start of the room. Quickly head into it, where you'll find three levers. The levers are marked by dots, indicating the lever # (i.e. the lever with 2 dots is lever #2). First, shoot the balloon (70) hovering in the room. Now pull the levers in this order: 2, 1, 1, 3, 2. If you pull the wrong lever, you get hurt. Once you've entered the combination, the conveyer belt starts, crushing the three barrels. A Golden Banana also is moved outside the barn, but we can't pick it up unless it's nighttime.

Switch back to Chunky Kong, then exit the mill. Head back left around the mill (after holding R) and look for a big door with a spider on it. Primate Punch it open and go inside. Head forward and go to your left. Primate Punch the "?" crate next to the wall to uncover a tiny hole. A cut-scene reveals the hole outside. Punch the crate on your right to uncover a triangle pad. Get the banana bunch (29) and play your instrument. It will begin raining outside and the mill starts working. The crusher on the conveyer belt also starts turning. Near you is a steel barrel. Pick it up and leave the shed. Head out of the mill and go back into the door by Bananaport #1. Jump onto the conveyer belt and place the barrel on the belt. Now place the barrel at the end of the belt onto it. Staying near the conveyer belt, head to the back of the room to find the third barrel. Place it on the belt. Crushing all three barrels grants you a GOLDEN BANANA (3).

Switch back to Donkey and leave the barn. We're going to take the long way out

so cross the river and head over to the back, past the Klump. Go through the blue tunnel, collecting five bananas (75) and a BANANA MEDAL (1). Head right over to Bananaport #2, then jump on the nearby mushroom to bounce up to the Tag Barrel and become Diddy Kong. Head left, facing the center, to Bananaport #1, then look opposite the tree to see a small mushroom. Use it to bounce into a Diddy barrel, getting two banana bunches (37). Fly to the top of the clocktower and shoot the moon switch to make it nighttime. The whole place becomes darker and the music becomes creepier.

Drop to the bottom of the tower and use Bananaport #1 to go to the mill area. Turn around and cross the river. You should see a shed ahead (rhyme). Kill the Krypt ahead and go to the left of the shed. Get the bananas (one of them is in front of the first box) as you backflip up the boxes (40), then Simian Spring up directly for a banana bunch (45). Spring again to reach the alcove that leads inside. At the start, play your guitar on the pad. Squawks will come with a flashlight to make this job a bit easier. I'll provide a map as well:

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You have all the time in the world to do this, so take your time. Head across the plank, hold R to turn the camera, then go right. There's a plank near the end, so cross it to reach the next beam. Go to the right end of the beam and cross the plank. This next beam has a banana bunch (50). Go back across the plank and head to the other end of the beam. Head up a plank, then go left to reach an intersection. Take the left plank to reach a beam with a banana bunch (55). Cross the plank again and continue to the next beam. Head right and cross the plank near the end. Carefully go across the beam to reach the GOLDEN BANANA (2). Collecting the banana causes a BANANA FAIRY (1) to appear in the room for you to photograph. She gives you 31 Crystal Coconuts. Very cautiously make your way to the start and leave the shed.

Drop down the boxes and head out of this shed area. Cross the river and head to the mill. Go to the right and head to the other side of the mill. Climb the rope you'll find to reach the roof. Slam the Diddy switch on the very top to open a gate just below. Head in. Get some homing ammo to demolish the killer bats, then shoot the balloon (65). Now shoot the ON switch at the top of the machine in the room. Chimp Charge the green arrow switch on the base of the machine to activate the winch. It pulls up a cage outside, which contains a Golden Banana. A guitar pad also appears by some bushes. Leave this room.

Drop down below (you WILL get hurt) so you're by the cage. If you look across

the river, standing at a 45 degree angle from the corner of the cage, you should see some bramble bushes to the right of the path to the starting area. Cross the river and head over to the bushes. Play your guitar on the pad just here to make the cage explode. Go back to the mill and collect your GOLDEN BANANA (3). Head back to the bramble bushes and use the Tag Barrel to switch to Donkey.

Go to Diddy's music pad. Collect the bananas (80), following the trail as you do so. Head back a bit, then go around the bramble bushes surrounding the shed. Once you reach the back, you'll find a Kasplat. Kill it for a BLUEPRINT (4). Head back around the bushes and go to where you got the last banana. Go to the left side of the shed and jump into the Strong Kong barrel. Head to the back of the barn, where you can safely tread into the bramble ground. Pound the switch to open the shed, getting the banana bunch (85). Deactivate the move once you're on safe territory, then head back around and enter.

Hold R, then climb up the ladder on the right in the back. Head all the way around the ledge at the top to find a "?" crate. Slam it open to find a BANANA FAIRY (2). Drop to the bottom and face the entrance. Head into the stall on the left, closer to the entrance. Simian Slam the "?" crate to uncover a banana bunch (90). Now pound the switch, which is oddly green. A time limit starts as several vines lower and a Bonus Barrel appears. Quickly climb the ladder again, then head halfway around the ledge. Swing across the vines to the Bonus Barrel.

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+=====+
| Mine Cart Mayahem | Difficulty : 7/10 |
+=====+
| Mine Cart Mayahem has become a lot more difficult from the one Chunky did. |
| This is one of the more difficult mini-games you've played so far. You'll be |
| racing around on a mine track above a pit of lava. However, there are two |
| enemy mine carts racing around to kill you. If you collide with it, you will |
| lose. The goal is to survive for 45 seconds. Hold Z to speed up, B to slow |
| down, and use the control stick at junctions to switch tracks. You can't |
| really rely on the in/out method this time. Just switch at random junctions |
| and stay as far away as you can from TNT. If you're about to crash and only |
| have a couple seconds left, hold B to delay the crash, which may save you. |
| The most important thing is to KEEP YOUR EYE ON THE TNT CARTS! If you don't |
| pay attention and just go in and out, you'll most likely get hit. You need |
| to add a bit more randomness to your movement patterns than before. Switch |
| at some junctions just to mix things up. You'll win once the time limit |
| reaches zero. |
+=====+
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Leave the barn once you get the GOLDEN BANANA (3). Go through the brambles and head over to the Tag Barrel. Continue out and head straight across the river to pick up the GOLDEN BANANA (4) you moved with the conveyer belt. Now do a 180 and cross the river. Head left, past the entrance, until you reach the shed that we went in with Diddy. Head behind it and you'll find a balloon (100) to shoot. Go to the right side of the shed and use the Tag Barrel to become Tiny Kong.

Head out of this area, and go left around the moat. Go over to the bramble area with DK's shed. Head around the brambles to the yellow Kasplat. Just behind the Tag Barrel is a clearing with a Troff n' Scoff Portal and a balloon (43). Now go back around the brambles and over to the moat around the mill. Jump into the river and swim through the bottom, collecting the bananas (60). Surface right by the rope where Diddy got his caged Golden Banana. Near here is a Tiny barrel. Jump into it and go into the tiny hole in the wall just by the barrel.

You'll automatically get a banana bunch (65). Head forward, then turn right (after holding R) when you can. Get the banana bunch in front of another small hole (70), then climb the boxes on your right. Get the banana bunch (75), giving



you a BANANA MEDAL (2), then enter the passage. ANOTHER bunch (80) will be given to you. Head forward and tread onto the giant spiderweb in the middle of the room.

~~~~~  
Miniboss - Giant Spider
~~~~~

Difficulty : 5/10

Unfortunately, you've woken a giant spider, who then lowers himself down to the web. Several of his smaller children also come down to fight. The giant spider has two attacks: spitting pink goo and green goo. The pink goo reverses your controls (hold your controller upside down if you get hit) while the green goo slows you down. Both of them will leave you vulnerable to the small spiders, who do the physical damage. What you want to do is run near the center of the web, dodging goo, and hold B to charge up the shockwave. Once all of the spiders are near, release the button to kill all of them at once. The spider will open his eyes. Quickly take out your shooter and shoot his eyes to deal damage. Repeat this cycle several times. After 5 hits, the boss will shrink to a miniscule size and flee in free, leaving behind a GOLDEN BANANA (3).

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Find the exit, then leave. Make a left U-turn around of this box stall and head over to the Tiny barrel. Head back through the tiny hole after shrinking. Face the river, then Ponytail Twirl across and make a right. Continue around until you reach a Tag Barrel, then become Lanky Kong. Cross the river again and head over to the Tiny barrel. Climb the rope that you pulled with Diddy for three bananas (76). That earns you another BANANA MEDAL (3). Drop off the rope and head around the barn until you reach Bananaport #1. Go past the port and you'll find a Lanky pad. Press Z and float straight upward for a banana bunch (81). Land on top of the roof and get the four bananas (85), then use your Orangstand to walk along the side of the roof to find an entrance. Get the banana bunch (90) and go in.

Head straight forward and you'll find a crate with a banana bunch (95) on it. Grab some homing ammo near here if you're low, then slam the Lanky switch in the center to make some bats come out. Unlike most bats you've seen so far, these guys actually attack you. Take out your shooter and fire when the crosshair is green to eliminate the bats. Once they're all gone, you'll earn a GOLDEN BANANA (3). Leave the attic. Drop down and use Bananaport #1 to warp to the start.

You'll get a banana bunch (100) automatically. Head around until you find port #3, then press Z to teleport. Cross the river and head right to find the Tag Barrel. Use it to switch to Chunky Kong, then take Bananaport #5 to the top of the mushroom. Head around the mushroom to your right. Go past the Troff n' Scoff Portal. Pound the Chunky switch once you reach it, then go inside the door it opens.

Shoot the GOD DAMN Zinger flying around, then shoot the balloon (39). Get the banana bunch (44) on the switch, then slam said switch to start the 60 second timer. Chunky's face becomes completely screwed up. You have to shoot the pieces to rotate them. Once Chunky's face is returned to normal, you win. Here is the solution to the puzzle:

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The number on each square represents how many times you must shoot it for it to be correct. Once the puzzle is solved, you'll earn a GOLDEN BANANA (4). Leave the room. Backtrack over to the Troff n' Scoff Portal. Climb down the ladder to find the Battle Arena Pad.

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+=====+
| Battle Arena #5 - Kamikaze Kremlings | Difficulty : 4.5/10 |
+=====+
| Okay, you'll be facing two Kasplats and a Kritter. I find the best strategy |
| is to kill the Kritter, then quickly charge up a shockwave and release it to |
| kill the two Kasplats. Stay close to the center to avoid being knocked off |
| by the Kasplats' shockwaves. The Kritter will regenerate first if you kill |
| it first, so you can easily pick it off then use the Kasplats' regeneration |
| time to charge your shockwave. Keep up this pattern until you've survived |
| for 60 seconds, then get the BATTLE ARENA CROWN (5). |
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Get the banana bunch (49) right in front you, then head left (with the default camera angle). Continue until you reach a drop off. Climb the ladder down for three bananas (52). Continue along the path and jump a few gaps, then climb a ladder downward for three bananas (55). Go down the path and swing across the vine, then continue to the bottom. Climb down another ladder with bananas (58) and keep going. You should see a ledge sticking out with a vine nearby. Swing across the vines here to reach a banana bunch (63) and head through the exit. Kill the Kasplat for a BLUEPRINT (5), then shoot the balloon (73).

Head back into the mushroom now and swing across the vines again. Head left, crossing some gaps, then go down the ladder at the end for bananas (76), netting you a BANANA MEDAL (4). Head the other way, jump the gap, and grab a banana bunch (81). At the end is a ladder with more bananas (84). Jump off from here and roll so you land on a small platform below. Jump the right gap and continue past the ladder. Grab the banana bunch (89) by the exit, then go back and climb down the ladder for more bananas (92). Grab the nearby banana bunch (97), then continue to a ladder, on which you'll find Chunky's final bananas (100). Drop to the bottom of the mushroom, which is just below you, then use the Tag Barrel in the middle to switch to Diddy and leave the mushroom.

Take Bananaport #3, then face the center and head right. Grab the banana bunch (70) on Bananaport #4, which you should use. This will earn you another banana bunch (75) and a BANANA MEDAL (5). Head around the big tree for bananas (85), then play your instrument on the guitar pad on the stump behind the tree. This will wake up an owl who lives in the tree. The snobby bastard refuses to speak to you until you have wings, so head right over to the place opposite the rabbit. Jump into the jetbarrel above the dirt patch and fly over to the owl above the music pad. He challenges you to a two lap course around the tree, just like the damn vulture.

You have to fly through all the rings while heading around the tree or you'll be forced to restart. If you fall too far behind, you'll have to restart. Follow the arrow to know what direction you should be going in. Use the Z button to hover, which makes it easier to line yourself up with the rings. At the start, go forward and fly through the first ring. Turn 90 degrees left and go up and through the next one. After another few rings, the owl takes a steep dive down while turning. A few more rings will complete the lap. Head around the tree again (there are a few extra rings this time). When you make it to the end, the

you move in irregular circles and fool him, you should dodge the attacks easily. Be careful of the shockwaves that the fireballs emit. They can hurt you even if you dodge the actual blast. The boss will sit down to rest and taunt you. Quickly pick up the TNT barrel and throw it at him. This knocks him into the lava, but the boss quickly gets up.

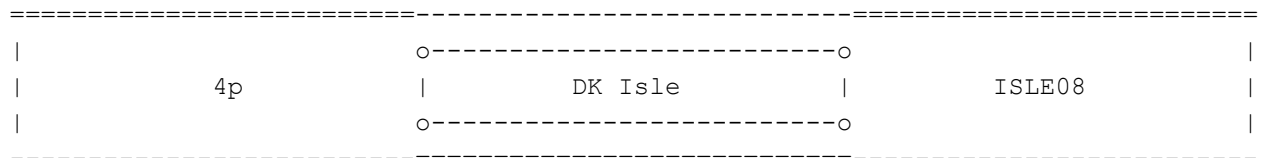
You'll have to dodge two rounds of fireballs this time. He fires them from two corners. Use the same technique to dodge them. Once he's done, he'll start to rest again. Very quickly throw the TNT barrel at him. He'll slam the ground and cause a shockwave to erupt, which will hurt you if you're not careful. The boss falls into the lava and comes up again.

You'll need to dodge three sets of fireballs this time. He fires them from three different corners. After he's done, he'll make an odd move. Instead of simply laying down to rest, the Dogadon will release a huge burst of energy, creating a inferno fire wall. I heard somebody say burn, baby burn, DISCO INFERNO! Okay, there is no practical way to dodge this, so simply take the hit. The Dogadon is in a sitting position once the fire wall passes, so throw another TNT barrel at him.

After the Dogadon flies out of the lava, he'll stomp the ground several times, causing the platform to slowly sink. If you're not quick enough, the lava will engulf the platform and kill you, forcing you to start over. Also, he only fires from one corner for each round this time. After dodging his fireballs, throw a TNT barrel at him and he'll be stunned instead of falling. Quickly get off the TNT barrel pad, then jump into the Chunky barrel that appears. Stand in front of the boss and pound B like hell. After several punches, Chunky will shrink and the battle recommences. Keep doing this every time he throws fireballs then rests. If you fail to do enough damage after any round of fireballs, you'll waste too much time and die. After a certain number of punches (it will just happen all of a sudden), Chunky will automatically Primate Punch the Dogadon into the wall. The boss falls into the lava and drowns. Of course, you also get a BOSS KEY (5).

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After the battle is over, exchange Chunky's blueprint for a GOLDEN BANANA (5), then head out of Snide's area. Jump the river and head around the mill. Use Bananaport #1 to teleport to the start. Face out from the center and head left. Left of the green tunnel is the DK Portal, so head through to leave. We'll have to come back for the last Golden Banana (I wonder if anyone else noticed that in both this game and Banjo-Kazooie, you have to return to the fifth world because you need a sixth-world move that allows you to move fast enough to win a race), so leave Fungi Forest for now.



Leave the lobby of Fungi Forest. Run directly forward from the lobby entrance and lightly jump off the end of the floating island. You'll lose a melon slice, but that's fine. You should land right next to the lake the waterfall is dumping into. Look at the cliff face just to the right of the lake. Shoot the Pineapple Switch to open the cage and get a GOLDEN BANANA (3). Now take Bananaport #3 to the start of the isle, then warp to K. Lumsy's place and go in. Return the fifth boss key. K. Lumsy's tantrum will do two things: destroy a boulder on DK Isle near Angry Aztec blocking an entrance and destroy a boulder on a nearby island revealing a giant barrel kannon. Leave his cave after the cut-scene.

Warp back to the start, then use Bananaport #2. Head right over to the boulders you destroyed a while ago. Continue past them and the ledge will eventually end. You should see a green ledge sticking out where the boulder K. Lumsy destroyed was. If you jump off just as the ledge ends and then hit B, you should be able to just barely make it onto the ledge. If you find this too difficult, you can use Tiny Kong and Ponytail Twirl onto the ledge.

Turn the camera and head left, ignoring the switch for now. You'll find a big block of ice. Primate Punch it to destroy it, then head through the new path. At the end, ignore the Kasplat and pick up the boulder. Carry it back to the main room. Near the start is a blue switch. Place the boulder on the switch to remove the ice blocking the Wrinkly Doors. Now head to the right side of the room and punch a second block of ice to reveal a lava pit with a Golden Banana.

Go back to the Tag Barrel and switch to Diddy Kong There are ramps on either side of the room. Go up the one on the right, then make a left U-turn at the top. There's a bridge leading to the DK Portal. Ahead you should see a Diddy barrel. Jump into it and fly straight up, then turn around to find a ledge with Diddy's Wrinkly Door. Land on the ledge and play your guitar on the pad. Squawks will come and bring you a GOLDEN BANANA (3). Drop to the bottom of the room to get it, then switch to Lanky Kong.

Go through the path to the opened up by Chunky and kill the Kasplat for a BLUEPRINT (3). Head back, then go up one of the ramps. Take the long bridge up to B. Locker. You should have 137 Golden Bananas, which is more than enough given his 65 banana requirement. Ready for the sixth level?

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|          o-----o          |
|          4q          |          Crystal Caves          |          CRCAVE          |
|          o-----o          |
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Moves - Orangstand Sprint, Monkeyport, Gorilla Gone, All Kongs - Ammo Belt 2, 3rd Melon  
Difficulty - 6.5/10  
Enemies - Gnawty, Kasplat, Klaptrap, Klobber, Klump, Kosha, Kritter, Kroc, Mecha-Zinger, Zinger

K. Rool is confident that the Dogadon has done well and incinerated the Kongs. Unfortunately, the Dogadon has been badly beat and complains that it was awful. One of the Kongs got really big and punched him in the nose (yes, the fire-breathing dragon is complaining that he got punched in the nose). The beast goes and lies down... How does K. Rool allow that? The Army Dillo got punished and he even apologized for his failure.

Crystal Caves isn't quite as long or intricate as Fungi Forest. However, that doesn't necessarily mean it will be easy. Due to the fact that every place in this level looks nearly the same, Crystal Caves is extremely confusing and disorientating. It also contains a few notoriously difficult Golden Bananas. However, I'm here to help you, so don't fret. Additionally, until you defeat the giant Kosha by Monkeyporting to a secret place at the top of the level, stalactites will periodically fall from the ceiling to hurt you. Watch the shadows to avoid them. Also, if you're near a Tag Barrel, you can just jump in it and wait for the noises to stop. This guide has you stop the stalactites quite late into the world, so if they're REALLY bothering you, skip to the end of this section, where I have included a short guide on how to stop them immediately.

At the start, head forward, then right, collecting the bananas (5). Now activate BANANAPORTS #1-2. Go rightward and head past the Kosha. You'll see a slope with three green coins. Orangstand up it to find Cranky's lab. Before entering, follow the narrow path to a Lanky pad. At about this time, stalactites will begin falling. You'll be shown a cut-scene of the giant Kosha getting to work. Run around by Cranky's lab until the rainfall is over, then press Z on the Lanky pad. Collect the three banana bunches (20) after floating upward, then deflate by the lab and head inside.

Pay seven coins and Cranky will give Lanky the move that requires him to use a barrel with his face on it. It's called the Orangstand Sprint. Jump into a barrel and he will run at super speed for as long as your Crystal Coconuts last. Once you have the potion, switch to Chunky Kong, then reenter the lab. Pay seven coins to purchase Chunky's pad move. Press Z while on a pad with his face on it to turn invisible. There's no time limit, but if you stray too far, you'll become visible again. Invisible Chunky can see other things that are invisible. Now enter the lab as Tiny. Pay seven coins to learn the Monkeyport. Press Z while standing on a Tiny pad to teleport to another Tiny pad, which lets you reach locations other Kongs could only dream of.

Head across the bridge from Cranky's. At the end, take the ledge right and jump the gap. You should see a Tiny barrel next to the wall, near a Kosha. Hop into it and go through the nearby tiny hole. Deactivate the move once through and head forward to a Bonus Barrel, plus a banana bunch (5).

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+=====+
| Krazy Kong Klamour | Difficulty : 5/10 |
+=====+
| Welcome to the fast-flickering, more difficult version of this bonus game. |
| This game is rather odd. It's set up like Teetering Turtle Trouble with a |
| three-by-six row and a watermelon gun. Press A to fire. You have five shots |
| before you need to shoot the center watermelon button to reload. The object |
| is to shoot the Golden Bananas. You have to reduce your counter to 15 by |
| hitting 5 bananas. However, the lights flicker on and off and the position |
| of the Golden Banana keeps changing. You can't shoot something while it's |
| dark. If you shoot one of the Kongs in the rows, the counter will go up by |
| one, making it more difficult. You actually need to shoot less Golden |
| Bananas, but the lights flicker faster. There isn't much to write about in |
| the way of tips. It's really just a test of reflexes. You need to aim and |
| fire at the Golden Banana very quickly. With enough tries, you should get |
| it. |
+=====+
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After getting your GOLDEN BANANA (1), BANANAPORT #3 appears. Go back and use the Tiny barrel to head back through the hole. Backtrack along the ledge and continue along it, past the bridge to Cranky's. Jump some more gaps, continuing to find some circular ledges and a Gnawty. Jump up the circular ledges ahead to find a Tag Barrel. Keep hugging the right wall. You should see Funky's on a platform ahead. Head up the circular ledges leading to him, then walk into his armory. Pay five coins to get the second ammo belt, which increases your maximum capacity to 200.

Once out, head along the bridge across from Funky and you should see a small ledge on your right. Hairspin to it and jump into the Tiny barrel. Ponytail Twirl back and continue along the bridge until you find a tiny hole. Deactivate the move after going through the hole, then head forward and activate BANANAPORT #4. Shoot the balloon (15) above Diddy's Kasplat, then use the Tiny pad to teleport. You appear in a frozen igloo, so get the banana bunch (20) and the GOLDEN BANANA (2), then warp back.

Jump into the Tiny barrel once more and go back through the hole. Head back across the bridge, then down the circular ledges by Funky's. Continue up the other set of circle ledges to reach the Tag Barrel. Switch to Chunky. Go forward and you'll see this really cool ice castle. Take the left branch of the platform and you'll find a boulder. Pick it up, then get the banana bunch (5) it was covering. Get the bananas (8) on the plank plus the bunch (13), then place the boulder on the switch. An ice igloo in another room explodes for no reason. We'll worry about that later, so head back to the ice castle and switch to DK. Go over to where you found the boulder but go up the other plank this time. Defeat the Kasplat for a BLUEPRINT (1), then go back and switch to Lanky Kong.

Head to the castle and hit the nearby Lanky switch to open the gate, then go in. Turn around and shoot the balloon (30) above the start, then approach the back of the room to meet an ice pumpkin, who challenges you to a little game. The object is to Simian Slam the squares on the puzzle to make them show DK. However, he will be pressing the squares and making them K. Rool faces. If there are more DK squares when the time limit is up, you win. The best strategy is to slam the K. Rool squares and ignore the "?" squares. That way, you can take away his K. Rool squares and make your own DK squares. Be wary that he can do the same to you. Once you win, the pumpkin will be a sore loser like everyone else in this game yet give you a GOLDEN BANANA (1). Leave the castle.

Head around to the right and slam another switch to open the top of the castle for a limited time. Continue around to find a Lanky pad. Inflate yourself and float up to the top. Use the next Lanky pad to drop into the hole in the tower, getting the banana bunch (35). It's time for another race with that blasted beetle in which you must collect 50 coins, and this time it's significantly more difficult. What a shock.

Jump into the Lanky barrel (quickly cancel Squawk's info) at the start and head through the hallway, getting coins (5). A door opens at the end of the hall. Get some more coins (10) as you head through a few doors. Drop into the pit at the end and prepare. Get the coins (18) as you slide through the tunnel then head around the huge ledge in the pillar room, getting the coins (24). Slide over the gap when you reach the end of the drop into the lava pit, getting the coins (27). Get more coins (32) as you head through the tunnel. A door opens to begin another running segment.

Head through the hallway as the doors open, getting the coins (36). Head down another slide above lava pit. This is a little more complex. Get the coins as you jump the gap, then slide over to the left or right for an extra three coins (42). You'll need to slide over to the middle path to make it to the next part. Get two coins (44) as you slide through the tunnel and prepare for a part of the slide with no ledges. Be careful or you'll fall off.

Get three coins (47) as you head along the purple path, then take a left at the fork for the most coins (55), followed by a right. Okay, numbering stops here, so keep collecting coins but concentrate more on speed. Head down the brownish path and you'll reach two forks. Take a right, then a left for the most coins and you'll reach the final sprint. Jump, whack the beetle, do whatever you need to do to make it there first. Once you win, you'll get a GOLDEN BANANA (2).

Drop to the ledge below and use the Tag Barrel to switch to Diddy Kong. If you look on your left, facing away from the ice castle, you'll see Funky's armory. Head over there, going up the ledges, then get the five bananas (5) on the bridge. Hop into the Diddy barrel and fly over to the waterfall left of Funky's place. Near the top, you'll find a banana bunch (10) and a Bonus Barrel.





banana bunch (20) and kill the Klumps and Kritter in the remaining corners with oranges. Once all the enemies are dead, you get a GOLDEN BANANA (2), so leave the room.

Head to the left side of the cabin and use a crate to reach the next level. Head in the door after opening it by playing guitar on the pad. Go forward and use your shockwave to take out the two Koshas. A Diddy pad appears in the center of the room. Use it to spring up to a barrel left of the pad, then fly to the three giant candles in the room. As you go above them, they will light up. Don't forget to get the banana bunches (35). The grate below will open, allowing you to get the GOLDEN BANANA (3). A BANANA FAIRY (1) appears, so take its picture and leave.

Go past the guitar pad and activate BANANAPORT #5. From here, take out your shooter and look WAY up high, right above this ledge. Shoot the balloon hovering above (45). Drop to the level of the cabin below this one and use the Tag Barrel to switch to Donkey. Jump to the ground at the very bottom and get the banana bunch (5) on the pad, then play your bongos to enter. A large group of Zingers will appear. Head to the front corners to pick up some homing ammo, then take out your shooter and start picking them off. Lead your shots so you hit them. Once they're all gone, you'll get a GOLDEN BANANA (1). Now head to the back of the room and jump to get the banana bunch (10) without falling in, then leave the cabin.

Hop into the Tag Barrel and switch to Chunky Kong. Go back to the ground floor and play your triangle on the right pad to open the door. This is quite difficult. If you get caught by the light, you'll be shot instantly and be killed in one damn hit. When the light is out of the way, Simian Slam the weird pad near you. Get out of the way of the light, then head to the bottom right corner. Go closer to the other side of the room and you'll see a pad. Wait for the light to get out of the way, then slam it. There's a third pad you must slam across the room from the second one. Use the same strategy to do so. If you hug the wall, you can make your way to it without worrying about the lights. After slamming it, a Chunky pad appears in the back. Once the coast is clear, head to it and press Z to activate your Gorilla Gone. You're safe now, so get the banana bunches in the middle (33) and jump into the Bonus Barrel.

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+=====+
| Searchlight Seek | Difficulty : 2.5/10                |
+=====+
| This game is another melon game, though you have unlimited shots and can aim |
| freely. Press A to shoot. As you move the gun, the limited amount of light   |
| you have will move with it. A Klaptrap is wandering around the barrel. Shoot |
| it to reduce your counter. You have 60 seconds to shoot eight of them. This  |
| game is quite easy so long as you lead your shots. Once you spot a Klaptrap, |
| fire a melon in the direction it appears to be moving. Keep your gun in the  |
| same general area, as the Klaptraps regenerate near where they die. After   |
| hitting eight, you'll win the game.                                           |
+=====+
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Grab your GOLDEN BANANA (1) and leave. Switch to Tiny Kong and head past the guitar pad on the second floor. Play your sax on the pad to open the next door. The camera angle makes this annoying. Bomb the two Klaptraps on the big platform, then jump to it and kill the one at the bottom of the room. Head a little further along the main platform to find another Klaptrap, then kill the one in the corner. You'll get a GOLDEN BANANA (4). Ponytail Twirl for the two banana bunches (30) and shoot the balloon (40) above the bottom pit, then leave.

Drop off the cabin and head over to Candy's, then past it until the path ends. You're at what I am going to arbitrarily deem the west end of the level, so head

up the ledges on your right to reach a Tag Barrel. Continue to your right past the Tag Barrel and you'll find BANANAPORT #2. Continue to find a Kasplat. Kill it for a BLUEPRINT (2) and shoot the balloon (50), then go back and switch to Donkey Kong.

Head over to Bananaport #2 and cross the plank on your right. Play your Bongos on the pad to open another cabin door. A Golden Banana rests in a window. You need to hit blue switches on the sides of the room to actually rotate the room and complete the matching puzzle in 50 seconds. Here is the solution: (You start with Side B, pound the left switch for Side A, pound the right switch at the start for Side C).

| Side A    | Side B    | Side C    |
|-----------|-----------|-----------|
| +---+---+ | +---+---+ | +---+---+ |
| Y   B     | G   R     | G   P     |
| +---+---+ | +---+---+ | +---+---+ |
| R   Y     | B   O     | O   P     |
| +---+---+ | +---+---+ | +---+---+ |

Get the banana bunch (15) on the puzzle at the start. Matching letters are matching pictures. Pound the red square, then pound the left switch to rotate the room. Hit the red square, then hit the two yellow squares. Slam the blue square, then pound the right switch to return to Side B. Slam the blue square, then pound the green square and hit the right switch to go to Side C. Hit the green square, then hit the two purple squares, followed by the orange one. Slam the switch on the left and hit the orange square for your GOLDEN BANANA (2). Pound the left switch for Side A and use the Battle Arena Pad you probably saw.

```
+=====+
| Battle Arena #6 - Plinth Panic | Difficulty : 4.5/10 |
+=====+
| This is really just Kamikaze Kremlings with a new name, as you'll be |
| battling a Kritter and two Kasplats like before. What you want to do is head |
| to the edge a bit, then move attack, holding B to charge your shockwave. |
| Release the B button to incinerate all the enemies. The Kritter seems to |
| regenerate first, so kill him, then charge up your shockwave to take out the |
| two Kasplats. After surviving for 60 seconds, backflip for your BATTLE ARENA |
| CROWN (6). |
+=====+
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Leave the cabin (you appear on Side B). Head back to the Tag Barrel and switch to Lanky Kong. There's a plank just by the Tag Barrel leading to another cabin. Cross it, then stand on the very edge of the ledge with the cabin. Take out your shooter and look down at the waterfall. Near the bottom is a balloon (45) floating. Head around to the right side of the cabin to find a Lanky pad. Float up to the top of the cabin and go over to a trombone pad. Get the bunch (50) and play your instrument, then drop down and enter. Go forward and kill the Koshas with a shockwave, then inflate yourself and float up to a Lanky barrel. Head to the end of the room, avoiding another Kosha, and step on the switch, grabbing the banana bunch (55). The weird pad thing at the start of the room opens to reveal a banana for 3 seconds. Dash back and grab the GOLDEN BANANA (3), then leave the cabin.

Drop down to the waterfall from the cabin. Starting from the waterfall, dive under and swim through the river, getting the bananas (65). The banana trail ends at the waterfall, so turn around and jump over to the huge cabin area on the left. Approach the cabin and use the boxes on the side to climb to the very top level. Use Bananaport #5 to teleport. The Kasplat will probably be on your ass the instant you arrive, so B mash him down for the BLUEPRINT (3). Now get

the four banana bunches (85), earning you a BANANA MEDAL (1), and teleport back.

Head down and use the Tag Barrel to switch to Chunky Kong. Make your way to the very west end of the level and backflip up the ledges. Head over to Bananaport #2 and get the banana bunch (38), then teleport. You'll get another bunch (43) automatically. Head back so you're going towards the DK Portal and kill the Kritter. There's an ice block for you to punch on your right. Head through the new path and get the three bananas (46), then get the banana bunch on the pad (51) at the end and press Z to become invisible. You'll then see a GOLDEN BANANA (2).

Head back to Bananaports #1-2 and switch to Donkey Kong. Grab the banana bunch (20) on Bananaport #1. Now go to where you just got the invisible Golden Banana and shoot the balloon (30) in here. Head back to the ports and switch to Lanky. Go right and ignore the Kosha. Orangstand up the slope once you reach it, then switch to Chunky at Cranky's Lab. Head across the bridge from Cranky's and Primate Punch the ice block at the end. Follow the new path into a room with a boulder and get the six bananas (57) around it. Now use the Chunky barrel in the back of the room to become huge. Pick up the boulder, then get the bunch (62) under the boulder. Time your press of the Z button so Chunky places it on the moving boulder switch. An igloo holding a Tiny pad and a Golden Banana will explode.

Head back over to Cranky's and switch to Donkey Kong. Walk across the bridge to a Donkey pad. Get the five bananas (35), then press Z for the next blasting course. Shoot to the barrel with the banana bunch (40). After a couple linear shots, you'll be auto-blasted. After another shot, you'll have to blast into a barrel with a coin above it. A couple shots later, blast into the barrel with a banana bunch (45). A few more shots, one with a coin come before being auto-blasted. Now shoot into another banana bunch barrel (50). Shoot linearly twice, then get auto-blasted and shoot again for a banana bunch (55). When you reach the next fork, take the one on the left. Take a couple more linear shots to a Bonus Barrel.

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+=====+
| Busy Barrel Barrage | Difficulty : 3/10 |
+=====+
| This is perhaps the most barbaric bonus game of DK64. Baddies will come at |
| you (you're in the center, armed with your shooter) and you have to shoot |
| them constantly. This time, there are only three to start with. However, the |
| irregular times at which they regenerate make this a little more confusing. |
| Just shoot them as they come. If you get hit by even one, you lose. The goal |
| is to survive for 60 seconds. Since you can only spin around, the best |
| strategy is to aim in circles and fire at them one by one. You have |
| unlimited ammo, so feel free to mash B all you want. Once one Kritter is |
| dead, kill the next, but be quick about it. While they regenerate, point |
| your gun at the one that you killed first. If an enemy starts to get too |
| close, shoot it down fast. Continue this pattern and you should win easily. |
+=====+
```

You'll fall down to the DK pad, then get your GOLDEN BANANA (1). Continue across the bridge into the room where Chunky put the boulder on the switch. Collect the bananas (58) along the way, then shoot the balloon (68) at the end. Head back out and across the bridge, then use the Tag Barrel to become Diddy Kong. Jump into the Diddy barrel and follow the river under the "archway". You'll find an igloo in the center of this next area. Fly through the DK star above the igloo, getting the banana bunch (50), and music pads will appear in front of the doorways of the igloo.

Hold Z so you don't land, then head around the area to find a stone pillar with

a banana bunch (55). Just above the ice igloo near it is another banana bunch (60). Go over to an igloo-shaped ice block in the back with a Tiny pad in it and get the banana bunch (65) above it. Now head back through the archway toward Cranky's and you should see a stone pillar in the water. Land on it, activating BANANAPORT #4 and getting a banana bunch (70). Now stand on the edge of the pad and shoot the balloon (80) for a BANANA MEDAL (2). Take the port, getting another banana bunch (85). Kill the Kasplat for a BLUEPRINT (4), then get the five bananas (90) and teleport back.

Drop into the water and swim over to the igloo. The guitar pad is right in the front. Play your instrument on it to open the door and go in. You'll notice six barrels positioned on pads. Head forward and the door will close, starting a 60 second time limit. The object is to pick up each barrel and throw it. However, you must do this in numerical order (the pads are numbered). Here is this the solution to the puzzle:

```
    4
1    6

2    3
    5
```

After all the barrels are destroyed, you'll get a GOLDEN BANANA (4). Shoot the balloon (100) hovering above, then leave the igloo. Go around to your left. Jump to the island with the Tag Barrel and switch to Lanky Kong. Play your instrument on the trombone across from here and enter the next part of the igloo. This segment is easy as cake. Some beavers generate on the sides of the room. Wipe them both out, then take out of the trio of Kritters that follows. Lanky pads will appear on parts of the ice tower. This is really pretty linear, so just float up to the top of the tower using several pads, getting the bananas (90) as you go. At the top, shoot the balloon (100) hovering near the ceiling and get the GOLDEN BANANA (4). Drop down and leave the igloo.

Switch to Chunky Kong. Just past the Tag Barrel is BANANAPORT #3. Take it and shoot the balloon (72), then port back. Continue towards the back of the area to pick you your GOLDEN BANANA (3) and some bananas (77), earning you a BANANA MEDAL (3). Now head to the igloo and play his instrument on his pad. Before you go in, get the BLUEPRINT (5) from the dead Kasplat on top of the igloo. You have to jump to the flat part of the door, then backflip to the top. Now go in. You'll meet that damn rabbit from Fungi Forest, who is tied to a barrel of TNT. Fireballs are going to come from the sides of the room to try and light the TNT. Just head around the room in circles pressing B to defeat them. Nothing will really happen if just a couple of fireballs touch the barrel. Once you've survived the time limit, you get a GOLDEN BANANA (4). Shoot the balloon (87) and leave.

Switch to Donkey Kong, then swim past Bananaport #3 and to BANANAPORT #1, which has a banana bunch (73). Now go over to the igloo and collect the bananas (78) around the igloo, then play your Bongos on the appropriate pad to open another gate. Prepare yourself for one of the most difficult Golden Bananas in the game. Before you is an ice maze, with a Golden Banana in the center. As soon as you enter, the maze begins to rotate. Touching the walls of the maze causes you to lose an entire melon of health. Yup. Get the banana bunch (83) on top of the door for a BANANA MEDAL (4), then shoot the balloon (93) hovering above the maze. Go leftward to find the entrance to the maze. Start going through. Tiptoe your way through the maze to avoid getting hit. The maze slows down before changing direction, so move accordingly. As you go through, collect the bananas (100). Once you reach the end, get the GOLDEN BANANA (4). After you get it, head back through the maze and leave the igloo.

Now switch to Tiny Kong. Get the banana bunch (55) on Bananaport #3, then head over to the back where Chunky picked up his Golden Banana. Use the Tiny pad to warp to the very top of the level. Though it's part of the level, it's "separate" in that if you drop down, you'll die instead of landing somewhere in the level. That means you can't just fly up to it with Diddy's rocketbarrel. Head forward at the start and use your shockwave while on the DK pile to get a RAINBOW COIN and kill the Kosha. This permanently stops the earthquakes, though I do admit that it's pretty useless since you're almost done here and will never have to come back. Get the four banana bunches (75), and thus a BANANA MEDAL (5), and teleport back.

Swim over to the igloo and play your instrument on the saxophone pad around the igloo to open the next door. This is also difficult. First, get rid of the Kosha (he regenerates very quickly). Get the bunch (80) on the weird pad, then slam it to start a timer and make it move. Each time you slam it it gets smaller. You have to lead your Simian Slams since the pad moves in circles. Keep slamming it and killing the Kosha as it comes back. Once it disappears, you'll get a GOLDEN BANANA (4). A BANANA FAIRY (2) also appears. Shoot the balloon (90) from atop the door, then leave.

Jump into the water just below the guitar pad, then follow the trail of bananas (100) out of the area. The trail ends near Bananaports #1-2. Head on over to the ports and use the Tag Barrel to become Chunky. Now, facing away from the river, head left and look along the icy wall for an ice block near the Kosha. Primate Punch it, then head forward and get the three bananas (90). Shoot the balloon (100) by... Snide's HQ! At last. Now exchange your blueprints for Chunky's GOLDEN BANANA (5), Diddy's GOLDEN BANANA (5), Tiny's GOLDEN BANANA (5), and Lanky's GOLDEN BANANA (5). You'll also get Lanky's DK Isle GOLDEN BANANA (4). Now go into the Troff n' Scoff Portal. Have Lanky feed Scoff 100 bananas. Now feed him another 100 with Tiny. Have Diddy feed Scoff his 100 bananas, then let Donkey give him the last 50. Donkey's face appears on the door, so head in.

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Boss - Army Dillo II
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Difficulty : 6/10

Oh great, another repeat. The Kritters are repairing Army Dillo, banging on him and reattaching his cannons. The new and improved Army Dillo rolls into the crystalized battlefield, ready for action. He brings out his cannons to begin the fight.

This battle is quite complex, but it isn't necessarily all that difficult. Army Dillo starts with some simple fireballs. Simply head around in circlish patterns, moving back and forth every fireball. After several shots, Army Dillo will begin to taunt you. Quickly pick up the TNT barrel and throw it at his face (his armor protects all other parts of his body) to electrocute him, causing damage.

Run away from Army Dillo towards the wall of the room, as he curls up and begins rolling. You're not much faster, but you are much smarter (I hope), so it's relatively easy to avoid him. He'll head back to his position and bring out a special pair of cannons. They thrust him upward and work as a jetpack, so the boss flies to the top of the room and hovers. Then, he'll slam the ground and emit a green shockwave. To avoid it, jump when it comes and press B to hover for a second. The boss rolls to a new position and starts shooting fireballs. This time, they come faster and harder, so change direction every two shots this time. When the boss stops to taunt you, throw another TNT barrel at him.

Retreat to the back of the room once Army Dillo starts rolling towards you again. He'll head back to his position and take out the thrusters again. This time, you have to dodge two shockwaves. If you time it right, you shouldn't have much of a problem. Next up is a round of fireballs. Change direction every two fireballs again until he stops to taunt you. Throw a third TNT barrel at him to cause more damage. His cannons blow off, but he doesn't chicken out immediately like last time.

He can still roll around, so avoid him and head to the back of the room and over to the side. Next up, Army Dillo will return to his position and thrust upward again. Dodge three shockwaves using either a jump attack or a backflip. Instead of fireballs, Army Dillo brings out a third cannon on his back. After it enlarges to a ludicrous size, Army Dillo will use his thrusters to fly upward. He'll then fire off a large group of fireballs, which will begin to rain down on you. They'll light up the area where they're going to hit, so use that to avoid them. After all the fireballs are gone, Army Dillo will shoot a homing missile at you. This is difficult to avoid, so either take the damage or run to the TNT barrel and make the missile explode on the barrel. Once the boss begins to taunt you, throw a final TNT barrel at him. Because of all the shit he's added on to himself, all of his cannons and thrusters explode along with his entire armor system. Some magical sparkly crap brings him up (don't worry, he's not coming back this time) and you get your BOSS KEY (6).

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Head out of Snide's area after exchanging Donkey's blueprint for a GOLDEN BANANA (5). Now return to Banaports #1-2. Kill the Kritter near the ice block leading to the Chunky pad and turn left. Leave this place for good.

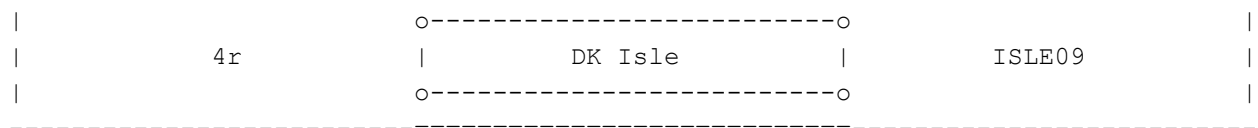
HOW TO STOP THE FALLING STALACTITES: Enter the level as Lanky Kong. Head forward and then to the right, past a Kritter, where you'll find a Tag Barrel and Banaports #1-2. Make a right here, past a Kosha, until you reach a steep slope. Orangstand up the slope to find Cranky's Lab. Use the Tag Barrel to switch to Tiny, then enter Cranky's lab and pay seven coins to purchase the Monkeyport. This allows you to use Tiny pads to teleport.

Stand on the corner of the ledge you are on that is near the steep slope. Look down and you should see a river. Across the river is a ledge, so Ponytail Twirl down to it and make a left. Avoid the Gnawty and work your way up the circular ledges to find a Tag Barrel. Switch to Chunky Kong, then face the ice castle just by you. Follow the left "bridge" to a boulder. Pick up the boulder, then head up the left plank and place it on the red switch. This causes an igloo to shatter in a cave.

Look to your left and you should see Cranky's lab and the steep slope again. Drop to the land just below, then hop across the river to the ledge on your left. Make a right and follow the ledge, jumping a couple of gaps. You should see a transparent ice wall on your left once you reach the top. Primate Punch it open to reveal a tunnel, which you should head inside. This is where the igloo we shattered was. Hop into the Chunky barrel in the back to become huge, then pick up the boulder and place it on the moving switch. This shatters another igloo, which contains a Golden Banana.

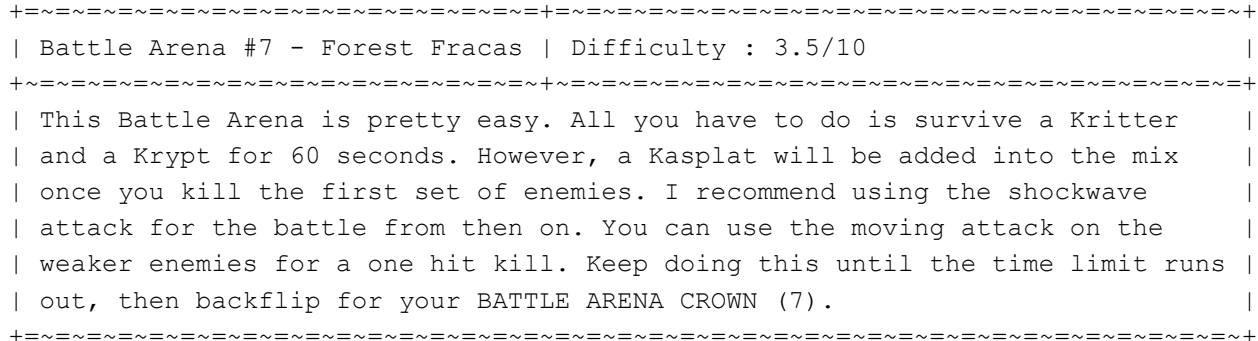
Use the Tag Barrel in this room to switch to Tiny Kong again, then head out the tunnel. Start moving across the bridge dead ahead, which leads to Cranky Kong. If you look to your left you should see an archway in the tunnel, marked by a Diddy barrel, where the river leads. Jump down into the river and head through the archway to find a big igloo. Head around the igloo to your right and swim towards the back of the area, where you'll find a Tiny pad below Chunky's Golden

Banana. Use it teleport to a secret area at the top of the level. Now use a shockwave to kill the enormous Kosha you'll find. This will permanently stop the stalactites.

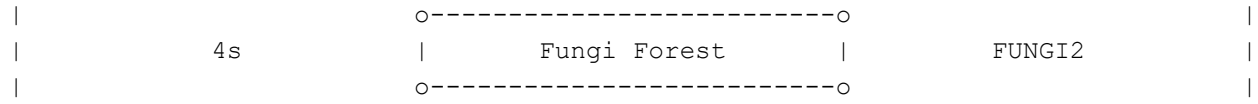


Head down by the Tag barrel at the bottom of the lobby. Follow the path to the blue Kasplat that Chunky opened up and jump into the Donkey barrel at the end. Now head back through the passage and run straight across over to the other ice block Chunky punched opened. Cross the lava and grab the GOLDEN BANANA (3), then head back across the lava and deactivate the Strong Kong. Leave the Crystal Caves lobby now. Drop down from the ledge you are on and then head over to the Bananaports. Use the Tag Barrel to become Diddy Kong, use Bananaport #3 to warp to the waterfall, then use the barrel kannon to blast to the floating island.

Head into the shack, take out your shooter, and look up. You should see a mushroom floating around the ceiling. Lead your shot so you can shoot it and it will turn yellow. You have to shoot it in this order: Diddy, Donkey, Lanky, Chunky, Tiny. After everyone has shot it, a door near the back of the room opens to reveal a Chunky pad. Before becoming Chunky, first face the exit back to DK Isle. Look at the wall above and to the right of it to find a Feather Switch. Shoot it to release a BANANA FAIRY (2). Now switch to Chunky. Head to the back and use the pad to become invisible. Move over to the wooden board thing nearby and you'll find a Battle Arena Pad.



Swap back to Lanky, then head into the forest.



It's time to get Fungi Forest's last Golden Banana. Head forward to the clocktower and use Bananaport #4 in the back. Go left over to the rabbit. Play your instrument to wake him up for the second race. Stupidly enough, you don't get infinite Crystal Coconuts for this. If you start to run out, you'll have to actually get some during the race, so make sure you stock up beforehand. There are some in the grass at the edge of this clearing. The rabbit is fast as hell this time. You really need to cut corners and take shortcuts if you expect to have the tiniest chance of winning.

At the start, hop into the Lanky barrel. You must jump over all the flagged logs to progress through the race. Go forward once the race beings and hop over the

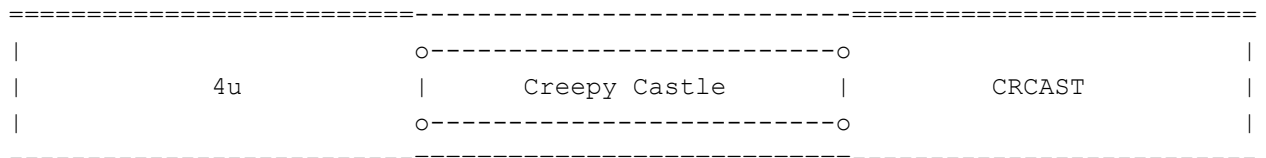
log on your right. Head towards the start, jumping a log. Now go around the stump by the start, jumping two logs. Go back toward the tree and go through it, jumping three logs. Now head to the back of the area, where you'll find another weird tree thing. Go around the back of it, jumping two logs. Head towards the big tree again and jump a log , then go towards your left, jumping a couple logs. Now is your chance to get ahead. Cut the huge corner the rabbit takes as you head to the side of the area. Follow the arrow at the top of the screen to jump over two logs, then head towards the tree. Go around it and continue to the start of the race. Jump the last couple of logs and cross the finish line. Since you beat him when he was trying, he'll give you Fungi Forest's last GOLDEN BANANA (5). Take Bananaport #5 back to the start. Head around to the other side of the clocktower, then leave Fungi Forest for good.



Drop off the island and into the waterfall lake, then use Bananaport #3. Switch to DK and use Bananaport #1. Head around K. Lumsky's island to the left and you should see a sandy island. Hop into the barrel kannon on it to be blasted into Crocodile Isle's crown. You appear in a gothic sort of room with a central "tower" surrounded by lava. To leave, turn around and jump into the pit. For now , head around to the very back of the tower and face it. You should see some bars trapping a Kasplat. Shoot the Coconut Switch on the bars to open them, then head to the right side of the tower, where a Tag Barrel is. Switch to Diddy Kong. and kill the Kasplat in the tower for a BLUEPRINT (1). Go back to the Tag Barrel and switch to Chunky Kong. Head to the side of the tower opposite the Tag Barrel. Kill the Kosha if you wish, then pick up the boulder and throw it somewhere to reveal a Lanky pad. Head back and switch to Lanky. Go to the other side and float up to the top of the tower. Unearth the DK pile for a RAINBOW COIN, then hop into the Bonus Barrel.

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+=====+
| Searchlight Seek | Difficulty : 3/10      |
+=====+
| This game is another melon game, though you have unlimited shots and can aim |
| freely. Press A to shoot. As you move the gun, the limited amount of light   |
| you have will move with it. A Klaptrap is wandering around the barrel. Shoot  |
| it to reduce your counter. You have 60 seconds to shoot ten of them. This    |
| game is quite easy so long as you lead your shots. Once you spot a Klaptrap,  |
| fire a melon in the direction it appears to be moving. Keep your gun in the  |
| same general area, as the Klaptraps regenerate where they die. After hitting |
| ten, you'll win the game.                                                    |
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After getting your GOLDEN BANANA (4), hop down and switch to Donkey Kong. Go to the back of the tower and jump up the steps, where you'll meet B. Locker. He demands 80 Golden Bananas, but you have 166, so head into the last level.



Moves - Super Duper Simian Slam, All Kongs - Sniper, All Kongs - Upgrade 2
Difficulty - 9/10
Enemies - Flip-Flap, Fly, Ghost Book, Kasplat, Kosha, Kreepa, Kroc, Krypt,

A Kasplat is running inside K. Rool's ship, trying to get out, as he fears that K. Rool (fatso, as he calls him) will discover the Kongs are returning the blueprints to the Blast-o-Matic. K. Rool says he would have chosen his last words more carefully. Just as the Kasplat reaches the exit, a huge red Klaptrap blocks him off.

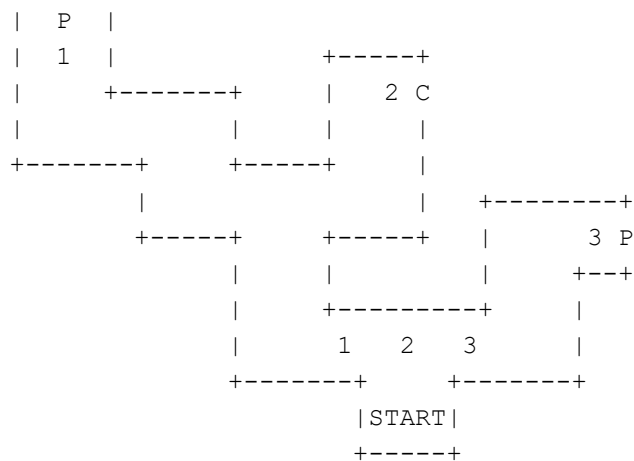
Creepy Castle, while quite long and challenging, is a lot of fun. It's basically composed of the long outside path up the castle and the interior crypts, dungeons, and fancy rooms such as the ballroom and museum. At the start, head forward and carefully cross the narrow bridge, getting the bananas (5). Head up the stairs by the water to find a big tree. Use the DK pad in front of it for another barrel blasting course. Shoot into the first barrel. You'll notice a ring on the next one. This is how you do this course: follow the rings. Shoot through several rings until you come to a barrel that points above one way below and one with a coin. Shoot to the one with a coin, then shoot through a couple more barrels to be auto-blasted. Blast into the DK star at the end. The gate blocking the entrance to the big tree opens, so head into it.

Head forward and you'll see a big circular piece of wood in front. Shoot the Coconut Switch to move it aside, then head forward and defeat the Kasplat for a BLUEPRINT (1). Shoot the balloon (15), then drop into the pit below and you'll land in water. Swim through the passage ahead and hop onto the raft once you reach the large room, getting the banana bunch (25). A bunch of targets will appear on the walls very, very, very, far from you. Go into first person with your shooter and aim at the first target, which is moving from side to side. You'll have to lead your shots quite a bit, as they're very far away. After shooting it, the water level will rise. Look to your left for the next target it, then shoot it to raise the water level again. Shoot the last target, on your right, to raise the water level one more time. Now get the GOLDEN BANANA (2) and take a picture of the BANANA FAIRY (1).

Swim to the very bottom of the place and look for another passage out. Swim through it. You'll be dumped into the lake below the big tree. Head back up the stairs and climb the ladder just past the tree. We could have continued along the path, but the first thing we're going to do is get the new Simian Slam upgrade. At the top, activate BANANAPORTS #1-5 on your left and right, then head to your right and cross the drawbridge when it raises. Get the bananas (26) as you head up the path, killing two Krypts. Now get the bananas (32) as you cross the bridge, avoiding the Kosha. Continue collecting bananas (41) as you head up the path. You'll need to jump across two platforms moving in and out. Now, on your right, activate BANANAPORT #2, then continue forward. Follow the purple banana trail along the bridge until you reach BANANAPORT #3. Head into the lab.

Pay seven coins to purchase the Super Duper Simian Slam. This allows your Kongs to trigger the red switches with their faces on it, which you'll find pretty much everywhere in this level. Once out of the lab, use Bananaport #3 to warp down. Climb the ladder by port #2 leading back to the path. Follow the trail, killing Krypts and grabbing bananas (46). Get the two bananas on the moving platforms (48), then continue heading around the castle, collecting more bananas (52). Ignore the stairs once you find them. Instead, head to the left of the stairs. Drop down the ladder by the gap in the fencing and head through the nearby wooden door (it opens automatically). You are now in the crypt. Head left at the red Kasplat and you should see a big skull. Drop down off the fence and kill the Kosha, then go and shoot the Coconut Switch to the right of the skull and head inside. These are the catacombs. I'll provide a quick map for this place:

+-----+



Legend:

C - Coconut Switch # - Bananaport

P - Peanut Switch

This place has a separate set of teleporters, so activate BANANAPORTS #1-3. Head left at the start and then go right. You'll need to kill some Krypts as you head through this place. Make a right next, then a left to find BANANAPORT #2. Grab the banana bunch (57), then shoot the odd-looking Coconut Switch to open the door. You'll find two columns of three levers. If you pull them in the wrong order, you'll get shocked, so pull them (you'll have to dispose of the Krypt continually) in this order: top left, top right, bottom left. This will open the door ahead, so head inside after shooting the balloon (67). It's time for another coin-collecting mine cart ride. However, this time you'll only need to collect 25 coins. The Resident Demon, a massive ghost resembling Kackle from DKC2, will also terrorize you and try to steal your coins during certain segments of the track. Joy.

At the start, head through several doors, getting a coin (1). Get two coins (3) as you head along the track, then go through another door. Grab a few more coins (6) before entering an area that looks like the inside of someone's ribs. Jump for the first coin (7) to meet the Resident Demon. Grab all the coins (12), switching lanes to get them (12). He'll throw his hands at you, so switch lanes to avoid them. Remember that getting hit costs you three coins, so avoiding the hands takes priority over grabbing the coins. You'll soon pass through a door, and the Resident Demon will leave for now.

Grab the coins (17). Gravestones will appear, so you'll have to switch lanes to avoid hitting them and losing three coins. They alternate lanes and are marked by coins. At the end, you'll head through a door. Grab coins (25) as you head through the next area haunted by the Resident Demon. Here the ghost's hands will swoop across the track. You'll have to jump to avoid them. Eventually, you'll come to a three-laned section. The Resident Demon will spit two groups of three Skull Carts at you and the camera will turn around. Switch lanes as the skulls come to avoid damage, then dodge a few more hands. This is harder now, as he begins to throw them in a swooping motion across the lanes. You'll go through a door at the end.

There's another gravestone section here. Switch lanes as they pop up to avoid them. After several stones, another door will open and one last gravestone will pop up before the next ghost-segment. You'll find one gate here on the right lane that you'll have to avoid. The Resident Demon will use his regular punches, so dodging them is easy. Head through the area, grabbing coins and avoiding hands until you make it into the next door. This gravestone area is quite long. They also don't alternate perfectly anymore. Gravetones are always positioned behind coins, so they are marked. After you make it through the door, head

forward on either lane. Donkey will go up a huge slope, then come crashing down on the other one. That's right, you have to go through the whole mine cart ride the other way. However, this is also a chance to make up lost coins.

Head through the gravestone area again. Switch lanes to avoid them and head through the Resident Demon area. Dodge his hand punches (they swoop, so you want to be where the hand initially goes, jumping, so it doesn't swoop into you), grabbing coins and avoiding the gate, until you reach the door. Avoid the gravestones until you reach the Resident Demon again. Dodge his regular punches. When you reach the three-lane area, avoid the flaming skulls, then dodge his swooping punches. After going through the gravestone area, you'll get to the final Resident Demon area. Avoid his hand. Now you just have to go through the final few doors before Squawks comes to give you your GOLDEN BANANA (1).

You reappear right by the entrance to the mine ride, so head out of this room and warp back to the start, then leave the skull. Take the ramp on either side opposite the skull (there's a bad guy guarding each) and head over to the red Kasplat. Go leftward and you'll find a Tag Barrel, so switch to Diddy Kong. Head over to the Kasplat and kill it for a BLUEPRINT (2). Now go over to the skull. Drop down and kill the Kosha, then shoot the balloon (10) above the skull. Shoot the switch on the left, then head into the skull.

Go left initially, then right, left, right, left, right. Activate BANANAPORT #1 and grab the banana bunch (15) at the end. Now shoot the Peanut Switch in front of you to open the door. You'll notice a giant coffin in the middle and two small coffins on the side. The coffin has four numbers (3 and 2 on the front, 1 and 4 on the back). First, Chimp Charge the three button to open the two small coffins. Kill three enemies that come out and shoot the balloon (25) on the left. Now Chimp Charge the numbers in the following order: 1, 2, 3, 4. The huge coffin opens up to reveal a GOLDEN BANANA (1).

Head back to Bananaport #1 and warp, then leave this dump. Go up one of the ramps and head over to the Tag Barrel. Switch to Chunky Kong, then head over to the skull. Shoot the Pineapple Switch on the right and enter the skull. This time, go right at the start and follow the path to the end. Activate BANANAPORT #3 and shoot the Pineapple Switch. This room has two coffins on both sides. Primate Punch the two left ones for banana bunches (10) and the bottom right one for a Bonus Barrel.

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+=====+
| Searchlight Seek | Difficulty : 3/10 |
+=====+
| This game is another melon game, though you have unlimited shots and can aim |
| freely. Press A to shoot. As you move the gun, the limited amount of light |
| you have will move with it. A Klaptrap is wandering around the barrel. Shoot |
| it to reduce your counter. You have 60 seconds to shoot ten of them. This |
| game is quite easy so long as you lead your shots. Once you spot a Klaptrap, |
| fire a melon in the direction it appears to be moving. Keep your gun in the |
| same general area, as the Klaptraps regenerate where they die. After hitting |
| ten, you'll win the game. |
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After getting your GOLDEN BANANA (1), head to Bananaport #3 and warp. Leave the skull. Go up the ramp once again and head over to the Tag Barrel. Switch to Tiny Kong. Follow the path past the Tag Barrel. You'll soon see Funky's place. Shoot the balloon (10) in front, then head in. Pay 7 coins to get the sniper scope. Press right C while in first-person aiming to zoom in and left C to zoom out. You can also use the Z button to slow down movement.

Head back to the Tag Barrel and over to the red Kasplat. Turn left instead of

going right to the skull to find another creepy-looking building. Shoot the Feather Switch on the right side of it to open it, then head in. Turn right at the start and kill the Krypt. Now use the Ponytail Twirl to cross the gap, getting a banana bunch (15). Continue to a big room filled with green lava. Slam the red Tiny switch to make a bunch of hands start rising up. Very, very carefully (you die instantly if you fall into the lava) make your way across the hands. You can actually just Ponytail Twirl straight across the middle hands to the GOLDEN BANANA (1). You have to jump diagonally off the hands so that you're not blocked by the fingers. The hands stop sinking after you get the prize.

Make your way across to the Tiny switch, then head back over the lava-filled gap and kill the enemy. Head out of this building, then go over to the Tag Barrel and switch to Lanky Kong. Alright, make your way to Funky's place, then turn around and continue all the way to the door leading out of the crypt. You'll grab a **** load of bananas (30) along the way. Go to the building Tiny entered. Shoot the Grape Switch on the left side, then go in. Stand under and just to the right of the Lanky barrel and equip your shooter. Face the Grape Switch, then jump and shoot it and as quickly as possible jump into the Lanky barrel. It's possible to get into it before the cut-scene activates. You've got a mere 13 seconds to dash through the hallway on the left, taking turns and avoiding enemies before the gate closes. You'll just barely make it. At the end, shoot the balloon (40) above the lava and play your instrument on the music pad to lower vines. Swing across them to reach the GOLDEN BANANA (1).

Swing back across and head through the hallway, after shooting the Grape Switch on your right to open the gate. Kill the enemies as you go, then leave the building. Head over to the Tag Barrel and switch to Donkey Kong, then head to the wooden door and leave the crypt. Climb the ladder on your left (after holding R). Now head over to the stairs you ignored earlier and jump up them, getting the bananas (71). Head up over to BANANAPORT #1. Ignore the door for now and continue. Get the bananas (74) as you head across the moving platforms, then continue getting bananas (79) as you head around the castle, earning a BANANA MEDAL (1). Climb the ladder for one more banana (80). Hop off the ladder again, as we don't want to go there right now. Continue around the castle until you reach a long set of winding stairs. Go up the stairs to reach the area with all the Bananaports. At the end you'll find Bananaport #1. Next to it are some stairs leading to a Tag Barrel, which you should use to swap to Chunky.

Climb down the ladder between Bananaports #2 and #3, then head inside the big tree. Turn the camera by holding R and avoid the bats. Go left and grab the banana bunch (15) in front of the circular slab of wood, then Primate Punch it to break it open. Head forward to the end of the path and turn right. If you set a foot on the vine bedding, the Pineapple Switch at the end of the path will turn around, so use your sniper. First, shoot the balloon (25) hovering near the cage. Now shoot the switch above the cage to open it. Head across the bedding and jump into the Bonus Barrel.

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+=====+
| Beaver Bother | Difficulty : 10/10 |
+=====+
| Welcome to Beaver Bother, the unholy of unholies, the most difficult mini- |
| game in Donkey Kong 64. The objective is simple, but doing it is maddening. |
| You play as a Klaptrap and must press B to chomp, scaring the beavers in the |
| same direction your face is pointing towards. The idea is to scare them into |
| the pit into the middle. You need to drop 15 beavers in the hole before your |
| 60 second timer runs out to win. In my opinion, the best strategy is to |
| position yourself so that the beavers are between you and the circle, then |
| head around the hole in a spiral while tapping B. You want to scare the |
| beavers in tangentially, not head on. If you start scaring a beaver away |
| from the circle, stop pressing B until you've repositioned yourself next to |
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| Like Krazy Kong Klamor, this game requires good reflexes. You'll be using
| the A button watermelon gun (shoot the center watermelon piece to reload,
| since you only get five shots) to shoot Kremlings that pop out of the
| barrels. The red ones (which pop out and go back in very quickly) are worth
| two points while the green ones are worth one. You have 60 seconds to score
| 25 points. Also like KKK, this is mostly just a test of your reflexes, so I
| really can't provide many tips. You need to anticipate the red Kremlings to
| score more points. Constantly shoot the Kremlings and be moving your gun to
| score the most points. When you need to, reload. You need to shoot quickly
| and aggressively to win.

After getting your GOLDEN BANANA (2), I recommend killing yourself as you
reappear back at the start of the three switch area. If you are up for the
challenge, float yourself back. Turn around and head through the automatic door.
Hold R, then follow the path to the right and stop at the Tag Barrel to switch
to Tiny Kong. Just on your right is a gap. Although it looks shallow, there's
actually nothing but oblivion in the gap. This is a stretch even for Tiny, so
take a deep breath, then Ponytail Twirl across the gap to a Bonus Barrel.

| Teetering Turtle Trouble | Difficulty : 3/10

| For once, the goal is to survive the time limit, rather than beat the time
| limit. There are six snakes spinning turtles, three per row. Use the control
| stick to aim at them and press A to fire watermelons into their mouths. If
| you don't feed one snake long enough, it will stop spinning its turtle and
| you'll lose. You only have five shots, but you can reload by "firing" at the
| watermelon button in the middle. This mini-game can give you hell if you
| don't know how to do it, but fortunately, it's easy as pie once you figure
| it out. Simply shoot the top left snake, the top middle, top right, bottom
| left, bottom middle, reload, bottom right, and so on. If you continue this
| pattern (the snakes will yell, "Help!" when they're hungry, but that's okay)
| , you'll survive the 60 second time limit with no problem.

Get your GOLDEN BANANA (2), then Ponytail Twirl back and head through the door
on your right to leave this area. Turn R, then head right and cross the
retracting platforms. Follow the path and notice the fence on your left. You
should see a big gap in the fence, followed by the fence starting up again with
a wooden beam. Keep going until the fence ends. Look down the ledge right after
the fence ends. You should see a ledge with a Kasplat below. Drop down and claim
your BLUEPRINT (4). Now, facing the castle, Ponytail Twirl across to another
ledge and climb the ladder. Head leftward and you'll reach the lake, so go up
the winding stairs near them to get to the Bananaport area. Go left and use
Bananaport #2 to warp upward.

Go across the nearby bridge heading up the castle, collecting the bananas (27).
Now backflip up the wooden platforms, killing the Kreepa and grabbing the
bananas (29). You'll reach the door to the museum. Continue along the path,
grabbing bananas (33) as you go, then activate BANANAPORT #4. You should see a
shed. To the right of the shed is a trash can. Jump into the Tiny barrel near it
to become super small, then use the mushroom to the left of the can to bounce to
the top, where you'll find a small hole to drop into. Immediately grab the
banana bunch (38). Grab the nearby homing ammo around the can, then take up a
position and shoot down all the flies. If you see a fly coming to attack you,
cancel your shooter and move out of the way. With the homing ammo, it should be
pretty easy. Once they're all dead, you get a GOLDEN BANANA (3). Find the exit
and leave.

Continue along the path up the castle, getting the bananas (44) and going past the Diddy switch. You'll need to jump several moving platforms. Now head up the vast bridge, grabbing the bananas (65) and the bunch (70) at the very top. It's a long as hell trip, but you'll make it eventually. Activate BANANAPORT #5. Head rightward up the small slope leading to Snide's HQ, avoiding the Kosha. Unearth the DK pile behind the HQ for a RAINBOW COIN, then head into the HQ and exchange your blueprint for a GOLDEN BANANA (4). Go back down the slope and kick the Kosha, then continue over to a tower at the top of the place. On the right is a Tag Barrel, so switch to Chunky and get his blueprint GOLDEN BANANA (3), then go back and become Lanky Kong. First, we're going to make a stop to get his blueprint.

Head over to the bridge leading down and take Bananaport #5 to near the start. Now use Bananaport #2. Head DOWN the path and across the moving platforms, then kill the Kasplat for a BLUEPRINT (5). Go back across the platforms and use Bananaport #2, followed by #4 to reach the shed. Slam the switch beside the greenhouse to open the door, then head inside of it. A Golden Banana rests on the opposite side of the hedgemaze, but you have a mere 40 seconds to get it. Once the time is up, the Golden Banana will disappear and a 10 second timer will start. If you do not make it out of the maze in 10 seconds, you'll be shot for a melon slice (this repeats until you escape or die). Banana bunches line your path. Here is a map (not scaled):

```
+VV-----+
|          BB   #  #  |
|   GB   #####  #  ##### |
|          #  #  ##   |
|         BFF#   BB   #  #  |
|#####   #####  #  #  |
|          #  #  #  #  #  |
|   #####  #  ##   #  #SC|
|  #SC#   BB  #####|
|  #  #  ###   #   SC|
|###  #   #  BA  #####|
|   #   #   #   BB  #|
|   #####  #####  #  #####  #|
|  #  #####LB#  BB  #   #|
|  #           #####  #  #|
|   #  #           BB#  #|
|#####  #####  #####BBC|
+-----^-----+
```

Legend:

| | | |
|--------------------|------------------------------|------------------------------|
| GB - Golden Banana | LB - Lanky Barrel | SC - Supply Crate (x3) |
| BB - Banana Bunch | BBC - Banana Bunch Coin (x3) | BFF - Banana Fairy Film (x3) |
| ^^ - Start | VV - Exit | BA - Battle Arena Pad |

I'll give you directions as if you were looking at the maze the way the map is presented. Go west, then north and jump into the Lanky barrel. Head back to the start, going east this time. Grab the banana bunch (65), then head north, east, north, west to another banana bunch (70). Continue west past the bunch and go south, then west to another bunch (75), earning a BANANA MEDAL (3). Now go north for a long while (you'll have to move very slightly west because of the way the hedges are), getting the banana bunch (80). Go east just before the dead end and grab the banana bunch (85), then go north followed by west. Get the last banana bunch (90) and continue to the northwest corner, where you'll find the GOLDEN BANANA (3) The timer stops, so you can relax. Don't take the door out, as we have something else to do. A cut-scene shows that a Battle Arena Pad has appeared in the middle of the maze. Go east, south, west, and then south

straight to the Battle Arena Pad.

```
+=====+
| Battle Arena #8 - Pinnacle Palavar | Difficulty : 6/10 |
+=====+
| You'll be facing a Krypt and two Kasplats this time a round. Give them all a |
| good whack with your moving attack, then use the time the Kasplats take to |
| get up to charge your shockwave. Use it to kill both of them at once. |
| Continue through the arena like this, killing the Krypt at first with the |
| moving attack, then shockwaving the Kasplats. After surviving for 80 seconds |
| , you'll win a BATTLE ARENA CROWN (8). |
+=====+
```

Head back up to where you got the Golden Banana and leave the maze through the new exit. Take Bananaport #4 to the bottom, then use Bananaport #5 to reach the top. Head over to Snide's HQ and exchange your blueprint for a GOLDEN BANANA (4). Now go over to the big tower in the center of the area. On the left of is is a Lanky switch. Pound it to open the door, then head inside. Kill the five Kreepas in the room to make a Lanky pad appear, then shoot the balloon (100). Now use your sniper to shoot the four Grape Switches way up high on the walls of the tower. Once you shoot them all, the grate on the floor opens to release a tremendous amount of hot air leading to a Bonus Barrel. Use the Lanky pad to float up a bit, then float into the hot air. Manuever yourself to the middle and float up to the Bonus Barrel. You're in for a real nice surprise.

```
+=====+
| Beaver Bother | Difficulty : 10/10 |
+=====+
| WHAT. THE. @$%! TWO DAMN BEAVER BOTHERS IN ONE ****ING LEVEL? Has Rare lost |
| their minds? Anyway, this is pretty much the unholy of unholies and the most |
| difficult mini-game in Donkey Kong 64. The objective is simple, but doing it |
| is maddening. You play as a Klaptrap and must press B to chomp, scaring the |
| beavers in the same direction your face is pointing towards. The idea is to |
| scare them into the pit into the middle. You need to drop 15 beavers in the |
| hole before your 60 second timer runs out to win. In my opinion, the best |
| strategy is to position yourself so that the beavers are between you and the |
| circle, then head around the hole in a spiral while tapping B. You want to |
| scare the beavers in tangetially, not head on. If you start scaring a beaver |
| away from the circle, stop pressing B until you've repositioned yourself |
| next to the beaver. You need to be quick or your timer will run out. If you |
| can, try to get multiple beavers in at once to save time. If you fall into |
| the pit, you lose and have to start over. Although it is maddening, you'll |
| eventually get it. I swear you'll finish with about three seconds left. |
+=====+
```

After dropping down, use the Lanky pad to float back up to the top and get the other "hardest GOLDEN BANANA (5) in the game". Rejoice. You will never EVER have to play Beaver Bother again. Leave the tower. Head over to the other side of the tower and switch to Donkey Kong. Now go to Snide's place and switch your blueprint for a GOLDEN BANANA (4). Go over to Bananaport #5 and start making the trek down the path. Once you find a Donkey switch, pound it. A door behind a cloud down the path opens for 20 seconds. Quickly rush down the path until you reach the cloud, then hop onto the cloud and into the library.

Head forward and avoid the bats as you go left. Follow the path to a room with a stack of big books. The door will close and a bunch of enemies will appear, so get the banana bunch (90), then kill the two Kreepas and two Krypts. A Donkey switch appears on the books, so slam it to open a door. Head back to the start and take the right pathway this time. You'll reach a hall with a bunch of Ghost Books, which are harmful, flying across the move. Just before the books is an

alcove on the left with a DK barrel. Hop into it to become invincible, then head across the room, backflipping for the two banana bunches (100). Deactivate the move once safe, then grab the GOLDEN BANANA (5) and shoot the Coconut Switch to open the door.

Once back outside, you appear beside the DK switch. Go back to the top of the tower and use Bananaport #5, followed by #4. Hop across the moving platform on the right (facing the castle), then jump into the Tag Barrel to become Diddy Kong. Slam the switch to open the ballroom and go inside. Go forward and ignore the Kosha, then turn around the corner. From the top of the stairs, take your shooter out and look for a balloon (65) above to shoot. Hop off the stairs down to the actual dance floor, where you should kill the two Krypts and three Kreepas to make a Diddy barrel appear. Use it to fly upward, then head around the room and fly above the three candles to light them, getting the banana bunches (80). That gives you a BANANA MEDAL (4). A Bonus Barrel will appear in the middle once all the candles are lit, so fly into it.

```
+=====+
| Mine Cart Mayahem | Difficulty : 8.5/10 |
+=====+
| Mine Cart Mayahem has become a lot more difficult from the one Chunky did. |
| This is one of the more difficult mini-games you've played so far. You'll be |
| racing around on a mine track above a pit of lava. However, there are two |
| enemy mine carts racing around to kill you. If you collide with it, you will |
| lose. The goal is to survive for 60 seconds. Hold Z to speed up, B to slow |
| down, and use the control stick at junctions to switch tracks. You can't |
| really rely on the in/out method this time. Just switch at random junctions |
| and stay as far away as you can from TNT. If you're about to crash and only |
| have a couple seconds left, hold B to delay the crash, which may save you. |
| The most important thing is to KEEP YOUR EYE ON THE TNT CARTS! If you don't |
| pay attention and just go in and out, you'll most likely get hit. You need |
| to add a bit more randomness to your movement patterns than before. Switch |
| at some junctions just to mix things up. You'll win once the time limit |
| reaches zero. |
+=====+
```

Get your GOLDEN BANANA (3), then land on the dance floor. Head up the stairs in the front on either side and go through the hallway until you reach the exit. Once you're outside again, switch to Tiny and enter the ballroom as Tiny. Head through the hallway past the Kasplat to the dance floor. Drop down to the floor and turn around so you're facing the top of the stairs. There's a Tiny pad just by the wall. Get the banana bunch (75) for a BANANA MEDAL (5) and use it warp to the museum. Grab the bunch (80) and turn around to find a weird shack thing. Take a picture of the BANANA FAIRY (2) then grab the banana bunch (85) and use the Tiny pad to warp to a different room. Grab the bunch (90), then turn around to and shoot the balloon (100). Warp back, then hop into the Tiny barrel on top of the shack. Drop down and head into the small hole in the front of shack. You're somehow warped to the testing room of Frantic Factory to meet the racecar again for another race, this time around the testing room. For this race, you need to go through flags on the ground to win (you're not confined to a track this time). If you miss more than five, you lose. You also need to collect 10 coins and beat the car in the two-lap race. Boxes will explode on contact and cause you to lose three coins, so be careful. Hold Z to move.

Go forward at the start and get the coin (1), then go through the flags and turn for another coin (2). Head around the box and continue going through flags as you head around the corner, getting coins (6). Now head up the ramp leading up the tunnel and get a coin (7). Go through the flags on the left and head around the tunnel, getting the coins (10) and dodging the boxes. Continue to collect coins in case you hit a box. Go back through the tunnel and go through the other

top of the path and use Bananaport #5, then #4 to reach the greenhouse. Turn around and enter the Troff n' Scoff Portal. Head up the Banana Pad and feed Scoff 100 bananas with Diddy, 100 with Donkey, 100 with Tiny, and 100 with Lanky. The door shows Lanky's face, so head in.

~~~~~  
Boss - King Kut Out  
~~~~~

Difficulty : 7/10

The Kremlings are hammering away on a big cardboard display on top of a large wall surrounding the water of the area. After they're finished, they hold it up, revealing it to be a cardboard imitation of K. Rool. The way this battle works is that you have to use the barrel kannons to blast yourself into it. As you hit it more and more times, it begins to fall apart. If you miss or lose all of your health, you get a new Kong to use. However, if you miss or die with your last Kong, you have to start over.

Head forward at the start and jump into the barrel kannon ahead (you'll notice the ground around it is glowing). You'll be blasted at the kut out, which makes annoying noises. Lanky lands in the water, so quickly swim back to the platform in the middle without getting hurt by the Puftup or the lasers the kut out fires. Dodge the another group of lasers and the kut out will pop up somewhere else. Jump into the glowing barrel to hit the kut out again, then swim back to the center platform, dodging lasers. Avoid lasers and wait for the kut out to pop up again. Give it a third hit by jumping into the glowing barrel and one of its arms will fall off.

Swim back to the platform and avoid the lasers. If you slow down, you'll get hit , so be careful. When the kut out pops up, it gets a little harder. There are two versions of K. Rool now, making two barrels glow. A Kreepa will also start appearing on the platform, so you must avoid it. You can also kill it to refill your health should you need to. Jump into the one pointing towards the K. Rool that is opaque (the fake K. Rool is transparent) to hurt him. Swim back to the platform and dodge the lasers. Continue like this, dodging lasers and swimming back. Give the kut out another three hits and it will lose its other arm.

This is where things get a bit harder. The kut out moves extremely rapidly around its four positions, occasionally stopping to fire lasers (it will fire lasers from two positions before starting to switch rapidly again). What you have to do is stand extremely close to one barrel kannon. Now look at the kannon on your right (the kut out will come to this one before the one you're standing next to). As soon as the kut out drops down from the position on your right, run into the barrel kannon in front of you. If you time it right, the kut out will get hit. You'll have to swim back and avoid two rounds of lasers before the battle commences. Continue your way through the battle like this. After hitting the armless kut out three times (nine times total), it's head will fall off. The Kremlings run off in fear now that their creation is in pieces. Swim back to the platform to claim your BOSS KEY (7).

~~~~~  
Nice, the last world is complete. Go over to Bananaport #4 and warp to the bottom. Facing the castle, head right over to the winding stairs. Walk down the stairs and lightly jump attack over the fence segment between the stone support and another set of stairs leading to a Diddy barrel. That should put you right in front of the DK Portal, so exit.  
=====



| since you only get five shots) to shoot Kremplings that pop out of the |  
| barrels. The red ones (which pop out and go back in very quickly) are worth |  
| two points while the green ones are worth one. You have 60 seconds to score |  
| 28 points. Also like KKK, this is mostly just a test of your reflexes, so I |  
| really can't provide many tips. You need to anticipate the red Kremplings to |  
| score more points. Constantly shoot the Kremplings and be moving your gun to |  
| score the most points. If you shoot enough green Kremplings, you can just |  
| ignore the red ones. When you need to, reload. You need to shoot quickly and |  
| aggressively to win. |

After getting your GOLDEN BANANA (4), swing back across the vines and head over to the Tag Barrel. Switch to Donkey Kong and take out your shooter. Above the K. Rool door B. Locker was guarding is a Coconut Switch. Shoot it (use your sniper if necessary) to make a bridge appear to the Kasplat on the island. Cross the bridge and defeat the Kasplat for the game's final BLUEPRINT (5). Cross the bridge once more and exit back to K. Rool's mouth.

Drop from the side of the mouth, close to the lobby entrance, moving Donkey towards the ship as he falls. You should land somewhere close to Bananaport #4. Head down clockwise, killing the Kritter as you go down the ramp. When you reach the end, swing across the vines and head into the secret cave you'll find. You'll discover Snide's HQ, right in the lair of his old boss. Exchange your blueprint for a GOLDEN BANANA (4). You can now press up C in order to replay eight of the mini-games (why not all?). Use the Tag Barrel in this room to become Diddy Kong. Near the Tag Barrel is a Diddy pad. Simian Spring directly up to a Bonus Barrel.

| Batty Barrel Bandit | Difficulty : 2.5/10 |

| This game works like a slot machine in a casino. Hooray for gambling. Anyway |  
| , the objective is to line up four Golden Bananas in the machine three |  
| times The hit counter on the top of the screen shows you how many jackpots |  
| you have still have to hit. Press A to a slot. If you hit an item other than |  
| a banana, press A rapidly to reset the machine. You also have to press A to |  
| start the game. Since the wheels move slowly, just press A when the Golden |  
| Banana appears. It's not too difficult (at least this one isn't). Your |  
| biggest threat is freaking out and just ramming the A button. That will kill |  
| you for sure. If you remain calm, you shouldn't have too much trouble. |

After you win, you'll get a GOLDEN BANANA (5). Now switch to Chunky Kong. Head over to the other side of the room and you'll find a boulder. Pick it up by pressing B, then press B again to destroy it. This reveals a Battle Arena Pad. Press Z to be transported to an arena.

| Battle Arena #9 - Bish Bash Brawl | Difficulty : 3.5/10 |

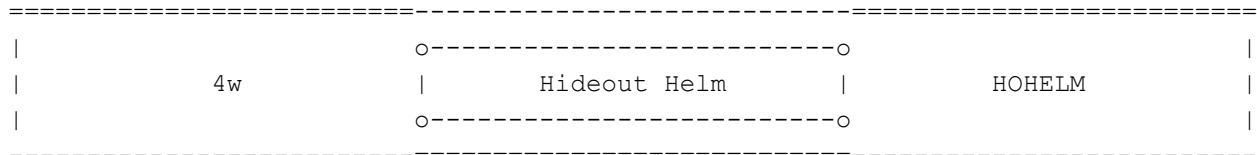
| You'll be facing a Krypt, a Kritter, and a Kasplat. Since both Kritters and |  
| their skeleton counterparts take one moving attack to be killed, the best |  
| strategy is to move in circles around the arena, pressing B. Keep an eye on |  
| the Kasplat. If it lifts its arms to shockwave, attack it before it gets a |  
| chance. The goal it to survive for 60 seconds. Keep using the move attack, |  
| circling the arena. Once you survive for 60 seconds, backflip to the BATTLE |  
| ARENA CROWN (9). |

Switch to DK and leave the cave. Take out your shooter and, in first-person,

look below the gap with the vines. Above a ledge sticking out of Crocodile Isle you should see a Coconut Switch. Shoot it to open the gate below, then drop down and get the GOLDEN BANANA (5). Swim on over to the start of DK Isle and swap to Chunky, then use Bananaport #5. Head counterclockwise around the isle and look for a nearby island with a tree on it. Swim over to it to find a BANANA FAIRY (4), then hop into the Chunky barrel you made appear recently.

You should be able to see a stone pillar from here rising out of the ocean floor. Swim to it and you'll be able to see that there's a big X on it. Simian Slam the pillar to make a rock explode and reveal a Golden Banana. Cancel the move, then head over to DK Isle ahead and you'll be at the waterfall. Continue past the falls until you reach the Jungle Japes entrance. Swim over to the rock across from it to get your GOLDEN BANANA (5).

Head to the front of the isle and become Tiny Kong. Head across to Crocodile Isle and go to where the propellers are. Use the Tiny pad again to teleport to the top, then head to the arm and Ponytail Twirl into the mouth again to reach the lobby. Use the Tag Barrel in the corner to become Lanky Kong, then grab the homing ammo on the ledge near the barrel. I suggest you exit and re-enter the lobby several times to stock up a good supply of homing ammo. Once you've got a solid amount, use Bananaport #1 to warp to the back of the room. Time to enter the eighth and final level. Are you ready?



Difficulty - 6/10

Enemies - Kritter, Klaptrap, Klump, Mecha-Zinger

K. Rool is sleeping like a lazy fat ass on his throne, but is suddenly woken up by an alarm. He realizes that the Kongs are here and demands his guards to activate the machine. However, it's not fully tested and might explode, destroying everyone. K. Rool ignores the warning and demands that they turn it on anyway. Another scene, this one of Snide in his office in a welding mask, starts. Assuming you have followed this guide and done everything it has said, you should have 40 blueprints. These blueprints have allowed Snide to deactivate the Blast-o-Matic's firing sequence for 50 minutes (1 x number of blueprints + 10). You need to get to the main cavern and deactivate the machine in 50 minutes. 50 minutes is plenty of time, fortunately. The deactivation process consists of completing two challenges (mini-games) with each Kong.

Activate BANANAPORT #1 at the start. Head forward and ignore the two enemies. Climb the steep slope with the Orangstand and kill the Klump. Go up the slope on your left. Kill the Klaptrap in front of you and head northwest. You should see the tiny glowing star of the Tag Barrel. Switch to Chunky Kong and go back. On the wall near another Klump is a Pineapple Switch. Shoot it to open up the wall, then go through the path and swing across the vines over the lava. Kill the Klaptrap and head around the room to your left, then switch to Tiny Kong. Continue around the room use the Tiny Barrel in the alcove to become small. Backtrack around the room until you find a pipe. Run through it to the end, where you'll reach the Blast-o-Matic.

Turn left immediately and switch to Donkey. Head to the back of the machine and pull the lever to make a bunch of DK stars appear above for 60 seconds. Go to the Tag Barrel and switch to Diddy. From the pipe where Tiny came in, turn right and hop into the Diddy barrel. Fly upward and fly through the stars around the machine. Use all those skills you honed with those ring-flying courses to make

it through and you should have no problem. The five doors throughout the place open and all have gates (except for Diddy's).

Land back by the machine and switch to Chunky Kong. Go up the stairs just by the Tag Barrel and Primate Punch the gate. Turn around and head around the machine to your left. Punch the gate past the lever, then continue. Go up another set of stairs and punch a third gate, then follow the bridge right across from you that leads to the second level ledge of the Blast-o-Matic. Continue to the other side and jump up some ledges to reach another gate. After punching it, drop to the bottom of the place and switch to Donkey Kong. Head over to the lever you pulled before. Near it is the door #1. Play your bongos in the doorway to open the glass, then head in and jump into the oil drum on your left.

Donkey has some of the harder challenges in Hideout Helm. Backflip to the barrel at the start. You have a mere 30 seconds to shoot three targets (though there are four). If you fire yourself into one of the power pylons, you lose. Press Z about half a second after jumping in to hit the first one, then go back to the barrel. Shoot the second one as the barrel moves, then go back and shoot the third one. You can only afford to miss one, so time your shots very carefully. After winning, jump into the barrel on the right. This can also be pretty difficult. You play as Rambi and must hit 18 Kritters in 30 seconds without touching the power pylons. If you touch the pylons, you have to restart. Just go around killing enemies. You need to be quick, but don't be totally careless. This isn't TOO hard, but if you rush or panic, there's a good chance you'll lose.

The yellow powers in the machine will turn off and a triangle pad will appear in front of door #2. The electroshocker thing in the middle turns off, so get the BANANA MEDAL (1). Head out of this doorway and go to the other side of the machine. Switch to Chunky Kong. Open the door up the nearby stairs with your triangle, then jump into the barrel on your left. You have 20 seconds to Primate Punch boxes four boxes to find the one with the Kremling in it, then kill it. Hop into the Chunky barrel to become huge, then punch the boxes. The Kritter is always in the one you break last, so just break them all and you'll kill the enemy (Hunky Chunky is invincible). Hop into the right barrel. Okay, you've got 30 seconds to shoot five Kritters. Simply snipe around the room and pick off the Kritters one by one. You should have no problem at all, especially with the homing ammo. Shoot intelligently, however, as you'll want to save the ammo.

The green power shuts off and Tiny gets her pad in her door. Get the BANANA MEDAL (2). Head out of this door and jump into the Tag Barrel to become Tiny. Go counterclockwise and jump up the winding stairs. Head into the door and play your sax to open the glass, then jump into the left barrel. This one is rather strange. You have to hairspin through the DK stars across the crates without touching the floor. The first two are very easy. Ponytail Twirl to the crates and you'll go through the stars. Watch for your shadow to make it easy to land. The last one actually makes you spin towards the right, then back to the left to land on the crate. Ponytail Twirl to the last box and step on the switch to win. Jump into the other barrel. This also you requires to spin through stars. However, you must use mushrooms to bounce to them. Simply hop onto each mushroom and hairspin through the stars. You have 30 seconds for three of them, so this is really quite easy.

The purple power shuts off and Lanky gets his music pad. Grab the BANANA MEDAL (3). Head down the stairs by the door and go over to the Tag Barrel. Switch to Lanky and head back up the stairs leanding to Tiny's door. Head around the ledge surrounding the Blast-o-Matic to find the next door. Open it with your trombone and jump into the left barrel. The object is to navigate the maze and find the switch (using the Lanky barrel), then go to the flag. Here's a map:

```

                +-----+
                |       |
                |       |
+-----+-----+ |
|
| B +-----+ +-----+
|   |       |       |
|START|       |       |
+-----+       |       +-----+
                |       | S |
                |       |
+-----+-----+ +-----+ |
|
| +-----+-----+
|   |
|#####|
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Legend

B - Barrel    ##### - Checkered Flag  
S - Switch

Jump into the Lanky barrel and turn the corner. There are enemies throughout the maze that you'll have to avoid. Turn right at the intersection and you'll come to another fork. Take the left path and avoid the Klump. Hit the switch in the corner and go back to the second fork. Ignore the turn, just going straight. Go around the corner to the flag, avoiding the Kosha. Jump into the second barrel. You have 30 seconds to shoot five Zingers. If you didn't get the homing ammo like I told you to, this is going to be hard. If you did, however, simply shoot the Zingers when the crosshair turns green. They're Mecha-Zingers, but take many hits to be killed. You'll win once they're all gone.

Diddy's pad appears and the blue power turns off, so get your BANANA MEDAL (4). Head out of the door and jump off the ledge. Go over to the Tag Barrel and switch to Diddy. Hop into the Diddy barrel and zoom straight up. Turn around until you find door #5. Land in it and play your guitar to open the glass. Hop into the left barrel. This is an odd mini-game. You need to kill the Kritters until you kill a "special" one, then slam the switch. Just go around cartwheeling the Kritters until you hear a weird noise indicating it was the special one. Now go to the center and slam the switch. Hop into the second barrel. This is also pretty weird. At the start, jump into the Diddy barrel and fly above the cage. Once you see a green arrow switch on the wall, hover. Spam shoot it, adjusting your position, until you hear the noise confirming that it was hit, then stay in your place. Turn around the room and shoot the other four switches to raise the cage, then drop down and slam the switch, killing the Koshas and winning the game.

The red power turns off, which shuts down the entire Blast-o-Matic, changes the music, and stops the timer. A door with K. Rool's face on it also opens up. Get your BANANA MEDAL (5). Drop off the doorway, then jump back into the Diddy barrel. Fly up to the very top of the Blast-o-Matic and carefully land on the Battle Arena Pad.

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+=====+
| Battle Arena #10 - Shockwave Showdown | Difficulty : 8/10 |
+=====+
| This starts off relatively easy, with two Kasplats and a single Kritter. The |
| timer this time, however, is 90 seconds. Run near the edge and cartwheel all |
| three enemies, killing the Kritter and knocking the two Kasplats down. While |

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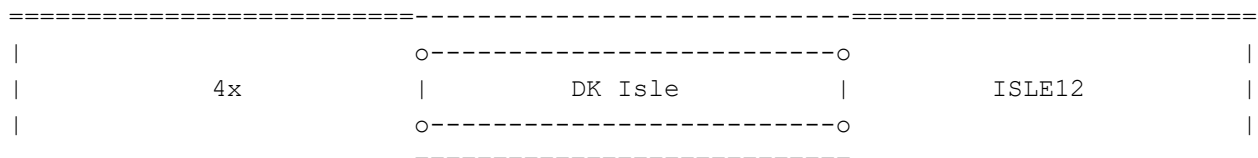
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| they're down, charge up a shockwave and blast them both. Now take out the |
| Kritter and repeat the process. Once the timer reaches 15 seconds, a third |
| Kasplat will be thrown in. You need to cartwheel all three and shockwave |
| them to win. You can also try to draw it out, just cartwheeling them to |
| avoid shockwaves until the timer runs out. Also, it is very possible that |
| you might run out of Crystal Coconuts if you were low. If that happens, |
| you'll have to start whacking them by hand. Make sure you're hitting them |
| all at once, or Diddy might get knocked off the platform by a shockwave. |
| Once you win, backflip to get your final BATTLE ARENA CROWN (10). |
+=====+

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Okay, the game is almost complete. That makes 200 Golden Bananas, 3500 regular bananas (though you don't actually need these for 101%), 40 Banana Medals, 18 Banana Fairies, 10 Battle Arena Crowns, and 7 Boss Keys. Drop off the top of the Blast-o-Matic. Assuming you land by the Diddy barrel, go to the other side of the machine. Pretty close to the lever, you should see some stairs heading around the walls. Head up them to find the entrance that was blocked by the K. Rool door until you deactivated the Blast-o-Matic. Go through the new passage until you reach the control room, which you saw at the VERY beginning of the opening cut-scene (what a damn long way you've come through this colossal game). Activate BANANAPORT #1. Go over to the door with the Battle Arena Crown on it. You should have 10, and the door only requires four, so it will open. You'll be treated to a cool cut-scene in which K. Rool presses a button on his chair. It hovers upward into a new room, then the chair comes down, meaning K. Rool is NOT sitting in a chair for one time in his life. The King presses a few buttons on a funny looking control pad and his ship, the Flying Krock, which I'm sure everyone who completed DKC2 knows about, comes out.

When the scene is over, head forward through the path until you reach the throne room. Head to the back of the room and you'll hear the Banana Fairy noise. If you've followed this guide and done everything it says to, then you beat the DK arcade in Frantic Factory twice and scored 5,000 pts on Jetpac, meaning you have the Nintendo Coin and the Rareware Coin. This allows you to open the door in the back. Head into it and take pictures of the two BANANA FAIRIES (2), then grab the last BOSS KEY (8). The fairies congratulate you for rescuing all of them and tell you to go visit them. You can actually take the pictures of the Banana Fairies through the window right of the door if you don't have the coins, but you need the coins to get the Boss Key. I know it sucks, but hey, Jetpac could've been a lot worse... Once you have the key, head back to the control room. Use Bananaport #1 to return to the start of the whole level, then leave the place.



Use Bananaport #1 to reach the corner of the room, then head out of Hideout Helm's lobby. Once out, drop into the ocean below the isle. Swim over to K. Lumsy's cage and head into it. Go forward and return the very last Boss Key. Since you've opened all eight locks, K. Lumsy will be freed and you'll be treated to a cut-scene. The Flying Krock finally takes off and raises through the crown of Crocodile Isle. The ship soars towards DK Isle, but the enormous K. Lumsy (this scene shows how truly large he is; he's about half as tall as DK Isle) rises from the water and starts prancing around the isle. Apparently the sight of the Flying Krock excites him, so he starts chasing it around the isle. Eventually, the dinosaur trips over a rock and falls into the ship, causing it to crash near the waterfall. Leave K. Lumsy's cave once the scene is over.

Take Bananaport #1 to the start. Now switch to Tiny Kong. Warp to Banana Fairy Island with #5. Go around to the front of the island and jump into the Tiny barrel. Head into the island for the first time since you met the queen. Head forward to the Banana Fairy Queen. She's incredibly grateful for your services to Banana Fairy Island, so she opens a door up on HER left to reveal the genuine final GOLDEN BANANA (6). It has the Rareware logo on it instead of the Nintendo logo. Congratulations! You now have all of the items in the game. There's only one thing left to do, so head out of the throne room and warp back to DK Isle. Now use Bananaport #3 to go to the waterfall. All appears normal and well on DK Isle. Now turn around. Wtf? Giant crashed ship? Jump into the hole on top of it and brace yourself.

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|          o-----o          |
|          |   The Flying Krock   |   |   K.ROOL   |
|          o-----o          |
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A cut-scene shows that you're in a boxing stadium. The microphone welcomes the ladies and gents to the main event of the game. The event will be composed of 12 3 minute rounds (every time you run out of time, you lose one round and you must defeat K. Rool within 12 rounds) of boxing for the undisputed heavyweight championship of DK Isle, brought to you by Rare and Nintendo's association with K. Rool Enterprises. In the red corner we have... The Kong Family! Jeers from the crowd erupt as the Kongs are shown. Versus... King Krusha K. Rool. The evil king in his boxing outfit is lowered to the arena and the crowd starts cheering. K. Rool squashes the microphone with his landing. Judges tonight will be fair and ringkeepers will act in a fair and unbiased manner (obvious lie). Two Kritters are keeping track of time and are in charge of the bell.

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 Final Boss - K. Rool
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Difficulty : 9/10

Are you ready for the ultimate fight? Each Kong will take part in demolishing the all-powerful King K. Rool.

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                Round 1 - Donkey Kong
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"The Ultimate Barrel Blasting Course"  
Difficulty : 4/10

Weighing in at a solid 800 lbs., we present the Prime Primate... DONKEY KONG, in the red corner! And in the blue corner... KING... K.... ROOL! LET THE BATTLE BEGIN! ROUND 1!

K. Rool begins by slamming the ground and creating shockwaves. Jump onto the post in the corner and climb up a bit until the shockwaves stop. Blast barrels will appear above each corner. Climb up into the first one to begin. K. Rool will start firing off punches. If you blast at him while he's punching, you'll simply lose health and waste time. Wait until after four punches and he'll stop for a minute to recognize his crowd. Blast at him at this moment to knock him back and cause damage.

Rush to another corner, jumping to avoid a shockwave. Climb up onto the post and hop into the barrel. After K. Rool does five punches, blast at him while he

cheers on his crowd. He starts punching again sooner this time, so you'll need to be a bit faster. K. Rool will be knocked back a bit and be hurt.

Continue to the next corner. Climb into the barrel. This is a little trickier. K. Rool will do three punches, then very quickly cheer on the crowd, too quickly for you to fire. Ignore this and wait for the second round of punches. After five punches (count them and shoot when you count five), blast at him while he's cheering to hurt him again.

Run to the final corner and climb into the last barrel. This time, K. Rool will do seven punches and stop to cheer VERY quickly. You need to be fast to get this one. Count his punches and fire when you reach seven. Blast at him one more time and he'll be knocked out cold. The count to 10 begins, but the unfair cheating bastards up in the observation window will ring the bell to end the round and save their master.

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Round 2 - Diddy Kong

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"Aerial Vandalism"  
Difficulty : 6.5/10

Making his way into the ring this time is the champ of chimps. In the red corner ... DIDDY KONG! GO! ROOOOUUUND TWOOO!

K. Rool starts by throwing his boxing gloves at you, which come back like boomerangs. To avoid them, jump and do a tailspin. After a couple, a Diddy barrel will appear. Hop into it and fly over to the light above K. Rool's head. There are two targets on it. You have to avoid K. Rool's boxing gloves, so try to move around a bit. When he stops for a second, line yourself up with one of the targets on the light and shoot it. Now go to the other side and wait until it's safe to shoot the other target. The light will fall onto K. Rool's head, but pulls it off with relative ease.

Now fly over to the next light. K. Rool's gloves get more and more accurate. They also get much, much faster, giving you less safe time to shoot targets. Shoot the first target when its safe, then shoot the second. Try to just hammer away at the B button while he's pulling off the light (you have infinite ammo) so you can shoot the first target before he evens starts throwing gloves. Once you've hit the targets, the light falls on his head again, but he gets it off.

Quickly shoot the target of the next light. You have three melons, so you can afford to get hit a few times if you shoot the first target while he's pulling the light off. Go to the other side and shoot the second target. K. Rool is quite accurate now, so be careful. Luckily, you don't fall to the arena floor if you get hit. Shoot the second target to drop it on his head.

Fly over to the last light switch. Hammer at the B button until the second target is shot. Now dodge K. Rool's boxing gloves (he's VERY accurate now) and head to the other side. Shoot the last target and the light will fall onto K. Rool's head. This one knocks him unconscious and the count begins again. The damn bellkeepers ring the bell to save him at eight seconds. SAFE BY THE LYING BELL!

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Round 3 - Lanky Kong

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"Slipping on Banana Peels... Seriously"  
Difficulty : 5.5/10

In the blue corner comes the record holder for the longest arm reach in the world... LANKY KONG! AND LET ROUND 3 BEGIN!

Thanks to Diddy destroying the lights, K. Rool is rendered blind and the arena is a bit darker than normal. K. Rool will basically just wander around like an idiot in an attempt to kill you (he's goes around the arena and moves diagonally from the corners). Dodge him for a while and four numbered posts (the numbers are really meaningless, as you don't have to them in any particular order) will raise outside the arena. When K. Rool is outside of the way, go over to one of the posts. Press B to extend your arms while lined up with a post (don't use the double stretch, as it won't go as crazily long as the normal one in this case) to hit a button and raise a pad holding a barrel. Pick up the barrel and throw it to release a banana peel on the arena. Four music pads appear in the corners of the arena when you pick the barrel up. Stand on one and wait until K. Rool is in a position where you, him, and the banana peel are colinear, then play your trombone. K. Rool hears you and rushes forward, causing him to slip on the banana peel. Yes, it's strange as hell, but whatever.

Head to one of the other posts. Hit the button and throw the barrel to release the banana peel. If K. Rool gets in your way before he's lined up, just move out of the way, then go back. Play your instrument when the time is right and K. Rool will slip yet again. Remember, if you play your instrument at the wrong time, K. Rool will just run into you and make you lose a melon slice.

Okay, there are only two posts left, so you have to go to one of them and hit the button. Grab the barrel when it raises and throw it somewhere. Play your trombone when K. Rool is lined up with the peel and he'll slip yet again. The music pads correspond with the posts, so they do disappear just as the posts do.

Just one more time... Head to the final post and hit the button with your arm to make the barrel raise. Pick it up, then throw it somewhere to release the banana peel. Play your trombone when K. Rool is in position to make him slip and pass out. The \*\*\*\*ing bellkeepers will save him again before his time limit runs out. The Kritter also dances around on the bell switches like a moron.

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#### Round 4 - Tiny Kong

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"This Little Piggie Said \*\*\*\* That Hurts"  
Difficulty : 6/10

Unfortunately for you, K. Rool's Kritters manage to pull the gigantic light off of his hand. Fortunately for you, this causes K. Rool to slip backward and squash some of his minions. Hailing all the way from DK Isle is the girl with the whirl. In the red corner... TINY KONG! READY? ROUND 4!

K. Rool goes toward the center of the arena and starts slamming the ground to make shockwaves. Use your the Ponytail Twirl to avoid them, as they come in several "layers". Eventually, a Tiny barrel will appear on the arena and K. Rool starts scratching his ass. Jump into the Tiny barrel, then head into the hole in his left shoe (your right). You'll now have to encounter K. Rool's toes. When they wiggle, it means they're about to attack, so head behind a toe that isn't wiggling. Keep switching like this until one toe rises. Tiny takes out her bow automatically when you enter, so just shoot the toe.

K. Rool throws a weird tantrum thing because you stubbed his toe. Dodge more shockwaves with the Ponytail Twirl, then jump into the barrel when it appears and head into the hole in his shoe. Keep dodging toes when they wiggle. The

toes tend to attack in patterns, making it easy to predict. Move fast after you see the wiggling or you'll get hit. The toe will rise again, so shoot it. However, you'll need to shoot this one twice. Dodge another round of toes, then shoot the toe again to make it red.

After K. Rool moans on about his toe, keep Ponytail Twirling to dodge the shockwaves as K. Rool moves from corner to corner. Once the Tiny barrel appears, jump into it and head back into K. Rool's shoe. Move out of the way of the toes that are wiggling. This toe must be shot three times before it goes red. This round takes a while, so you don't want to miss shots and waste time.

Continue dodging the shockwaves by using the Ponytail Twirl, then jump into the Tiny barrel when it appears and head into the hole in the shoe. The final toe takes four hits to take down. Keep dodging the toes. After the fourth shot, it will go red. Somehow, stubbing all four of K. Rool's toes causes him to faint. Of course, the stupid bellkeepers ring the bell to save him from the count. Fortunately for you, this time, the bell is knocked off.

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Round 5 - Chunky Kong

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"Actual Boxing... Sort of"

Difficulty : 7/10

Tipping the scales at a massive 2,000 lbs, he's the hard hitting... In the red corner... **CHUNKY KONG! BEGIN! ROUND 5!**

K. Rool starts the round by bouncing off the ropes on the sides of the arena, turning invisible. Watch his shadow and avoid it as you head around the arena to avoid getting hurt. A blue Chunky switch appears in the center of the arena, so head over when it's safe and slam it to make four Chunky pads to appear in the corners. Use one when it's safe so you can see the invisible Hunky Chunky barrel in the middle. You can also see K. Rool now. Wait for K. Rool to pass, then hop into it. K. Rool is facing you and is about to charge straight into you. What you have to do is Primate Punch K. Rool at the right moment (a bit before he reaches you). If you punch too late or too early, he'll uppercut you and you'll get hurt. However, if you are successful, he'll bounce back and get hurt.

After shrinking back to your normal size, K. Rool will become invisible again. Pound the switch when it's safe, then head to one of the remaining Chunky pads (they disappear as you use them). Hop into the Chunky barrel and prepare for the king to charge at you again. He's a bit faster this time, so you'll need to punch a tiny bit earlier. He'll bounce back if you manage to hit him.

Once K. Rool turns invisible, avoid his shadow and pound the switch. Use one of the two Chunky pads to become invisible, then hop into the Chunky barrel to become gigantic again. This time, K. Rool is invisible and quite fast. You need to punch when his shadow is in the right position to get him. This time, you need to punch pretty early (before he's even half way there).

Okay, pound the switch one last time, then use the only remaining Chunky pad to become invisible. Hop into the Chunky barrel and become huge. This time, K. Rool is both invisible AND zig-zagging. You should punch when he's near you just about in the middle to land the finishing blow.

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K. Rool passes out and victory music starts playing. Chunky raises his hand as the crowd jeers and the Kritters attempt to wake up K. Rool. Eventually, they

succeed, and K. Rool charges towards Chunky. However, Candy Kong, who has appeared in the arena, whistles K. Rool, stopping him in his tracks. She uses her charm to seduce K. Rool, who basically becomes delirious. While K. Rool is a delirious drooling moron, Funky enters from the other side of the arena. He takes out a huge rocket launcher and shoots a boot at K. Rool, sending him flying.

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|          4z                         |      Ending      |      ENDSEQ      |
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K. Rool soars all the way across DK Isle and lands K. Lumsy's cage. K. Lumsy seemingly boots K. Rool flying and over to Crocodile Isle. The seals clap and dance as the scene changes. DK Isle is now restored to its glory. The camera takes you through the "mouth" of the isle and into the training area as Banana Fairies go in, guiding you. The fairies fly through the tunnel as the credits roll. They soar all over the training area as Candy lies on DK's treehouse. The rest of the scene is basically just the Kongs goofing off. Diddy dances on DK's roof and falls off, but flies back up. Chunky tosses Tiny up and down while Funky dances on top of the tunnels. Donkey struggles to bring a Golden Banana to the hoard. Chunky approaches from the waterfall as Donkey goofs off with his foot, then takes a nap. Cranky wakes him up with his cane, followed by Donkey throwing the Golden Banana into the now towering banana hoard. Donkey gives Cranky a piggyback ride. Squawks flies by emitting a red smoke, while a seal flips out of the water. Troff n' Scoff are also here to join in on the fun, while Squawks flies by emitting a yellow smoke. Together, two Squawkses use the smoke to create the DK logo up in the sky as Lanky spins around on a tower.

If you got all 200 Golden Bananas, you'll be treated to a bonus ending. K. Lumsy gives the Kongs a ride on the ocean, including Candy, but not Funky or Cranky. If you achieved a percentage of 101% (201 Golden Bananas, 40 Banana Medals, 20 Banana Fairies, 10 Battle Arena Crowns), you'll see another bonus ending where Cranky is trying to audition people for the next Donkey Kong game, which turned out to be Donkey Kong Jungle Beat for the GameCube. It's pretty funny, so I'll leave it for you to watch.

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| 5a                                     Item List                                     ITEMLIST |
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|                                     Collectibles                                     |
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|                                     Golden Banana                                     |
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The Golden Banana (which is a sparkling banana with a Nintendo tag) is the most important item in the game. They're like the Jiggies of DK64. Collecting Golden Bananas is part of how you open the seven worlds. To open the lobby entrances, you must give K. Lumsey the Boss Keys, which are earned by defeating bosses of

the worlds. Inside the lobby is B. Locker, who blocks the entrance to the level and will not leave unless you have the amount of Golden Bananas present on the door. If you have enough, he'll disappear and let you go into the level.

Each of the 7 worlds holds 25 Golden Bananas (5 for each Kong), which makes 175 Golden Bananas. Then there's another 25 for DK Isle, making 200. The 201st Golden Banana is given to you by the Banana Fairy Queen, once you photograph all 20 Banana Fairies. 40 of the Golden Bananas are given to you by Snide for returning his blueprints. Note that only the right Kong can collect a certain Golden Banana, or else it will be clear and uncollectible. In the early stages of the game, you'll find Golden Bananas out in the open for you to take. But later on, you must defeat difficult challenges and puzzles to get them. Also, each world has 5 Kasplasts. Defeat them with the appropriate Kong (their hair is color-coded) to win a Blueprint, which you can take to Snide to exchange for a Golden Banana.

When you collect a Golden Banana, your Kong will do a little dance and five numbers will appear next to each of the Kong's heads on the screen. The numbers tell you how many Golden Bananas each Kong has collected in that world. You can also go to the start menu and go to view totals to view how many Golden Bananas you have in each world (both for each Kong and overall) and how many of them you have overall.

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Banana  
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Bananas, or regular bananas, are like the Musical Notes in Banjo-Kazooie. They look like a spinning banana, and they come in five different colors: yellow, red, blue, purple, green. The colors can only be collected by the corresponding Kong (Donkey, Diddy, Lanky, Tiny, and Chunky respectively). This color-coding is used for other objects like Blueprints and coins. There are 100 bananas for each Kong in every world, making 3500 total. The bananas come in three types: singles, worth one, bunches, worth five, and balloons (which you have to shoot with your shooter), which are worth 10.

You may wonder what bananas are for. Well, in every world, there are several blue portals with pictures of Troff n' Scoff, a hippo and a pig. If you go in one of these portals, you'll find a room where these two guys are. Stand on the Banana Pad in the room to feed Scoff enough bananas to press down on the weight, which lifts Troff high enough to reach the key to open the door. The door will show you how many bananas you need to feed, as well as which Kong must enter to get through. These lead to the boss battles. Defeating bosses earns you Boss Keys, which you must collect and use to open K. Lumsey's cage so he'll open the worlds for you.

When you pick up a banana, a number will appear on the screen, showing you how many bananas you've collected for that Kong in that world. You can view how many bananas you've collected for each Kong in each world in the start menu. Also, when you collect 75 bananas with one Kong, that Kong earns a Banana Medal. There are 40 medals in total, and you'll need to grab at least 15.

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Banana Bunch Coin  
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Banana Bunch Coins are found scattered throughout the levels (the number for each Kong is variable, but is usually around 10-15) and use the color-coding system. You need to collect these to pay Cranky, Funky, and Candy Kong for their items. Cranky gives you potions that allow the Kongs to learn moves, Funky

provides you with weapons for each Kong (as well as ammo capacity upgrades) and Candy will give the Kongs musical instruments. She also gives you instrument energy upgrades, which sometimes come with the bonus of getting an extra melon of life.

There are TONS of Banana Bunch Coins. Cranky charges 3 for basic moves, 5 for intermediate moves, and 7 for advanced moves. Funky and Candy charges 3, 5, 7, and 9 coins as you go on. However, you should have tons of extra coins, and at the end of the game, you may very well have over a hundred coins left. Normally, coins are only worth one per pick-up (though they usually come in groups). However, in DK Isle and each world, you will find DK Dirt Piles, which you can use the shockwave move learned from the Banana Fairy Queen to unearth, getting you a Rainbow Coin. The Rainbow Coin gives each Kong five coins.

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Blueprint  
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Blueprints look like color-coded squares in wooden frames. In each level, you'll find five Kasplats, which are big, tough looking bad guys that hit the ground to make shockwaves. If you kill it (it takes a ton of hits or about eight oranges), it will drop a Blueprint. Assuming you're using the right Kong (the Kasplats' hairs are colored according to what color print they have), it will drop a Blueprint. Every level has Snide's HQ, where you can give Snide, the weasel, your Blueprints in exchange for Golden Bananas.

Not only do Blueprints get you Golden Bananas, they're also important for the end of the game. In the final "level", Hideout Helm, you have 1 minute per Blueprint you exchanged plus 10 minutes to complete the level before the Blast-o-Matic reactivates. The more you collect, the more time you'll have. You can get 50 minutes, as there are 40 Blueprints total. You can view the Blueprints you've collected while in Snide's HQ by pressing the up C button. If you collect all 40, you can press up C while in his HQ to replay eight of the bonus games.

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Banana Fairy  
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Once you learn Tiny Kong's Mini-Monkey move, you'll be able to shrink small enough to fit into the entrance to Banana Fairy Island, the giant queen head island in DK Isle. Her Banana Fairies have been scared off, and the only way to capture them is to photograph them. There are two fairies in each world, including Hideout Helm, as well as four in DK Isle, for a total of 20 fairies. She'll give you a camera to photograph them as well as a special shockwave move, which you can use by holding then releasing the B button. This can be used to unearth DK Dirt Piles for Rainbow Coins.

To equip your camera, hold Z and press down C. A crosshair will appear in the middle of the screen. The banana fairy will fly around, but you need to take the picture (by pressing Z, A, or B) when the crosshair overlaps with the fairy. This can be difficult with the fairies moving around, but you'll get the hang of it eventually. Once you capture a fairy, the fairy will disappear after increasing your maximum totals.

As you collect more and more Banana Fairies, more secrets will be unlocked in Mystery Mode (accessed through the start menu). These secrets are Cinema Mode (2 fairies), Bonus and Arcade Mode (6 fairies), Boss Replay (10 fairies), Krusha in Multiplayer (15 fairies), and Cheat Mode (20 fairies). If you visit the queen after collecting all 20 fairies, she'll give you the 201st Golden Banana.


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Banana Medal  
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Banana Medals are special medals awarded to you each time you collect 75 bananas for one Kong in a world. This means each world has 5 medals. This guide will tell you how to get all 3500 bananas, so you'll get all 40 Banana Medals. The last five Banana Medals are in Hideout Helm, which you earn by completing the challenges.

You need to collect at least 15 Banana Medals, as unless you do, Cranky won't let you play Jetpac in his lab. Once you score 5000 pts in Jetpac, you'll be awarded the Rareware Coin, which you need to complete the game. The Rareware Coin, coupled with the Nintendo Coin, will open the final door which has the last two Banana Fairies and the eight Boss Keys.

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Battle Arena Crown  
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Every world has a metallic pad with K. Rool's face on it. Any Kong can use it, but some pads can only be reached by a certain Kong. Press Z while standing on it to be transported to a special arena. In this arena, you cannot fall off, or you'll die. For a certain amount of time, enemies will attack you. You have to kill them over and over as they respawn, avoiding losing all your health or falling off the ledge until the time limit runs out to win a Battle Arena Crown. After you take the crown, you're transported back and the pad disappears. This guide tells you how to get all ten Battle Arena Crowns (there are eight in the eight worlds plus two in DK Isle). You need at least four to open a door in Hideout Helm that leads to K. Rool's throne and the control room.

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Boss Key  
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Every world has several Troff n' Scoff portals. When you enter them, you can feed Scoff your regular bananas. Once he's had as many as the number on the door, the door will open, depicting the face of the only Kong who can enter. The doorway leads to the boss fight of the world. Once you defeat the boss, he'll drop a Boss Key.

The Boss Keys are the keys to K. Lumsy's cage. If you visit him, you can open the locks on his cage. Everytime you open a lock, he'll stomp around in joy and the earthquake will cause the entrance to one or two levels to open. This is the only way to get into the eight worlds, so you'll need to get all the Boss Keys. The eighth key, which is in Hideout Helm and requires you to get the two special coins, will free K. Lumsy, which leads to him letting you get to the fight with K. Rool.

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Nintendo Coin  
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In Frantic Factory, you'll have to defeat the DK Arcade game. If you beat it twice, you'll be awarded the Nintendo Coin. At the end of Hideout Helm, there is a door that can only be opened using the Nintendo Coin and the Rareware Coin. Inside are the last two Banana Fairies and the final Boss Key.

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Rareware Coin  
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Once you collect 15 Banana Medals, you can visit Cranky to play the Jetpac arcade game. Score 5000 points and you'll win the Rareware Coin. At the end of Hideout Helm, there is a door that can only be opened using the Rareware Coin and the Nintendo Coin. Inside are the last two Banana Fairies and the final Boss Key.

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~~~~~ Watermelon ~~~~~

Watermelon acts as your energy meter in this game. You start with only one melon, though Candy can give you an extra melon in Angry Aztec and another in Crystal Caves. Each melon has four slices, and you lose a slice everytime you get hit by an enemy. Some enemies take away two slices, and some hazards will take away a whole melon! Whenever you defeat an enemy, it will drop a melon slice that you can pick up to restore your health. There are also Melon Crates, though you'll usually never find more than one per level. They look like hopping boxes, and you can break them open for four melon slices! This is really useful when you're low on energy.

Fortunately, there are not many enemies in this game, and the few enemies there are are quite pathetic. The real threat is falling off a cliff, running out of oxygen, or other kinds of environmental damage. When you lose all your melons, your Kong faints and you respawn at the start of the level (with a few exceptions). You have infinite lives, fortunately.

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#### ~~~~~ Supply Crate ~~~~~

Supply Crates, which are littered throughout the worlds, look like bouncing crates of cannonballs, and they'll replenish the ammo your Kongs have for their shooters. Each crate is worth five pieces of ammunition. When you first purchase a shooter, you'll only be able to carry 50 pieces. However, this can be upgraded several times, with a final upgrade of 200 pieces. This ensures that you'll almost never run out of ammo.

To equip your weapon, hold Z and press left C. Press B to shoot a projectile, and up-C to shoot in first-person. This is good for hitting aerial targets and getting more precision. Funky's final upgrade will also allow you to zoom in and out like a sniper while in first person. Press left C again when you want to unequip your weapon.

The shooters are used to hit target switches. The switches show what projectile must be used to hit it, so only certain Kongs can hit certain switches. Usually, hitting them opens a gate or opens a passage. Sometimes you'll need to hit two switches to open an area.

Lastly, some Supply Crates are red. You can only pick them up once Funky has taught you homing ammo in Fungi Forest, and they're rare. Pick them up and a new meter will appear, which is the homing meter. When you go into first-person, the crosshair will turn green when it's in homing range. Your projectiles will home in on the enemies, which can be useful in some situations. You have to use up all of your homing ammo before you can use the normal ammo again.

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~~~~~ Orange Grenade ~~~~~

Orange Grenades bounce around and, like Supply Crates, are all over the place. Pick them up to increase your total. To use one, hold Z and press right C. Your Kong will throw an orange, which will bounce around looking for a target. If it hits a Kremling, it will usually destroy it. Oranges can be useful for taking out the tenacious Kasplats, but for weaker enemies, it's better to just use normal attacks. You can't pack very many oranges when you first start the game. However, whenever you photograph a Banana Fairy, the fairy will increase your maximum capacity. The total can eventually increase to 30 oranges.

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Crystal Coconut  
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Crystal Coconuts are also found pretty much everywhere, and they are very, very important. They look like crystals spinning on the ground. Pick them up to increase your total. You can't use or pick up Crystal Coconuts until you learn one of Cranky's moves that requires the use of a Kong Barrel. Jump into a barrel with the Kong that you are using's face on it to activate a special move. Your Crystal Coconut meter appears and will begin to slowly decrease for as long as you keep the move activated. Deactivate it by holding Z and pressing left C. If you run out of Crystal Coconuts, the move will automatically deactivate. This can be dangerous when you're in areas that you can't survive in while not using the move. For this reason, you'll want to do whatever task you need to as quickly as possible to conserve coconuts. You can't pack very man Crystal Coconuts when you first start the game. However, whenever you photograph a Banana Fairy, the fairy will increase your maximum capacity. The total can eventually increase to 40 coconuts.

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Banana Fairy Film  
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Banana Fairy Film is pretty common, though not so much as the previous few items. The film is actually used for the Banana Fairy Camera, which is given to you by the Banana Fairy Queen, once you enter her island on DK Isle by shrinking Tiny enough to fit into the entrance. Her Banana Fairies have been scared off, and the only way to capture them is to photograph them. There are two fairies in each world, including Hideout Helm, as well as four in DK Isle, for a total of 20 fairies.

To equip your camera, hold Z and press down C. A crosshair will appear in the middle of the screen. The banana fairy will fly around, but you need to take the picture (by pressing Z, A, or B) when the crosshair overlaps with the fairy. This can be difficult with the fairies moving around, but you'll get the hang of it eventually. Once you capture a fairy, the fairy will disappear after increasing your maximum totals.

As you collect more and more Banana Fairies, more secrets will be unlocked in Mystery Mode (accessed through the start menu). These secrets are Cinema Mode (2 fairies), Bonus and Arcade Mode (6 fairies), Boss Replay (10 fairies), Krusha in Multiplayer (15 fairies), and Cheat Mode (20 fairies). If you visit the queen after collecting all 20 fairies, she'll give you the 201st Golden Banana

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Pads, Switches, Doors and Misc.
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Tag Barrel

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The Tag Barrel is one of the most important items in the game. These look like floating barrels, and you'll find several of them in each world. At first, only DK's face is on it. There are question marks with the Kongs' colors on the barrel. When you rescue a Kong, that Kong's face replaces his/her question mark on the barrel. To use the Tag Barrel, jump into it.

You can now use the control stick to select your Kong. The Kongs you have rescued will appear, while the rest will be question marks. To pick a Kong, put it in the spotlight, then press pretty much any button and you'll appear back under the Tag Barrel. Tag Barrels are often found in major areas and near Bananaport Pads, or in areas where many Kongs have tasks to accomplish. This makes it easy to get to a Tag Barrel when you need it.

Since only certain Kongs can accomplish some tasks, switching characters is something you'll be doing a lot. Aside from serving to switch your character, the Tag Barrel is also like a floating hospital. When you select your Kong (even if you just jump in and select the same Kong), you'll reappear at full health. This is EXTREMELY useful and more convenient than killing enemies when you're really low on health.

~~~~~  
DK Portal  
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Every world has a lobby which has a DK Portal that leads to the world. These are blue doorways with the DK logo on them. When you first enter a world lobby, B. Locker guards the portal. A counter on him shows how many Golden Bananas you need. If you have enough, he will leave. If you don't have enough, he'll stay and continue blocking the door. To enter the world, walk through the portal. You reappear in front of another DK Portal, which serves as a way out of the world.

If you don't have enough (which should never happen since the requirements are incredibly easy to meet), you can actually use a Lanky Kong glitch to get past. Press B to do the armstretch attack while near the locker and Lanky will get you in for free. Since there's only one DK Portal in each world, it's important to remember its location so you don't get lost while trying to leave the level. You can also select "Exit Level" from the start menu if you want to leave quickly.

~~~~~  
Wrinkly Kong Door  
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In the world lobbies where you find the DK Portals, there are also five doors with Wrinkly Kong's face on them. They are color-coded like other things, one for each Kong. Once you rescue a Kong, its face will replace the question marks on the doors. Although you can't open a Kong's door until you rescue him/her, you can open the door with any Kong. To open it, walk up to it, which makes Wrinkly Kong come out. She'll give you a useful tip for the world for the appropriate Kong. The tip is almost always about how to get a Golden Banana. Some Wrinkly Doors, such as those in Crystal Caves, require you do something to unblock them. Usually, you'll have to place a boulder on a switch with Chunky. Wrinkly Kong Doors could be useful... If you didn't have a walkthrough!

~~~~~  
Bananaport Pad  
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Each level has ten pads with numbers on them, 1-5, two pads for each number. To activate one of the pads, walk on it. It will unfade and, once you've activated another pad with the same number, you can use it. Press Z while standing on one pad and a banana peel will zip you up, teleporting you to the other pad. Since DK64's levels are so humungous, this is extremely useful for getting around the different areas. Any Kong can activate and use the pads (assuming the Kong can reach the pad). The pads also have a consistent coloring scheme. The 1 pads are light blue, the 2 pads are light green, the 3 pads are purple, the 4 pads are red, and the 5 pads are gold.

Note that when you use the Hunky Chunky move, you can't use Bananaports. Also, some levels have special areas that have their own, separate Bananaport Pads. These areas include the llama temple in Angry Aztec, the skull crypt in Creepy Castle, and the lobby of Hideout Helm in DK Isle. They only warp you within the area and are never a full set. DK Isle and all seven worlds have a full set, while Hideout Helm has only one pair.

~~~~~  
Kong Switch  
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Kong Switches come in three colors: green, blue, and red. The color indicates what move needs to be used on it, while the Kong face on it indicates which Kong needs to do it. At the start of the game, you learn a move called the Simian Slam. This is basically the ground pound from Mario 64. Press A and Z while in the air to do a stomp. If you do this on switches, it will cause something to happen, usually opening a passage. Note that you can only hit a switch with the Kong whose face is on it.

The green switches can be activated with the Simian Slam, learned at the start. In Fungi Forest, Cranky will give you the Super Simian Slam upgrade, which lets you trigger the blue switches. The red switches require the Super Duper Simian Slam. A Simian Slam upgrade can still hit switches of earlier colors. The controls for the move remain completely unchanged, though the Kongs' movements change.

~~~~~  
Kong Barrel  
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Kong Barrels, designed by Cranky, are floating barrels with the Kongs' faces on them. Until you learn to use one of them, they'll be faded and unusable. Once you learn one of the special moves, that Kong will be able to pick up Crystal Coconuts as well as use the barrels. Jump into a barrel with the corresponding Kong's face on it to trigger one of the special moves, which vary. For as long as you continue using the move, your Crystal Coconut supply will be displayed and steadily decrease. If you run out, the move automatically deactivates, which can be dangerous in certain situations. Do whatever task is necessary as quickly as possible. If you want to cancel the move, hold Z and press left C.

Crystal Coconuts are everywhere, so stocking up a good supply is not a problem. You can't pick them up, however, until you learn one of the barrel moves. Donkey's move makes him invincible, Diddy's lets him use a jetpack, Lanky's technique allows him to run at super speed, Tiny's move lets her shrink, while Chunky's lets him become huge. They all have different purposes, and the barrels are usually located close to where you need them.

~~~~~  
Kong Pad  
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I hope I don't have to say that these are pads that have the Kongs' faces on them. They are all light blue, but you can't use any of them until you learn one of the pad moves. After you do learn a special move, that particular Kong will be able to use the pads with his/her face on them. Press Z while standing on it to activate the move. Unlike the barrel moves, these do not require Crystal Coconuts. Donkey's move lets him play a barrel shooting course, Diddy's lets him leap super high, Lanky's technique allows him to inflate like a balloon, Tiny's will teleport her to another pad, while Chunky's makes him invisible.

~~~~~  
Battle Arena Pad  
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Every world has a metallic pad with K. Rool's face on it, called a Battle Arena Pad. Any Kong can use it, but some pads can only be reached by a certain Kong. Press Z while standing on it to be transported to a special arena. In this arena, you cannot fall off, or you'll die. For a certain amount of time, enemies will attack you. You have to kill them over and over as they respawn, avoiding losing all your health or falling off the ledge until the time limit runs out to win a Battle Arena Crown. After you take the crown, you're transported back and the pad disappears. This guide tells you how to get all ten Battle Arena Crowns (there are eight in the eight worlds plus two in DK Isle). You need at least four to open a door in Hideout Helm that leads to K. Rool's throne and the control room.

~~~~~  
Troff n' Scoff Portal  
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You'll find these portals, which have a picture of a hippo and a pig on them, scattered throughout the levels. There are about five of them per world. If you walk through them, you'll be transported to a room with two ramps on either side and a Tag Barrel. Troff, the pig on the left, is huge and fat, while Scoff, on the right side, is tiny. Since Troff is so heavy, his podium is on the ground, while Scoff's is way up high. You have to stand on the Banana Pad in the room to feed Scoff bananas. He'll get heavier as you feed him more bananas, and the number on the door between the two animals goes down. As Scoff gets bigger and weighs the podium down, Troff will get smaller and go up. Once the number goes down to zero, Troff will be able to reach the key up high and open the door. On the door, a picture of one Kong's face will appear on it. Only that Kong can enter to fight the world's boss.

After you defeat the boss inside, you'll receive a Boss Key. Once you collect it, you'll reappear outside the Troff n' Scoff Portal you entered and all of the portals in that world will disappear for good. The number of bananas needed to open the door becomes higher, so you'll have to start using more than one Kong to feed Scoff.

~~~~~  
Banana Pad  
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Each world has about five Scoff n' Troff Portals. If you walk through them, you'll be transported to a room with two ramps on either side and a Tag Barrel. Troff, the pig on the left, is huge and fat, while Scoff, on the right side, is tiny. Since Troff is so heavy, his podium is on the ground, while Scoff's is way up high. You have to stand on the Banana Pad in the room to feed Scoff bananas. The pad is on the ledge overlooking the entrance and the Tag Barrel. He'll get heavier as you feed him more bananas, and the number on the door

between the two animals goes down. As Scoff gets bigger and weighs the podium down, Troff will get smaller and go up. Once the number goes down to zero, Troff will be able to reach the key up high and open the door. On the door, a picture of one Kong's face will appear on it. Only that Kong can enter to fight the world's boss.

~~~~~  
Target Switch  
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You'll find switches on the walls of many areas, and they have pictures of fruits and other foods on them. These switches are triggered by using Funky's shooters, which each Kong can purchase for three coins (each Kong must purchase his/her own shooter). DK shoots coconuts, Diddy shoots peanuts, Lanky shoots grapes, Tiny shoots feathers, while Chunky has his pineapples. You can only trigger a switch with the appropriate projectiles, and you'll often need to hit more than one switch.

Once you've hit a switch or two, something will happen, such as a gate opening. Hitting switches usually allows you to progress through areas. Switches are often placed in front of gates so that you can open them. There are tons of switches throughout the game that you'll need to hit, though switches aren't the only thing the shooters are used for. Sometimes, you'll have to hit a different type of target. You can also use your shooters to kill enemies, though that isn't recommended.

~~~~~  
Music Pad  
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Music Pads are blue pads with pictures of instruments on them. Candy, DK's girlfriend, will sell each Kong their very own instrument. Not only do they incinerate all baddies within the immediate vicinity, they also can be used to activate music pads. Stand on the pad with the Kong whose instrument is depicted on the pad, then hold Z and press up C to play, which causes something to happen, like a door opening. If you play it off a Music Pad, you'll lose one energy unit. If you run out of energy, you won't be able to play your instrument. Playing on a Music Pad does not decrease musical energy. Candy Kong will not only give you your instruments, she'll also sell you energy maximum upgrades, twice throwing in an extra melon of life as a bonus!

~~~~~  
Headphones  
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If you use your instruments a lot to destroy enemies, you'll start running low on musical energy. Therefore, you'll sometimes find a pair of blue headphones hidden in a world. If you stand in it, it will recharge your energy to the maximum. Headphones are rather rare and you'll only find one or two pairs per level, though they are quite useful for people who like to kill enemies with the instrument.

~~~~~  
Animal Crate  
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Animal Crates are boxes that have a picture of an animal. There are only two kinds, one with Rambi's picture and one with Enguarde's. If you jump into the Ramib Crate as DK, he will transform into Rambi. The same goes for Enguarde when you swim into an Enguarde Crate while using Lanky. You have an unlimited amount

of time to perform your animal's tasks, but if you go out of a certain area, you'll be detransformed.

To perform a supercharge attack, hold Z and press B. B will do a normal attack, while A will jump (for Rambi). The supercharge allows you to break open rocks with the animal's picture on it. The regular attack, on the other hand, is capable of brekaing open other things, like huts or treasure chests. If you want to cancel your transformation, hold Z and press left C.

~~~~~  
TNT Barrel  
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TNT Barrels are only found in boss fights, on a pad in the center of the arena. When the boss sits down to rest or taunt you, pick up the barrel (press B) and press B again to throw it at the boss. This will damage him, though you'll need a few TNT hits before the boss dies.

~~~~~  
Training Barrel  
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These are the barrels with Cranky's face on them found at the beginning of the game. Jump into one to play a bonus stage in which you have to use a basic move to achieve some goal. The stages are designed to teach you basic techniques required to get through the game, so they're extremely simple. If you complete one within the given time limit, Donkey will reappear under it and the barrel will explode.

Complete all five bonus barrels and Squawks will come and tell you to see Cranky. Return to his lab and Cranky will give you the first potion, the Simian Slam. Press A and press Z while in the air to do a move just like SM64's ground pound. This lets you activate switches with DK's (and the other kongs, provided you're using the right Kong) face on them. You need to do this to get out of the training area.

~~~~~  
Bonus Barrel  
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Bonus Barrels are floating barrels with a picture of a banana on them. Jump into them to play a bonus stage. There are a wide variety of stages, though they are repeated. A repeated stage will always be harder than a previous stage of the same type. In some mini-games, you have to survive for a certain period of time, while in most, you have to score a certain amount of points before the time limit runs out. Most of the mini-games are not too hard, but some can be extremely infuriating.

If you defeat a bonus stage, your Kong will reappear under the barrel, which will explode. You're awarded a Golden Banana for winning. If you fail to defeat the bonus stage, you're given the option to retry or quit. You have an unlimited number of retries, so you might as well keep going until you win, unless you are about to destroy your controller in frustration.

~~~~~  
DK Coin  
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In certain areas of the game, you'll have to complete a race of some sort to get a Golden Banana. Within these races you'll find coins with the DK logo on them.

Diddy can't use this, as they have moves that require those same controls.

~~~~~  
Backflip  
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The backflip is one of the most important moves. Hold Z and press A and your Kong will do a high jump, allowing you to reach higher ledges. You don't get much distance with this move, so you'll need to be close to the ledge you're trying to jump to. Since you get so little distance, don't try using this to cross gaps, as you'll just fall.

~~~~~  
Long Jump  
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The long jump is a rather useful move that you Super Mario 64 people will be familiar with. While running, quickly press Z and then A. If done correctly, your Kong will leap forward several feet, which allows you to get across much wider gaps than normal. There are some gaps that you can't cross using the normal jump, so that's where the long jump comes in handy.

~~~~~  
Roll Jump  
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One move that DKC players might remember is the roll jump, which is exclusive to Diddy. Press B while moving to do a standard cartwheel attack, then jump mid-cartwheel. In the DKC series, this allowed you to grab items in pits, as Diddy would drop off and get the item in the pit, then jump to safety. In DK64, however, this move is good for getting distance you couldn't get with a normal jump. You can also add an extra press of the B button after the jump to get even more distance.

~~~~~  
Double Jump  
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Like the roll jump, the double jump can only be performed by Diddy. Press A to leap into the air, then press A again at the exact time that you land. You have to time it right. If you do manage, Diddy will do a second, much higher jump. This can be useful for climbing high ledges and exploring.

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Advanced Moves
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Advanced moves, with the exception of the shockwave, are taught to you by the three Kongs who have shops: Cranky, Funky, and Candy. You have to pay Banana Bunch Coins to get moves from these three.

~~~~~  
Simian Slam (Buttus Bashium)  
~~~~~

~~3 coins~~
~~DK Isle~~

After you complete Cranky's training barrels at the start of the game, he'll give you your first potion, which will work for all Kongs (you don't have to

purchase it for each Kong). Press A and then Z while in the air to do a butt stomp. This can be used to kill enemies, though that is not recommended. The main use of the Simian Slam is to activate switches. You'll find green Kong Switches all over the worlds with the Kongs' faces on them. If you stomp the switch with the corresponding Kong, the switch will activate and something will happen, such as a gate opening.

~~~~~  
Super Simian Slam (Big Buttus Bashium)  
~~~~~

~~5 coins~~
~~Fungi Forest~~

This is an upgrade to the Simian Slam learned in Fungi Forest. Fortunately, it leaves the controls unchanged. Only one Kong has to purchase this before all the Kongs have it. You'll notice the small shockwave produced when you do the move has turned blue. This allows you to trigger the blue Kong Switches, which you'll find everywhere in Fungi Forest. Obviously this means you pretty much can't get anywhere in the level without getting this move.

~~~~~  
Super Duper Simian Slam (Bigga Buttus Bashium)  
~~~~~

~~7 coins~~
~~Creepy Castle~~

This is an upgrade to the Super Simian Slam learned in Creepy Castle. Fortunately, it leaves the controls unchanged. Only one Kong has to purchase this before all the Kongs have it. You'll notice the small shockwave produced when you do the move has turned red. This allows you to trigger the red Kong Switches, which you'll find everywhere in Creepy Castle. Obviously this means you pretty much can't get anywhere in the level without getting this move.

~~~~~  
Baboon Blast (Barrelum Perilous)  
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~~3 coins~~
~~Jungle Japes~~

This is DK's first move, and you'll learn in the game's first level. Once you've purchased it, find a pad with Donkey Kong's face on it and press Z while standing on it. It will shoot him up into the sky and you'll be able to play a barrel blasting course. You'll find only one pad in each level, but usually, completing the course is vital to the completion of the level.

The crosshair will move up and down. When it's lined up with the next barrel, press A, B, or Z to shoot. If you make it, you'll be in another barrel. If you miss, you'll appear back at the DK pad, forcing you to start over. As you get into the later levels, there will often be more than one barrel to choose from. Banana Bunches and coins will mark your way.

At the end of your barrel blasting course, you'll sometimes find a Golden Banana. Other times the prize will be a DK star or a Bonus Barrel. If you shoot yourself through a DK star, something will happen that allows you to progress through the level.

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Strong Kong (Strongum Kongus)

~~~~~  
~~5 coins~~
~~Angry Aztec~~

This is one of the moves that requires the use of one of Cranky's Kong Barrels. Jump into a barrel with Donkey Kong's face on it to activate the Strong Kong. For as long as your supply of Crystal Coconuts last, you'll be totally invincible to terrain and enemies. However, your Crystal Coconut supply will slowly but steadily go down, and once it reaches zero, the Strong Kong deactivates, which could leave you in a sticky situation. Because of this, you'll want to accomplish whatever task is needed as quickly as possible. If you want to cancel the move, hold Z and press left C.

Donkey can still use all his normal moves while he's invincible, save using his shooter. You can't collect Crystal Coconuts with a Kong who wasn't learned a barrel move yet, but once you've learned one, stocking up a good supply is easy. The coconuts are all over the place. Also, taking pictures of Banana Fairies raises the maximum amount of Crystal Coconuts you can carry at a time.

~~~~~  
Gorilla Grab (Simium Strainus)  
~~~~~

~~7 coins~~
~~Frantic Factory~~

The Gorilla Grab is Donkey's final move, learned in the third level. Around the worlds, you'll find levers. Stand on the footplate of a lever and press B. DK will pull the lever, making something happen and letting you progress. The things that happen when you pull a lever vary greatly. Levers are not always positioned close to what they're triggering. For example, the toy machine in Frantic Factory is activated by a lever, but the lever is in a shed all the way in another room.

~~~~~  
Chimpy Charge (Hurtus Cranium)  
~~~~~

~~3 coins~~
~~Jungle Japes~~

This is Diddy's first move, learned in Jungle Japes. Hold Z and press B to do a superpowered headbutt charge, which allows you to kill enemies and activate some switches. HI/LO switches, which control machinery, can be activated with the Chimpy Charge, as can other things. When you do a Chimpy Charge, Diddy will go out of control, so you'll want to be close to your target before you do the move to ensure your success.

~~~~~  
Rocketbarrel Boost (Boostum Highus)  
~~~~~

~~5 coins~~
~~Angry Aztec~~

This is Diddy's Kong Barrel move, and it's one of the coolest. Jump into a barrel with his face on it and you'll suddenly burst high into the air, equipped with a jetbarrel jetpac. You'll steadily sink unless you hold A, which activates

the thrusters. You can use the control stick to move forward and turn while you hold A. If you want to hover in one place, hold Z. Sometimes you'll have to fire peanuts while in the air, so you can press B to use your weapon as well. Touch the ground to land. Diddy has a few flying courses he'll need to complete throughout the game.

Note that the jet barrel runs on Crystal Coconuts, so if you run out, you'll fall straight down, which can be bad. You can't collect Crystal Coconuts with a Kong who hasn't learned a barrel move yet, but once you've learned one, stocking up a good supply is easy. The coconuts are all over the place. Also, taking pictures of Banana Fairies raises the maximum amount of Crystal Coconuts you can carry at a time.

~~~~~  
Simian Springy (Leapus Largium)  
~~~~~

~~7 coins~~
~~Frantic Factory~~

Diddy's last move, learned in the third level, makes use of the pads with his face on them. Hold Z while standing on one and Diddy will bounce high into the air with his tail. This is often used to reach alcoves and other high up places. You want to position yourself fairly close to the middle of the pad and use the control stick to reach the alcove.

~~~~~  
Orangstand (Palumus Walkum)  
~~~~~

~~3 coins~~
~~Angry Aztec~~

The orangstand, an interesting move, is Lanky's first technique. Hold Z and press B and Lanky will do a handstand. Continue holding Z and move the control stick and Lanky will walk around on his hands. The use of this is that it lets Lanky get up steep slopes without slipping. There are quite a few places where you need to use this. Usually, if you can't scale a slope, it's because Lanky has to Orangstand up it. You can't attack while using the Orangstand, so you'll want to get away from enemies before you attempt to use it. Fortunately, there's no limit to how long you can use it.

~~~~~  
Balloon Baboon (Baboonus Balloonus)  
~~~~~

~~5 coins~~
~~Frantic Factory~~

Lanky's second technique requires him to use a pad with his face on it. Press Z while standing on one and Lanky will inflate and rise. Use the control stick to maneuver him around to wherever you need to get. Be warned that the Balloon Baboon only lasts for so long. This means you could take a huge fall, depending on where you are, which could seriously mess you up. If you want to deflate prematurely, press Z. You know when Lanky is about to deflate when the music starts speeding up.

~~~~~  
Orangstand Sprint (Palumus Dashium)  
~~~~~

~~7 coins~~
~~Crystal Caves~~

The Orangsprint, as I like to shorten it, Lanky's last move, is just as ridiculous as the rest, perhaps even more so. Jump into a barrel with his face on it and you'll automatically be in Orangstand position. While it looks like the Orangstand at first glance, it's not. Start moving and Lanky will run like greased lightning. Okay, that's a bit of an exaggeration. Anyway, the move allows Lanky to accomplish tasks in time limits that would otherwise make it impossible. If you want to cancel the move, hold Z and press left C.

Of course, since the Orangstand Sprint is a barrel move, it uses Crystal Coconuts. You can't collect Crystal Coconuts with a Kong who hasn't learned a barrel move yet, but once you've learned one, stocking up a good supply is easy. The coconuts are all over the place. Also, taking pictures of Banana Fairies raises the maximum amount of Crystal Coconuts you can carry at a time.

~~~~~  
Mini-Monkey (Kongum Smallus)  
~~~~~

~~3 coins~~
~~Angry Aztec~~

The Mini-Monkey is Tiny Kong's special Kong Barrel move. If you jump into a barrel with her face on it, she'll shrink to about a tenth of her original size. Oddly enough, you can still kill Kremlings with ease while using this move, despite them being twenty times larger. While you're small, you can access new areas that have tiny entrances. You can also bounce on mushrooms, since you're extremely light now. Tiny Kong has many Golden Bananas that require her to be super small.

While the Mini-Monkey does require Crystal Coconuts, meaning you'll return to normal size if you run out, the Tiny Barrels are usually placed very very close to where you need to be small, so running out isn't much of a problem. You can't collect Crystal Coconuts with a Kong who hasn't learned a barrel move yet, but once you've learned one, stocking up a good supply is easy. The coconuts are all over the place. Also, taking pictures of Banana Fairies raises the maximum amount of Crystal Coconuts you can carry at a time.

~~~~~  
Ponytail Twirl (Roundum Roundus)  
~~~~~

~~5 coins~~
~~Frantic Factory~~

This is one of Tiny's best moves. Anyone who has played DKC2 will recognize this immediately. Press A to jump, then press and hold A again and Tiny will start twirling her pony tails, just like Dixie. This allows her to hover and cross ridiculously large gaps that no other Kong can make. Tiny has no limit to how long she can twirl her hair, so you've got plenty of power in that jump. Watch Tiny's shadow to know when to let go of the A button. The best thing about the Ponytail Twirl is that it eliminates damage from falls. If you ever fall off a platform, hold A until you reach the ground. Since you fall slowly and delicately, Tiny will take no damage from her fall.

~~~~~  
Monkeyport (Warpum Craftious)  
~~~~~

~~~~~  
~~7 coins~~  
~~Crystal Caves~~

The Monkeyport is Tiny's last move, requiring you to use her special Kong Pad. It's also one of the coolest moves. Stand on a pad and press Z to teleport to another pad. You can teleport back as well. This allows you to reach areas otherwise unaccessible. You'll need to use the Monkeyport to reach Hideout Helm and to reach various areas in Crystal Caves.

~~~~~  
Hunky Chunky (Kremulious Crushum)
~~~~~

~~3 coins~~  
~~Angry Aztec~~

This is Chunky Kong's barrel move. Jump into a barrel with his face on it and he'll become five times his normal size. This lets you just walk on Kremlings to defeat them and makes you practically invincible. You can also pick up supersized boulders too heavy for normal Chunky to pick up. Most of the time, you have to put these boulders on some surface to trigger a switch. The tasks of Hunky Chunky vary more than those of the other Kongs, but they all require super strength or size.

Like with all the other barrel moves, the Hunky Chunky relies on Crystal Coconuts. However, like with Tiny, this isn't a problem, as the barrels are almost always placed right where you need them. You can't collect Crystal Coconuts with a Kong who hasn't learned a barrel move yet, but once you've learned one, stocking up a good supply is easy. The coconuts are all over the place. Also, taking pictures of Banana Fairies raises the maximum amount you can carry at a time.

~~~~~  
Primate Punch (Sandwichium Punched)
~~~~~

~~5 coins~~  
~~Frantic Factory~~

The Primate Punch is a move for Chunky that he can use anywhere. Hold Z and press B to make him do a powerful punch. This CAN take out enemies, though that is not a good idea, as it requires you to be still. The Primate Punch is good for destroying barriers such as gates and activating switches like Chunky buttons. Doing this will open new areas. The most notable example is Hideout Helm, where Chunky has to punch the gates blocking off the Kongs' challenges.

~~~~~  
Gorilla Gone (Wheresim Gonum)
~~~~~

~~7 coins~~  
~~Crystal Caves~~

Chunky's very last move requires him to use the pads with his face on them. Press Z while standing on one and Chunky will become invisible. Of course, you can still see his clothes so you know where he is. Not only will enemies ignore you, you'll also be able to see other invisible things, such as invisible Golden Bananas. However, if you wander off too far, the move will automatically

cancel. Other than that, there is no limit to this move.

~~~~~  
Equip/Unequip Shooter
~~~~~

~~3 coins~~  
~~Jungle Japes~~

Shooters are purchased at Funky's Armory and are extremely important. Funky will sell each Kong their own shooter, so you have to pay 3 coins with each Kong. The guns fire different projectiles, but the controls remain the same. Hold Z and press left C to equip your weapon. Your Kong is a bit slower while you use the weapon. Press up C to go in and out of first person mode, which allows you to fire with a crosshair.

There are many switches throughout the game that must be shot with a shooter. The switches have pictures of the different projectiles on them. You have to hit it with the appropriate weapon, or nothing will happen. Usually, hitting a switch (or two, in some cases), will open a gate or a doorway. Donkey fires coconuts, peanuts for Diddy, Tiny has her feathers, Lanky has grapes, while Chunky's gun shoots pineapples. Shooters are pretty weak against enemies, so you should stick to shooting switches.

You start with only 50 ammo, which means you might run out on occasion. Funky has several upgrades that you can purchase, which increase your total. You'll eventually have a maximum of 200, which pretty much ensures you'll never run out. To increase your total, pick up supply crates, which are littered all over the place. They increase your total by five.

~~~~~  
Homing Ammo
~~~~~

~~5 coins~~  
~~Fungi Forest~~

Homing Ammo is an awesome "skill" you learn from Funky in Fungi Forest. He'll teach you to use the red Supply Crates, which are quite rare, but worth searching for. If you pick some up, a new counter will start. If you go into first-person, the crosshair will turn green if it's near an enemy. The red ammo will home in on enemies, making it easier to shoot them down. Very useful for those blasted Zingers. You have to use all your homing ammo before you can use your normal ammo again.

~~~~~  
Sniper
~~~~~

~~7 coins~~  
~~Creepy Castle~~

The last move Funky has to offer is a sniper. Go into first person while your shooter is equipped and you'll notice you're in a sort of binocular view. You can now use the left and right C buttons to zoom in and out. This lets you see and hit switches from a great distance. You need to do this in Creepy Castle as some switches are across a long area. If you walk onto this area, the switch disappears, so you need to use the sniper. The sniper, like the homing ammo and other upgrades, only needs to be purchased by one Kong for all five to have it. Not that you won't have enough coins to buy 15 snipers...



~~~~~  
Play Instrument
~~~~~

~~3 coins~~  
~~Angry Aztec~~

Candy Kong, like Funky, sells each Kong their very own instrument, so you have to pay three coins with all the Kongs. Although the sound of each instrument is unique, the controls remain the same for all five Kongs. Hold Z and press up C and your Kong will play a little tune on their instrument. The ear-shattering power of a single tune will incinerate all enemies within the immediate vicinity, making things easier on you. However, each time you play an instrument, you lose one unit of musical energy. You can refill this energy by standing by a pair of Headphones (there's always a pair in a level, but they're well hidden) or by going to Candy's shop.

While the instruments basically nuke enemies, the main use of them is really to activate Music Pads. The pads have pictures of the different instruments on them, so you'll have to be using the right Kong to use one. Play your instrument while standing on the right pad and something will happen, like a lake melting or a door opening. When you play on a Music Pad, you don't lose musical energy. Donkey plays the bongos, Diddy plays an electric guitar, Tiny has her saxophone, Lanky plays a trombone, while Chunky has a triangle.

You start out with only 10 energy, meaning you'll be running out a lot if you use the instruments to kill enemies. Candy has several upgrades that you can purchase throughout the levels that increase your total. She'll also give you two extra melons throughout the course of the game. You'll eventually have a maximum of 25 energy.

~~~~~  
Shockwave
~~~~~

~~0 coins~~  
~~DK Isle~~

The shockwave move is unique because it's not taught to you by Cranky and it's also completely free. Once you have the Mini-Monkey move, you can return to DK Isle. There's a big island that has a giant woman's head with a banana peel on top. Find the Tiny Barrel, then become small and enter the tiny entrance of the head. You'll meet the Banana Fairy Queen, who's fairies were scared off. She gives you a camera to take pictures of the fairies, which "captures" them. The queen also gives you a special move.

Hold B and sparks will start to fly around you. This severely lowers your speed, but release the B button while there's enough sparks and your Kong will do a huge shockwave, wiping out enemies. This is extremely powerful, as it takes out Kasplats and Koshas in a single hit. However, it also uses up one Crystal Coconut and requires you to charge it up. Because of this, the attack should only be used against very powerful enemies. The other use of the shockwave is to unearth the DK Dirt Piles (there are two in DK Isle and two in every level) you will find. If you shockwave while standing on it, you'll get a Rainbow Coin, which gives every Kong five Banana Bunch Coins.

There aren't many enemies in this game, and the enemies are really stupid. They basically charge at you, but can't retreat or dodge your attacks. They also will go back if you run far enough. After you defeat an enemy, it will eventually regenerate (it comes back in a bunch of swirling particle things). The enemies will be ranked in difficulty using a star system, with one star being the least difficult and five stars being the most difficult.

~~~~~  
Gnawty
~~~~~

Difficulty : \*

- ~~DK Isle~~
- ~~Jungle Japes~~
- ~~Crystal Caves~~

Gnawties are a returning enemy from the DKC series. They're blue beavers that patrol ground areas, and they're extremely easy to defeat. If one sees you, it will stupidly charge forward. A single hit of any kind will take it out and earn you a melon slice. These guys generally come in packs, but are still very simple to handle. Early on in the game, when things are easy, Gnawties are extremely common. However, as you progress through the levels, they become much rarer and more difficult enemies are introduced.

~~~~~  
Mecha-Zinger
~~~~~

Difficulty : \*\*\*

- ~~DK Isle~~
- ~~Frantic Factory~~
- ~~Gloomy Galleon~~
- ~~Crystal Caves~~

These are the same as Zingers only they're mechanical... Yeah, shocking. Anyway, unlike Zingers, these ALWAYS drop bombs, so be careful. Since they're usually found in relatively safe areas (not high ledges), it's a good idea to shoot them down before you progress, as that will make things much easier on you. They also take two hits to kill, rather than one.

~~~~~  
Kasplat
~~~~~

Difficulty : \*\*

- ~~DK Isle~~
- ~~Jungle Japes~~
- ~~Angry Aztec~~
- ~~Frantic Factory~~
- ~~Gloomy Galleon~~
- ~~Fungi Forest~~
- ~~Crystal Caves~~
- ~~Creepy Castle~~

The Kasplat is the single most common enemy in the game. They look similar to the Krushas of Donkey Kong Country, only more gangsterish with sunglasses. Keep

your distance when you first approach one, as they periodically slam the ground to send a shockwave, which can knock you off a ledge. These guys are extremely strong, so you can either nuke it with about eight oranges, or you can use the more conservative method and walk up to it and mash the B button. If you don't let up in your B button spamming, you won't get hurt, though you'll have to spam for a while. The shockwave can one hit them for the price of a Crystal Coconut.

Notice the Kasplats have colored hair. The color of their hair indicates which color Blueprint they carry, which is useful since each Kong can only pick up Blueprints of their own color. Blueprints are an important item. Go to Snide's HQ (there's one in every level) and you can exchange your Blueprints for Golden Bananas. In Hideout Helm, you have 1 minute per Blueprint you returned plus 10 minutes to complete all the challenges and thereby deactivate the Blast-o-Matic.

~~~~~  
Klaptrap
~~~~~

Difficulty : \*\*\*\*

- ~~DK Isle~~
- ~~Angry Aztec~~
- ~~Fungi Forest~~
- ~~Crystal Caves~~
- ~~Hideout Helm~~

The Klaptrap is probably the most annoying enemy in the game, as well as a pretty common one. They look like small green crocodiles, only they walk on all fours, unlike Kritters. They also usually come in packs. There are two varieties, the first being the green one. Attack a green Klaptrap and its teeth will pop out to kill you. Unfortunately, the melon slice appears immediately, forcing you to pick it up with the teeth on your back. The teeth are small and fast, making them hard to kill. I recommend standing still and using the stationary attack. Or better yet, just avoid these guys entirely, unless you need to use your shooter while around them. The purple variety is actually a bit easier to deal with, despite being stronger. Like Klumps, purple Klaptraps will only fall to a bomb, so keep your distance and fire at will. They drop three oranges for you to restock.

~~~~~  
Kosha
~~~~~

Difficulty : \*\*

- ~~DK Isle~~
- ~~Gloomy Galleon~~
- ~~Fungi Forest~~
- ~~Crystal Caves~~
- ~~Creepy Castle~~

The Kosha is a strong and somewhat annoying enemy that doesn't appear until the fourth world. This guy is a tiny little Viking who carries a club about five times larger than him. If you get close, he'll either swing it around (which can and will hit you if you're not careful) or try to whack you with it. If he does the latter, the club will get stuck in the ground. This is the only time during which an orange bomb will hurt him, so you'll have to be quick. The more recommended way of killing a Kosha is to use a shockwave (which wipes it out in one hit) or the musical instrument. If you get hit by a Kosha, you'll lose two melon slices, but it also gives two melon slices when it's defeated.

~~~~~  
Kritter
~~~~~

Difficulty : \*

- ~~DK Isle~~
- ~~Angry Aztec~~
- ~~Frantic Factory~~
- ~~Gloomy Galleon~~
- ~~Crystal Caves~~
- ~~Hideout Helm~~

Kritters are also a returning enemy from DKC, except they only come in green, rather than the wide variety found in DKC. The best way to kill one is to use the moving attack. This wipes it out in one hit, as opposed to the stationary attack, which takes two hits. These guys are pretty slow, so you don't have to worry about them much. They're often loners, too, so they're extremely easy to deal with. Despite these guys being basic troopers like Gnawties, they remain common throughout the course of the game.

~~~~~  
Zinger
~~~~~

Difficulty : \*/\*\*\*

- ~~DK Isle~~
- ~~Jungle Japes~~
- ~~Angry Aztec~~
- ~~Fungi Forest~~
- ~~Crystal Caves~~

The Zinger is one of the more common enemies you'll face. They're basically bees that patrol the skies, often pairing with Gnawties. Early on, they are simple, as they merely swoop down, and you won't get hit as long as you keep moving. However, later on in the game, they drop bombs on you, which can be incredibly annoying, especially if it knocks you off a ledge.

The only way to kill a Zinger is to shoot it with your weapon. With the swooping variety, it's not worth it, as your risk being hit anyways. However, with the ones that drop bombs, you might want to get to a safe spot and shoot it down to make your life easier, especially if you're on a ledge. Zingers will often be placed in small rooms dedicated to specific tasks. In these situations, it is especially worthwhile to eliminate them.

~~~~~  
Kaboom
~~~~~

Difficulty : \*

- ~~Jungle Japes~~
- ~~Angry Aztec~~
- ~~Gloomy Galleon~~

The Kaboom is one of the rarest non-level exclusive enemies in the game. They're just like Klobbers only they're red barrels with "TNT" printed on them. If you get too close, they'll come out and chase you, eventually exploding. If you keep

running, they'll explode without hurting you and still leave behind a melon slice, but if you dawdle, you'll get hurt by the explosion. You can also keep your distance and throw an orange to defeat it. Kabooms are also found in mine cart races, waiting on ledges. To avoid getting hit and losing three coins, slow down your mine cart by holding down on the control stick, then speed up when the Kaboom explodes.

~~~~~  
Klump
~~~~~

Difficulty : \*\*

- ~~Jungle Japes~~
- ~~Angry Aztec~~
- ~~Gloomy Galleon~~
- ~~Fungi Forest~~
- ~~Crystal Caves~~
- ~~Hideout Helm~~

Klumps are just like in DKC only they're more colorful now, having orange armor and a pink body. These fat, lumbering guys will throw bombs at you, but you can dodge them fairly easily, so long as you don't get cornered. If you try to kill a Klump with a regular attack, it won't work. You have to use an orange bomb of your own to kill it. If you manage to hit it, the Klump will fall down and spit out three oranges for you to collect. Klumps are very common and always come in packs. They're a lot larger than your Kongs, so don't get close to it, or it will smack you with its belly.

~~~~~  
Krash
~~~~~

Difficulty : \*\*

- ~~Jungle Japes~~
- ~~Fungi Forest~~

Krashes are the bulky Kremlings that ride the enemy mine carts in the mine races. They wield a club, so jump at the right time to avoid their swings. If you get hit, you'll lose three coins, so be careful.

~~~~~  
TNT Cart
~~~~~

Difficulty : \*\*\*

- ~~Jungle Japes~~
- ~~Fungi Forest~~

TNT carts are TNT barrels on mine carts in the mine races. Slow down if one is in front of you and speed up when one is chasing you from behind to avoid getting hurt. If one hits you, you'll lose three coins.

~~~~~  
Klobber
~~~~~

Difficulty : \*

~~Angry Aztec~~  
~~Gloomy Galleon~~  
~~Crystal Caves~~

The Klobber has seriously toned down in popularity from DKC2, where it was pretty much everywhere. In DK64, you'll rarely encounter these guys, which are just Kremplings in a barrel. At first glance, they look like ordinary barrels, but they'll pop out and attack you if you get lose. They usually come in packs, so keep your distance and fire oranges (which is the only way to kill them). If a Klobber is placed on a ledge (like Diddy's cabin in Crystal Caves), you can easily be knocked off, so keeping your distance is important.

~~~~~  
Kroc
~~~~~

~~Angry Aztec~~  
~~Crystal Caves~~  
~~Creepy Castle~~

Kroc, an enemy from Krack Shot Krac in DKC3, returns in DK64. After completing certain objectives, a crosshair will appear on the sreen and a time limit will start. If you do not escape the area within the allotted time, Kroc will blast you, causing you to either lose health or die. There is no way to defeat Kroc (you cannot even see him). You simply have to escape before the time limit runs out.

~~~~~  
Krobot
~~~~~

Difficulty : \*  
~~Frantic Factory~~

The Krobot is a robotic Krempling, and you'll find them littered throughout Frantic Factory. They try to sneak up on you by lurking in dark tunnels, so the instrument may be a good idea. A normal attack does not work on a Krobot, as it's metal, so you need to bomb it with an orange. Fortunately for you, this will destroy the robot and give you two melon slices. You can also take these guys out with Chunky's Primate Punch.

~~~~~  
Mr. Dice
~~~~~

Difficulty : \*  
~~Frantic Factory~~

The live dice will come and attack you, but all it takes is a simple roll or punch to knock it out. These guys are absolutely nothing to fear. You'll only find them in Frantic Factory's Testing Roomn and during the Toy Monster fight.

~~~~~  
Ruler
~~~~~

Difficulty : \*

~~Frantic Factory~~

The ruler is a wooden block that has colored shapes on it (like those toys meant to teach children to differentiate shapes). They only appear during the Toy Monster fight in Frantic Factory. A simple moving attack will take them out in one hit.

~~~~~  
Sir Domino
~~~~~

Difficulty : \*

~~Frantic Factory~~

The live domino will come and attack you, but all it takes is a simple roll or punch to knock it out. These guys are absolutely nothing to fear. You'll only find them in Frantic Factory's Testing Room and during the Toy Monster fight.

~~~~~  
Super Block
~~~~~

Difficulty : N/A

~~Frantic Factory~~

The Super Block looks like a numbered block with arms and legs, and eyes too. They only appear during the Toy Monster fight in Frantic Factory. You never actually get to fight these guys. They merely appear in the cut-scene in which the Toy Monster forms.

~~~~~  
Klam
~~~~~

Difficulty : \*

~~Gloomy Galleon~~

The Klam is an extremely disturbing looking evil clam found only in the treasure chest Tiny enters in Gloomy Galleon. They periodically open and close their teeth. If you touch their teeth from the outside, you will get hurt. The Klams contain pearls that belong to the mermaid. Tiny has to retrieve and return the pearls to the mermaid for a Golden Banana. Sneaking into their mouths while they are open is, fortunately, an extremely simple matter.

~~~~~  
Puftup
~~~~~

Difficulty : \*\*

~~Gloomy Galleon~~

The Puftup is an enemy found in the shipwrecks of Gloomy Galleon. They look exactly like the puffer fish from Banjo-Tooie's Jolly Roger's Lagoon. If you get close, they'll explode. This may be a problem if you get cornered, but you shouldn't have much trouble as long as you keep swimming and avoid corners.

~~~~~  
Shuri
~~~~~

Difficulty : \*

~~Angry Aztec~~  
~~Gloomy Galleon~~

The Shuri is a starfish that was fairly annoying in DKC2's water levels. In DK64, they're much more pathetic. They swim around the water trying to kill you, but you should have no problem avoiding them so long as you keep a good distance away from them. Unfortunately, Shuri are also found in the Splish Splash Salvage mini-game. They swim around the barrel trying to attack you, and they might succeed given the horrible and unalterable angle.

~~~~~  
Flip-Flap
~~~~~

Difficulty : \*\*

~~Fungi Forest~~  
~~Creepy Castle~~

A couple of sheds in the two levels above have killer bats called Flip-Flaps. They'll hurt you if you stand there like an idiot, but hopefully you'll do the intelligent thing and bust out your shooter and start firing. Once you shoot down all the bats, you get a Golden Banana.

~~~~~  
Killer Tomato
~~~~~

Difficulty : \*\*

~~Fungi Forest~~

You'll find these bouncing guys in a patch near Funky's in Fungi Forest. They're terrorizing a worm, so use the Hunky Chunky move and mash them into nothingness. The worm then demands that you carry him to the clocktower area. After you do that, he'll give you a Golden Banana.

~~~~~  
Kroom
~~~~~

Difficulty : \*

~~Fungi Forest~~

Fungi Forest isn't called Fungi Forest for nothing. The place is littered with mushrooms, tall and short. You should see big, stubby mushrooms on the ground with no immediately visible stems. If you get near these, they'll pop up and chase you, revealing themselves to be bandit dudes. Just use a roll attack and you'll be fine. The biggest threat is walking into one without realizing it's an enemy. You will only find these during the daytime.

~~~~~


Krypt

~~~~~

Difficulty : \*

~~Fungi Forest~~  
~~Creepy Castle~~

The Krypt is found all over Creepy Castle as well as in Fungi Forest during the nighttime. They're made of the skeletons of Kritters and they use a bone for a weapon. If you use the stationary attack, it takes two hits, so the best way to destroy these guys is to use the moving attack. They are spread thin and don't come in packs, so they're really easy to deal with.

~~~~~

Fireball

~~~~~

Difficulty : \*

~~Crystal Caves~~

The fireballs are only found in Chunky's portion of the Crystal Caves igloo. These guys try to light the TNT barrel tied to the rabbit, and they'll succeed if you let too many of them get near the rabbit. If you keep circling the room and using the moving attack, these guys will be history.

~~~~~

Fly

~~~~~

Difficulty : \*\*

~~Creepy Castle~~

There's a trashcan in Creepy Castle that only Tiny Kong can access. If you use the Mini-Monkey, you can bounce from the mushroom into the can, where you'll find a bunch of evil flies (they look exactly like the flies in Bovina's field from Banjo-Tooie). Shoot them down with your feather gun and you'll win a Golden Banana. If you see one coming for you get out of first-person and move out of the way.

~~~~~

Ghost Book

~~~~~

Difficulty : \*

~~Creepy Castle~~

Ghost Books are simply red, flying books with eyeballs. They only appear in the library of Creepy Castle. If they touch you, you'll lose a melon slice. There is no way to attack these guys, but there is a Donkey barrel right by where they are. Simply hop into it and these guys won't lay a page on you.

~~~~~

Kreepa

~~~~~

Difficulty : \*



~~~~~  
Diddy Kong, Donkey Kong's spunky nephew, is another returning character. While he is small, he's quite fast and can jump very high.

~~~~~  
Tiny Kong  
~~~~~

Dixie's sister is ready for action, sporting her sister's signature hairspin, now called the Ponytail Twirl. Like in DKC2, the hairspin is an absolute godsend and constantly proves itself useful.

~~~~~  
Lanky Kong  
~~~~~

No, he's not one of those infuriating barrel-throwing assclowns from that level in Donkey Kong Country, he's the goofball of the DK crew, with a clown nose and ridiculously long and stretchy arms. Those arms, however, give him a huge range in which he can kill enemies and allow him to perform some interesting techniques.

~~~~~  
Chunky Kong  
~~~~~

Kiddy Kong's older brother is even larger than the abnormally-sized crybaby from DKC3. He weighs friggin' 2,000 pounds and can crush any Kremling in a heartbeat. His monstrous size renders him slow as dial-up, unfortunately.

~~~~~  
Cranky Kong  
~~~~~

Cranky Kong is back to bitch. Except this time, he sells you moves needed to complete your quest instead of sitting in a rocking chair all day giving out useless advice for only three levels. The prices of his moves go up as you go on. Cranky's lab is in every level.

~~~~~  
Funky Kong  
~~~~~

Funky Kong will sell the Kongs shooters that can activate special switches as well as upgrades for said shooters. His armory can be found in every level.

~~~~~  
Candy Kong  
~~~~~

Candy Kong, Donkey Kong's hooker, I mean girlfriend, sells the Kongs instruments that can activate Music Pads and nuke all the enemies in the area. Her shop is found in every level except Jungle Japes and Fungi Forest.

~~~~~  
Wrinkly Kong  
~~~~~

Wrinkly Kong, who died after DKC3, is still here to give you tips in spirit

form. If you walk up to the doors in a level's lobby, she'll give you a hint for the appropriate Kong (the doors are color-coded) for that level.

~~~~~  
King K. Rool  
~~~~~

King K. Rool is up to his usual Golden Banana stealing. He also decided to kidnap the four Kongs. Of course, he was too stupid to capture Donkey as well, so you've got to get back the banana hoard and save the Kongs, then defeat him.

~~~~~  
K. Lumsy  
~~~~~

K. Lumsy, who lives in the cave connected to Crocodile Isle, is an ex-Kremling, banished to a cage for his lack of ruthlessness. K. Lumsey is so huge that you only see his feet and a bit of his lower body. He's about a thousand times larger than Donkey. He'll agree to help you if you defeat the bosses of the worlds, who hold the Boss Keys to his cage. There are eight locks in total to open. Each time you open a lock, K. Lumsy will dance around and cause a massive earthquake, which somehow manages to open a level or two but cause no other damage.

~~~~~  
Snide  
~~~~~

Snide, a weasel who made the Blueprints to the Blast-o-Matic, was fired because K. Rool didn't trust him. He wants to get back at K. Rool, but he'll need you to collect Blueprints. Kill the Kasplats (there is one for each Kong in every level) to get the Blueprints, then give them to Snide for Golden Bananas. Once you reach Hideout Helm, every Blueprint you returned gives you 1 minute, not to mention an extra 10 minutes. That means 50 minutes if you retrieve all 40 Blueprints.

~~~~~  
Troff n' Scoff  
~~~~~

Troff n' Scoff are two fatass animals who live in portals found in the worlds. You'll find about five of them perworld. The problem is, Troff, the enormous pig, is so fat that he can't move his tiny arm to reach the key, despite it being a couple of damn inches above his head. Great, just great, because that means we have to stand on the Banana Pad to feed Scoff, the miniature hippo, a **** load of bananas. Once you feed him the amount of bananas listed on the door, he will become as huge as Troff while Troff, for absolutely no reason, will become the size of Scoff, raising him up high enough to open the key. The door will show which Kong needs to enter the door to fight the world's boss.

~~~~~  
Squawks  
~~~~~

Squawks, the ever-so-helpful animal buddy from the DKC series, is back to give you tips. In the early stages of the game, Squawks appears several times to give you tips. After the first level, you'll rarely see him. In a couple of cases, you have to use the Mini-Monkey then play the Saxophone on the pad to make Squawks pick up Tiny and fly her to a hole she can drop through. You'll also need Squawks to carry a flashlight in Fungi Forest to help Diddy reach a Golden


~~~~~  
~~ Diddy Kong ~~  
~~~~~

- 1-2. Use the barrel kannon and you'll get these coins automatically.
- 3-5. In the big lake in the main area.
- 6-8. Near Diddy's Kasplat.
9. On the barrel inside the brown mountain at the top.
10. Backflip to the top of the larger coal pile in the mountain.
11. Behind a barrel in the room with the HI and LO switches.
12. Near the start of the conveyer belts in the mountain.
- 13-15. In the side path of the tunnel connecting the main area and start.

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~~ Lanky Kong ~~  
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- 1-3. In the side path of the tunnel connecting the main area and start.
- 4-5. In the lake in the main area.
- 6-7. Above the two pegs in the room at the top of the steep slope.
- 8-10. In the area with Lanky's Kasplat.
- 11-15. Next to Snide's HQ.

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~~ Tiny Kong ~~  
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- 1-3. In the cave under the big X Chunky smashes open.
- 4-6. Near the Kasplat.
- 7-11. On top of the big mountain at the top of the level.
- 12-13. Inside the beehive.
- 14-18. Under the lake with the Banana Fairy in the tunnel opened by Rambi.

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~~ Chunky Kong ~~  
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- 1-3. Right next to the DK Portal.
- 4-6. Under the lake in the main area.
- 7-9. In the cave under the big X.
- 10-12. Around the stump where Tiny gets a Golden Banana in the beehive area.

~~~~~  
Angry Aztec  
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~~ Rainbow Coins ~~  
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1. Just under the Tag Barrel on the island in the first main area.
2. Inside Chunky's room in the five-door temple.

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~~ Donkey Kong ~~  
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- 1-3. In the side room of the entrance tunnel with Donkey's Kasplat.
- 4-5. By the cage with the llama in it.

- 6-8. Around the huge boulder in the tunnel connecting the two areas.
- 9-11. On the Tag Barrel platform near Snide's HQ.
- 12-13. In Donkey's room of the five-door temple.
- 14-18. In the alcove with the Bongo Blast pad in the llama's temple.

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~~ Diddy Kong ~~  
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- 1-5. In front of the temple in the first area.
- 6. On top of the music pad in the first temple.
- 7-11. In the room where Tiny Kong is trapped.
- 12-15. Around the large cage in the tunnel connecting the two areas.
- 16-17. In Diddy's room of the five-door temple.

~~~~~  
~~ Lanky Kong ~~  
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- 1-3. Around the pole in the temple of the first main area, just by the start.
- 4-7. Next to Cranky's lab.
- 8-10. In three alcoves in the back of the five-doored temple (first and second floors).
- 11-15. In front of Funky's shop.
- 16-17. Inside the llama temple in the room with Lanky's matching sounds puzzle.

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~~ Tiny Kong ~~  
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- 1-4. Around the DK pile under the Tag Barrel in the first main area.
- 5-8. In the room with the vulture, around the tower with the Lanky switch.
- 9-11. By the Chunky barrel in the tunnel connecting the two main areas.
- 12-14. In Tiny's room of the five-doored temple.
- 15-19. Around Bananaport #5.

~~~~~  
~~ Chunky Kong ~~  
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- 1-4. On either side of the temple in the first area.
- 5-7. In the main room of the same temple.
- 8-11. In Chunky's room of the five-doored temple.
- 12-15. Behind the quicksand river where DK plays Stealthy Snoop (use bananaport #5 to reach it).
- 16-19. Near Funky's store.

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Frantic Factory  
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~~ Rainbow Coins ~~  
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- 1. In the room where Chunky punches a button to make platforms go up and down.

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~~ Donkey Kong ~~  
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- 1-3. At the bottom of the pole leading to the production room.
- 4-6. On a small set of stairs in the testing room.
- 7-9. On some stairs near the start of the testing room.
- 10-12. In the corner of the room with DK's number puzzle.
- 13. Inside the high voltage shack where you turn on the toy machine.

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 ~~ Diddy Kong ~~  
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- 1-3. Simian Spring using a Diddy pad on some boxes in the storage room.
- 4-6. At the top of the pole leading to the DK arcade.
- 7-11. At the top of the pole leading down to Snide's HQ.
- 12-16. At the bottom of the pole leading to the R&D room.
- 17-21. At the top of the pole leading to the shack in the storage room.

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 ~~ Lanky Kong ~~  
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- 1-3. On the box stack leading to Cranky and Candy.
- 4-8. Behind stairs and boxes in the testing room.
- 9-13. At the top of the pole leading to the R&D room.
- 14-16. Inside the toy machine (where DK gets a Golden Banana).
- 17-19. By a Tag Barrel once you reach the top of the toy machine.
- 20-23. On the three elevating platforms as you head up the production room.

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 ~~ Tiny Kong ~~  
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- 1-5. Around Tiny's Kasplat.
- 6-10. At the bottom of the pole leading to the testing room.
- 11-15. In the room connecting the R&D and testing department.
- 16-20. By a Tag Barrel as you head up the production room.
- 21-23. From the Bonus Barrel in the Proudution Room, hairspin to a ledge past it.

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 ~~ Chunky Kong ~~  
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- 1-5. Around Bananaport #1.
- 6-8. Around the Bonus Barrel behind the gate in the storage room.
- 9-12. In alcoves in the testing room. Use the blocks to shoot up to them.
- 13-16. In the hole in the R&D room Donkey opens by pulling a lever.
- 17-20. Around four rotating bars as you head up the toy machine.
- 21-25. At the top of the pole near the start leading to the production room.
- 26-28. In the room with Snide's HQ.

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 Gloomy Galleon  
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 ~~ Rainbow Coins ~~  
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- 1. Inside the lighthouse.


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~~ Donkey Kong ~~  
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- 1-2. In DK's barrel blasting course.
- 3-6. Above a raft along the way to Funky's shop.
- 7-9. In one of the chests Enguarde smashes in the second water area.
- 10-12. In Donkey's area of the sunken ship.

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~~ Diddy Kong ~~  
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- 1-5. Around Cranky's lab.
- 6-8. On top of the seal's cage.
- 9-13. In front of the mermaid's house.
- 14-16. In a chest Enguarde smashes in the second water area.
- 17-20. Behind the cactus with the music pads.

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~~ Lanky Kong ~~  
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- 1-2. Inside a chest Enguarde breaks in the lighthouse area.
- 3-7. In Lanky's part of the sunken standing up ship (have Enguarde break the chests). The last one is in the pipe revealed by breaking one chest.
- 7-10. In Lanky's room of the sunken ship.
- 11-13. In the room behind the Enguarde rock in the lighthouse area.

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~~ Tiny Kong ~~  
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- 1-3. In the corner of the room on your right at the start.
- 4-5. Inside Tiny's part of the sunken ship.
- 6-8. In one of the chests Enguarde breaks in the second water area.
- 9-12. In front of the treasure chests in the coin room.
- 13-17. In front of the mermaid's house.
- 18-20. Inside the mermaid's house.

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~~ Chunky Kong ~~  
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- 1-3. In a room blocked off by a gate on your right at the start.
- 4-6. In a small alcove along the path to the three chests in the landed ship.
- 7-9. By Bannaport #1 on the lighthouse platform.
- 10-14. There's an alcove with a Tag Barrel in the wall surrounding the mermaid's house. Below the barrel are five coins.
- 15-17. In a chest Enguarde breaks in the second main water area.
- 17-22. Around Chunky's Kasplat.
- 23-25. On barrels in the last room of the ship in the lighthouse area.

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Fungi Forest  
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~~ Rainbow Coins ~~  
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1. In front of the dirt patch where you plant the beanstalk.

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~~ Donkey Kong ~~
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- 1-3. Behind the top of the clocktower.
- 4-6. Around the Donkey Kong pad.
- 7-9. Around the barn with Donkey's Minecart Mayahem you'll find thorns. Use the Strong Kong barrel to safely backflip to the coins on the thorns in the back. You have to backflip from the start of the thorns. It has to be nighttime.
- 10-12. In the trough inside the back of the same barn.

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~~ Diddy Kong ~~
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- 1-3. On top of one of the mushrooms in the mill area.
- 4-6. On top of the barn itself.
- 7-8. Slam the Diddy switch on top of the barn and head in. There are coins here. It must be nighttime.
- 9-11. Around the Battle Arena Pad. You can use the jetbarrel to do it at either time of day.
- 12-15. In an alcove in the big tree, same side as Bananaport #4. It must be nighttime.

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~~ Lanky Kong ~~
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- 1-3. On top of the well in the clocktower area (use vines from a mushroom top).
- 4-6. On top of a mushroom in the mill area.
- 7-9. On top of some boxes inside the mill. It must be daytime.
- 10-12. Near a pole around the giant mushroom.
- 13-15. Around a pole past the big tree.
- 16-18. Behind the tomato pumpkin on the left side of the big tree area.
- 19-21. You'll receive these as a prize for defeating the rabbit the first time.

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~~ Tiny Kong ~~
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- 1-3. Bounce on a mushroom across from the giant mushroom area tunnel and hairspin to the top of the tunnel for the coins.
- 4-6. By the Tiny barrel next to the dirt patch in Funky's area.
- 7-9. In the tunnel leading to the mill area.
- 10-12. Inside the mill, near the corner.
- 13-17. Around Tiny's Kasplat.

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~~ Chunky Kong ~~
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- 1-3. Behind the well in the clocktower area.
- 4-6. In the corner of the barn. This is the room you enter by Primate Punching a large door. It must be daytime.

- 7-9. In an alcove near Funky's shop in the tomato area. It must be nighttime.
- 10-12. On the Chunky switch around the top of the giant mushroom.
- 13-15. On top of a mushroom in the mill area.

~~~~~  
Crystal Caves
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~~ Rainbow Coins ~~
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- 1. At the top where you defeat the Kosha causing the earthquakes.

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~~ Donkey Kong ~~
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- 1-3. In the room opened by Chunky breaking the ice wall at the start.
- 4-6. In Donkey's barrel blasting course.
- 7-9. In the room with the ice wall across from Cranky's lab.
- 10-11. In the cabin with DK's matching puzzle.

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~~ Diddy Kong ~~
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- 1-4. On top of the ice castle (use the jetbarrel).
- 5-8. Inside Diddy's cabin where you have to defeat all the enemies.

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~~ Lanky Kong ~~
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- 1-3. In the river, near Funky's shop.
- 4-6. In the water, next to a pillar in the igloo area.
- 7-8. In the room where you have to hit squares to make them show the DK logo.
- 9-11. Just under the cabin in Candy's area where DK plays the matching game.

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~~ Tiny Kong ~~
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- 1-3. In the water just under the Bananaport #1 in the igloo area.
- 4-5. Stand from the path leading to the boulder near the ice castle and look to your right to see a pillar. There are two coins floating by it, so use the hairspin.
- 6-8. In front of the tiny hole across from Funky's shop.
- 9-11. Behind the Tiny pad at the top where you kill the earthquake Kosha.

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~~ Chunky Kong ~~
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- 1-3. In the room where Snide's HQ is.
  - 4-6. On the slope next to Cranky's lab that only Lanky can climb.
  - 7-9. Behind the platform the Tag Barrel is on in the igloo area.
  - 10-14. The room you reach by using Bananaport #3.
- ~~~~~

# Creepy Castle

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~~ Rainbow Coins ~~  
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1. Behind Snide's HQ.

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~~ Donkey Kong ~~  
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- 1-5. Near the big tree near the start.
- 6-8. On the ledge with Tiny's Kasplat.
- 9-12. Around the DK switch in the dungeons.
- 13-15. Around the second Bananaport #2.

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~~ Diddy Kong ~~  
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- 1-2. Across from the catacombs in the crypt, below the top of the stairs.
- 3-6. Inside coffins in Diddy's skull room. Hit the number buttons in the incorrect order until the coffins open up with coins.
- 7-9. In front of the door to the dungeons in Candy's tunnel.
- 10-13. Atop the poles of the drawbridge near the Bananaports.
- 14-15. On two windows above Bananaport #1.

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~~ Lanky Kong ~~  
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- 1-3. On a tree near the entrance to the crypt.
- 3-6. Around the building in the crypt opposite the skull.
- 7-8. In the same building. After reaching the end of the Orangsprint hallway, you'll reach a room with coins.
- 9-11. Above the Lanky pads in his area of the dungeons.
- 12-14. Inside the greenhouse maze in the bottom-right corner.

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~~ Tiny Kong ~~  
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- 1-2. On the small brown tree by the big thick tree.
- 3-5. Behind a gravestone near the entrance to the crypt.
- 6-7. In Tiny's room of the crypt with the moving hands.
- 8-10. In the gap in Candy's area you have to cross to reach a Bonus Barrel.
- 11-12. In the trash can near Lanky's greenhouse.
- 13-15. On the Tiny pad in the ballroom.

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~~ Chunky Kong ~~  
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- 1-3. In Chunky's part of the big tree.
- 4-6. Drop off the edge of the castle ledge just where the grass under the big tree ends. Try to hang onto the ledge so you don't die.
- 7-9. Behind a gravestone near the entrance to the crypt.
- 10-12. In one of the coffins in Chunky's part of the skull crypt.

13-15. Near Candy's shop.

16-18. Behind the two gates (use the Primate Punch) near Lanky's part of the dungeons.

19-22. In the shed next to the greenhouse.

23-25. In front of the shields in the museum.

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| 5f                Mystery Mode                MYSTERYM |
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As you capture more and more Banana Fairies in film, you'll get prizes. To access these secrets, select the Banana Fairy icon on the starting screen. Here are the secrets:

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~~~~~
~~ 2 Banana Fairies ~~
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Bonus - DK Theatre

The DK Theatre allows you to see all of the major cut-scenes in the game. This includes: the DK rap, the opening sequence, the intros you're treated to the first time you enter a level, including Hideout Helm, when K. Rool presses the button to activate the Flying Krock, when he takes off, the game over sequence, and the ending.

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~~ 2 Banana Fairies ~~
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Bonus - DK Bonus

This allows you to play two special mini-games using Rambi and Enguarde not playable in the normal adventure.

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~~ 10 Banana Fairies ~~
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Bonus - Boss Replay

This mode allows you to replay any boss you've already defeated. It does not include K. Rool, who you can replay ingame by simply reentering the Flying Krock.

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~~ 15 Banana Fairies ~~
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Bonus - Krusha in Multiplayer

This option (toggle it with the Z button) lets you use the Krusha character from DKC in multiplayer. The Krusha has some extra weapons and abilites.

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~~~~~
~~ 20 Banana Fairies ~~
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Bonus - Cheats

The only way you can contact me is to email me at ealwaise@gmail.com. Please include "Donkey Kong 64 FAQ" or something along those lines in the title so I'm aware that it's not junk.

You are allowed to email me about... suggestions for the FAQ. If I messed up, which I probably have done several times, feel free to correct it, and I'll fix the mistake and credit you. However, do NOT send emails telling me to change huge chunks of the FAQ. When I say suggestions, I mean small tips. You can also praise my FAQ, or hate on my FAQ. I appreciate praise and ignore hate mail. The last thing you can email me about is permission to use the FAQ. Sure, you may use my FAQ IF AND ONLY IF I GIVE YOU PERMISSION!

You MAY NOT email me about... spam. Please! I do NOT need spam! It's the absolute worst thing you can email me.

That's pretty much it.

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o-----o
| 51                      Kredits                      KREDIT |
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Jeffseven - His guide has a great strategy for the mechanical fish.

Super Slash - His guide helped me with the banana coin guide.

Coffee - His regular banana lists saved me a lot of headaches.

GavLuvsGA - His FAQ was helpful when I made my enemy list.

<http://lacrosse119.tripod.com/UltimateGaming/id11.html> - The guide at that URL helped me with the subtitles for Cranky's moves.

CJayC - For creating GameFAQs.

William Hicks - He gave me an incredibly valuable tip for Donkey's igloo Golden Banana in Crystal Caves, which makes it so the maze doesn't move. Thanks!
wh5916@gmail.com

Hunter Loftin - He told me that the flies in the trash DO attack you. Silly mistake by me. Thanks!
hunterloftin@yahoo.com

Donkey Kong Wiki & Super Mario Wiki - These sites provided with information about the enemies.