

Donkey Kong 64 FAQ/Walkthrough

by Joca64

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|           Donkey Kong 64 FAQ/Walkthrough  Version 1.2           |
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1. What's new?

Version 1.2 - Added the All bananas section (it took a lot of time to make this darn thing), added the number of Golden Bananas you need in order to enter each level in the Level Entrances section, added Hideout Helm walkthrough section, corrected some spell errors.

Version 1.0.2 - Spell checked the FAQ, Luigi has a new email address, check it at the bottom of the FAQ.

Version 1.0.1 - It seems I had forgot to say where DK's Kasplat in Fungi Forest was. Now it's here. Added the Thanks section.

2. Introduction

- It's a long time since I've written my last FAQ, but I'm back, so enjoy... If you want to use any part of this FAQ on your own FAQ, site or something of that kind email me and ask me permission.

3. Items

- Bananas -

These are found everywhere, and they come in different colors: Yellow (Donkey), Red (Diddy), Blue (Lanky), Purple (Tiny) and Green (Chunky). They can only be picked up by the respective Kong. There are 100 of each color in each level. If you pick up 75 Bananas of the same color on a level you'll win a Banana Medal.

- Banana Bunch -

Each Banana Bunch is worth 5 Bananas. They also come in colors.

- Banana Balloons -

You can find these balloons everywhere, they have colors just like the other items. If you shoot them you'll get 10 Bananas.

- Golden Bananas -

These are the main objects of the game, they work just like the stars in SM64 and the Jiggies in BK. There 25 in every level, but each Kong can only pick up 5 of them.

- Banana Coins -

These coins are scattered through every level and are used to pay for the services of the other members of the Kong family (Funky, Cranky and Candy).

- Banana Fairies -

You can only get a Banana Fairy by capturing it inside a photo. They will give you options to the Mystery section of the main menu. Each time you capture a Banana Fairy you will also be able to carry one more Banana Film, Orange and Crystal Coconut. There are 2 Banana Fairies in each level, except DK Isles, that has 4.

- Banana Film -

You use this to capture Banana Fairies.

- Banana Medals -

Each time you collect 75 Bananas of the same color in each level you'll win a Banana Medal, except for the last 5, that you must touch them in order to get them.

- Oranges -

The Oranges work as grenades, use them to defeat toughest enemies.

- Crystal Coconuts -

The Crystal Coconuts are used to keep each Kong's special move active. No Crystal Coconuts means no special move.

- Ammo Boxes -

The Ammo Boxes give you err... ammo. There are 2 types of Ammo Boxes, the normal ones (brown) and homing ammo (red).

- Piece of Melon -

You get a Piece of Melon each time you kill an enemy or you bust open a Melon Box. They raise your energy bar.

- Melon Boxes -

Each Melon Box has 4 Pieces of Melon.

- Special Coins -

Every time you see a pile of brown earth with DK written on it, use the special move that the big banana Fairy gave you to uncover a Special Coin. When you pick up one of these coins each Kong will gain 5 Banana Coins.

- Headphones -

When you touch this item your musical instrument's energy will be filled.

- DK Keys -

These keys are used to free K.Lumsy from his cell.

- Blueprints -

They will show up after defeating a Kasplat, a big blue enemy (he looks like the terminator... well at least to me he does). The Blueprints also come in colors (the Blueprint will be the same color of his hair, if Kasplat has white hair, then you already have that Blueprint), take them to Snide's HQ to receive a Golden Banana.

- DK Coins -

These are used in Bonuses. Grab as many as you can!

- Battle Crowns -

Find a Battle warp and if you're still alive when the timer reaches zero you'll get it. You'll need 4 of them later on the game.

- Rareware and Nintendo Coins -

You'll need these 2 coins in order to get the last DK Key, so be sure to look for them.

4. Moves

- You can buy these moves at Cranky's Lab.

4.1. Donkey Kong

- Baboon Blast -

If you find a pad with Donkey's face on it, stand on top of it and press Z to enter Barrel Blast. If you can reach the end you'll win a Banana or enter a Bonus.

- Gorilla Grab -

With this move you can push levers. Press B while you're in front of one.

- Strong Kong -

Every time you jump into a Donkey Barrel you'll become invincible. Press Z and C-Left to cancel the move. Don't forget that this move uses Crystal Coconuts.

4.2. Diddy Kong

- Chimp Charge -

Press Z and then B to head charge. This can be done to hit enemies or push switches.

- Rocketbarrel Boost -

Jump into a Diddy Barrel and you'll get a jetpack! Press A to go up, Z to hover and B to shoot peanuts. This move uses Crystal Coconuts.

- Simian Spring -

Press Z while on top of a Spring pad to perform a super jump.

4.3. Lanky Kong

- Orangstand -

Press Z and then B to handstand. This move allows you to climb steep slopes.

- Baboon Balloon -

Stand on top of pad with Lanky's face and press Z to inflate like a balloon.

- Orangsprint -

Jump into a Lanky Barrel and you'll run faster than a train. Press Z and then C-Left to cancel the move. This move uses Crystal Coconuts.

4.4. Tiny Kong

- Mini Monkey -

Jump into a Tiny Barrel and you'll shrink size. Press Z and then C-Left to cancel the move. This move uses Crystal Coconuts.

- Pony Tail Whirl -

Jump and press A to hover.

- Monkey Warp -

Stand on top of a pad with Tiny's face and press Z to warp to another point of the level.

4.5. Chunky Kong

- Hunky Chunky -

Jump into a Chunky barrel and you'll be twice as big. Press Z and then C-Left to cancel the move. This move uses Crystal Coconuts.

- Primate Punch -

Press Z and then B to do a powerful punch. You can use it to break almost

everything.

- Gorilla Gone -

Stand on top of a pad with Chunky's face on it and press Z to become invisible. What's the point of being invisible you ask? You can see invisible things!

4.6. All Kongs

- Simian Slam -

To get the Simian Slam, finish the Training Area and go talk to Cranky. This move allows you to push switches and smash objects by jumping (A) and pressing Z.

- Super Simian Slam -

A more powerful version of the Simian Slam move. With this move you can now press the blue switches and break more resistant objects.

- Super Duper Simian Slam -

An even more powerful version of the Simian Slam move. With this move you can now press the red switches and break even more resistant objects.

- Special Move -

You'll get this move after you've talked to the Big Fairy in DK Isles. To perform the move you need to press B, when you see a lot of stars going around your character, release B to create a blast wave. This move will help you uncover the Special Coins from their hiding spots.

5. Weapons

- You can buy them at Funky's Store. You'll also be able to buy ammo belts, which allow you to carry more ammo, homing ammo and a sniper mode. Donkey shoots coconuts, Diddy fires peanuts, Lanky uses grapes, Tiny fires feathers and Chunky shoots pineapples.

6. Musical Instruments

- You can buy them at Candy's Music Shop. You can also buy extra melons for your energy bar and upgrades for your musical instrument. Donkey has a Bongo-Bongo, Diddy has an Electric Guitar, Lanky plays a Trombone, Tiny has a Saxophone and Chunky plays a Triangle. If you play a musical instrument while on top of a musical pad many things will happen.

7. Location of the 201 Golden Bananas

7.1. DK Isles

7.1.1. Donkey Kong

1st - Talk to K.Lumsy and the Banana will appear near the entrance to Jungle Japes.

2nd - In Frantic Factory's entrance, push the lever (you need the Gorilla Grab move), use the elevator and play your instrument on top of the music pad.

3rd - In K.Rool's island, go to the platform underneath the one that has the entrance that leads to Snide's HQ. Shoot the coconut switch to open the bars.

4th - In Crystal Caves entrance, use Chunky to punch the two ice walls. Switch to Donkey and get into the DK barrel, while you're invincible you can pick up the Banana that is floating above the lava.

5th - Recover Snide's Blueprint. The Kasplat is next to Hideout Helm's entrance. Shoot the coconut switch and a metal bridge will appear, allowing you to reach him.

7.1.2. Diddy Kong

1st - Near the entrance to Angry Aztec, use Chunky to pick up the boulder on top of Lanky's music pad. Next, use Lanky and play his musical instrument on top of the music pad, a Rocketbarrel Boost Barrel will appear near the entrance to Fungi Forest. Use the canon to get there and jump into the barrel, fly to the top of DK Island to find the Bonus Barrel.

2nd - Near Snide's HQ, use the spring pad to reach the Bonus Barrel.

3rd - On top of the big waterfall of DK Isle, shoot the peanut switch to open the bars.

4th - Near Crystal Caves entrance, use the Jetpack to reach the tall platform. Play Diddy's musical instrument on top of the music pad.

5th - Recover Snide's Blueprint. In Creepy Castle's entrance, use Donkey to shoot the bars and then switch to Diddy in order to get it.

7.1.3. Lanky Kong

1st - Behind K.Lumsy's island there is a grape switch, shoot it to open the grate.

2nd - Inside K.Lumsy's island, enter Lanky's barrel and run to the blue switch. From there reach the Banana before time's out.

3rd - In Jungle Jape's entrance, use Chunky to pick up the boulder then change to Lanky and play his instrument on top of the music pad.

4th - In Creepy Castle's entrance, use Chunky to lift the boulder, change to Lanky and use the pad to float to the Bonus Barrel.

5th - Recover Snide's Blueprint. The Kasplat is in Crystal Caves entrance. Use Chunky to punch the left ice wall then enter the room to find him.

7.1.4. Tiny Kong

1st - Near the entrance to Angry Aztec, use Diddy's Chimp Charge move to hit the two gongs. A Bonus Barrel will show up, switch to Tiny and use the Pony Tail Whirl move to reach it.

2nd - On the back of the big fairy statue, shoot the feather switch to open the grate.

3rd - Next to Gloomy Galleon's entrance, use Chunky to push the button. Now switch to Tiny and get into the barrel with her face by using the Pony Tail Whirl move. Swim through the hole you opened to get to the other side.

4th - Use the Monkeyport in K.Rool's Island to get to its top. There, play her musical instrument while on top of the music pad. Squawks will give you the Banana. This will also make a Chunky Barrel appear near the big fairy's island.

5th - Recover Snide's Blueprint. Next to Frantic Factory's entrance, use Chunky to bust open the ? box and then kill the Kasplat.

7.1.5. Chunky Kong

1st - On the back of DK island, there is a waterfall. Next to it there is a pineapple switch, shoot it to open the bars and collect another Golden Banana.

2nd - Near Angry Aztec's entrance there is a boulder on top of triangle music pad. Use Chunky to lift the boulder then play his musical instrument on top of the music pad.

3rd - At Hideout Helm's entrance, use the pad to reveal the ropes. Use them to reach the Bonus Barrel.

4th - After you get the Super Duper Simian Slam move, go to the island with the big X. Smash it a few times and a rock will break, revealing the Banana.

5th - Recover Snide's Blueprint. The Kasplat is next to Gloomy Galleon's entrance.

7.2. Jungle Japes

7.2.1. Donkey Kong

1st - In front of Diddy's cell.

2nd - Talk to Diddy and 3 switches will appear, shoot them all and you'll open his cell. The Banana is inside. The switches are on top of the entrances of the 3 big tunnels in the main room. When you pick this Banana

the tunnels will open.

3rd - Behind Cranky's Lab, shoot the coconut switch and get into Rambi's box. Blast all the huts to uncover 4 switches. Return to normal and push Donkey's switch. The Banana will appear near the first Tag Barrel.

4th - On the Barrel Blast. The pad is on top of the big x with the boulder on top.

5th - Recover Snide's Blueprint. The Kasplat is inside the left tunnel.

7.2.2. Diddy Kong

1st - Push the switch with Diddy's face, near Cranky's Lab. The Banana will appear near Funky's Store.

2nd - Inside the tunnel near the start, shoot the two peanut switches and you can grab another Banana.

3rd - If you're facing Snide's HQ go right and shoot the peanut switch. Go up and enter the mine. There, shoot another peanut switch and a board will show up, enabling you to cross to the other side. Go there and push the switch, a Banana will appear on top of the mine entrance. Catching this Banana will make Bananaporter 5 appear on top of the mine entrance.

4th - Inside the mine, open the grate door by using the Chimpy Charge move. Use it again to push the LOW button. This will make the moving carpets slow down, push the switch near the other door to open it. Climb all the way up and through the machine to get to the minecart bonus. To win the Banana, reach the finish line with 50 or more DK coins.

5th - Recover Snide's Blueprint. The Kasplat is inside the tunnel next to the minecart exit.

7.2.3. Lanky Kong

1st - Push the Lanky switch near Cranky's Lab, the Banana will reveal itself near the canon.

2nd - Use Diddy to shoot the peanut switch near the minecart exit. Then use Lanky's Orangstand move to climb up there, slam the two wood poles and kill all the bees in order to make the Golden Banana appear. Catching this Banana will make a Banana Fairy appear on the room.

3rd - On the first tunnel shoot the grape switch and jump to the Bonus Barrel.

4th - In the room on the opposite side of the Rambi Wall, there is a Bonus Barrel. But you need the Orangstand move to reach it.

5th - Recover Snide's Blueprint. The Kasplat is on the same room as above.

7.2.4. Tiny Kong

1st - Push Tiny's switch near Cranky's Lab. The Banana will reveal itself on a small hole under the canon.

2nd - In the first tunnel shoot the feather switch and jump into the Bonus Barrel.

3rd - Go through the tunnel near the big X with a boulder on top. Shoot the two switches and look for a barrel with Tiny's face near a mushroom. Jump inside, jump on top of the mushroom and on to the log, go through the hole to get the Banana.

4th - On the same room as above, look for another barrel with Tiny's face, near a weird structure with a small hole. Use the barrel to shrink then go through the structure's entrance. There go left, push the switch to open the door with a 2. Go there and push another switch to open door 3. Enter that room and climb to the top to reach the Banana.

5th - Recover Snide's Blueprint. The Kasplat is inside the tunnel near the big X with the boulder on top.

7.2.5. Chunky Kong

1st - Pick up the boulder that's on top of the big X. Throw it away and a Golden Banana will appear.

2nd - After you've picked up the boulder that was on top of the big X, use the Simian Slam move 3 times on top of it and the floor will break. Shoot the statue's left eye and use the ropes to cross over to the other side.

3rd - Near the place where the Rambi wall was, pick up the boulder and push the switch. The Banana will reveal itself near Snide's HQ.

4th - Go through the tunnel near the big X and find Chunky's barrel on the next room. Climb the trees and jump to the Bonus Barrel.

5th - Recover Snide's Blueprint. The Kasplat is underneath the big X, shoot the statue's right eye and use the ropes to cross to the other side.

7.3. Angry Aztec

7.3.1. Donkey Kong

1st - Go to the Barrel Blast (the pad is in front of the llama temple). If you successfully complete it, the llama will be free he'll leave a Banana inside his cell. This will also make switches appear around the llama temple.

2nd - Open the llama's temple door by shooting the coconut switch on the wall. Enter, go to the entrance at your right and play the Bongo-Bongo on top of the Musical Pad. The lava will turn into water, take a dive and swim through the tunnel. Find Lanky's cell and shoot the coconut switch.

3rd - Enter the big building with 5 entrances. Shoot the switch, go left, shoot the next switch and go right.

4th - Inside the llama's temple, there is a switch with DK's face on it. Press it to open a big door outside the temple. Use the Donkey Barrel next to the door that opened in order to get inside, where you'll find the Bonus Barrel.

5th - Recover Snide's Blueprint. In the first tunnel, shoot the two coconut switches and jump into DK's Barrel in order to reach the platform with the Kasplat.

7.3.2. Diddy Kong

1st - Near the start, there is a building with a dome. Enter it by shooting the peanut switch on one of its walls. There, push Diddy's switch and use the statues tongues to reach the high platform. From there shoot the peanut switch, use the tongue to cross over and push the next switch. Jump into the water and find Tiny's cell. Use the Chimp Charge move on the block with Diddy's face and then use it to type KONG.

2nd - Use the Rocketbarrel Boost to fly through the tall pillar's ring. Fly through it 3 times and a bird will fly to Diddy's Barrel. Go talk to him and fly through all of the rings he leaves in the air to make the Banana appear.

3rd - Near the Tag Barrel next to the big pillar there are 4 gongs. Use Diddy's Chimp Charge move to hit them. A big tower will raise, use the Rocketbarrel Boost to get the Banana. Picking this Banana will make a music pad for Tiny appear in front of the tower.

4th - Use the Rocketbarrel Boost to fly to the top of the big building with five entrances, there push the button. Enter the building, shoot the switch, go right, shoot the next switch and go left.

5th - Recover Snide's Blueprint. The Kasplat is on top of the building with a dome, near the start. Use the Rocketbarrel boost to get there.

7.3.3. Lanky Kong

1st - Enter the llama's temple, climb the stairs and shoot the grape switch near the big wood door. Push the switch and shoot all the pairs to get the Banana.

2nd - Inside the llama's temple, look for a music pad. Play Lanky's instrument and 2 stone snakes will raise in the pool. Use the Orangstand move to reach the Bonus Barrel.

3rd - Enter the big building with five entrances, shoot the switch, find the next switch and go left.

4th - Enter the building with a dome, jump to the water and go forward. There jump to the switch and activate it. A bird holding a Banana will appear, shoot it and after a few hits he'll drop it. Catching this Banana will make the water lower a few feet, so you can use the Battle Warp.

5th - Recover Snide's Blueprint. Inside the llama's temple, use the Banaport #2 to get to the Kasplat. Note that to activate the Banaport you need to take Tiny through the small hole that leads to a room with lava.

7.3.4. Tiny Kong

1st - Enter the building with a dome, find Tiny's barrel and jump into it. Go underwater and swim through the small hole, kill all the enemies to win

the Banana.

2nd - Enter the llama's temple, go left and look for Tiny's barrel. Enter the small hole and push the button. Use the platforms that appeared to reach the next button. This will give you access to the last button you need to press in order to reach the Banana.

3rd - Next to the tower that Diddy raised there is a Tiny barrel. Use it and go to the music pad. Play her instrument and Squawks will take you to the top of the tower. Finish the race with 50 or more DK coins to get the Banana.

4th - Enter the big building with 5 entrances and shoot the switch, proceed to the next switch and this time go right.

5th - Recover Snide's Blueprint. The Kasplat is inside the second tunnel.

7.3.5. Chunky Kong

1st - Right at the start, shoot the two pineapple switches and enter the room. Match the symbols in the vases to get the Banana.

2nd - Enter the building with a dome play the triangle on top of the music pad, enter the room and kill all the enemies.

3rd - In the second tunnel, find Chunky's barrel, jump to it. Look for a big boulder and take it to the big switch. Now you can enter the Bonus Barrel.

4th - Enter the big building with five entrances. When you reach the second switch the right path will be closed, go left and shoot the switch to open it.

5th - Recover Snide's Blueprint. The Kasplat is inside the big building with five entrances.

7.4. Frantic Factory

7.4.1. Donkey Kong

1st - Go to the Storage Room and use the Barrel Blast pad. Complete it and a lever will appear next to the DK Arcade Machine. Push the lever to play, finish the game and Squawks will give you the Banana.

2nd - Go to the Testing Room, there are plenty of platforms that come out of the ABC blocks. Use the one that leads to a tunnel, near the place where you hear the sound of a Banana Fairy. Push the switch and then slam the numbered blocks from 1 to 16 in order to get the Banana.

3rd - In the R&D Room find the tunnel that leads to a vertical pipe. Jump through it and shoot the coconut switch to open the small house's door. There, push the lever, the auto-production will start and a door will open in the Production Room. After the small movie you will also get a Golden Banana.

4th - Go to the Production Room and enter the door that you just opened. Jump to the Donkey Barrel and run to the other side of the room, where the

Banana is.

5th - Recover Snide's Blueprint. The Kasplat is in the Production Room, near the top of the room, near the pipe that only Lanky can climb.

7.4.2. Diddy Kong

1st - In the Testing Room, use the spring pads to reach the top of the ABC blocks and find the Bonus Barrel.

2nd - In the R&D Room, play Diddy's musical instrument on top of the music pad. The glass door will open, enter the room and push the buttons in order to form the codes that are written on the doors. Every time you type a code the door will open and enemies will come out. Kill them all to get the Banana.

3rd - In the R&D Room, find the door that leads to a pipe, fall through it and push the button. Use the ropes to reach the Bonus Barrel.

4th - In the Production Room, push the Diddy switch at the bottom of the room. The Banana will appear at the top of the room and you'll need to use the Spring Pad to reach it.

5th - Recover Snide's Blueprint. The Kasplat is in the Production Room, ground level.

7.4.3. Lanky Kong

1st - In the Storage Room, climb the pipe using the Orangstand move and push the button to free Chunky and get a Golden Banana.

2nd - In the Testing Room, near the Tag Barrel, use Lanky's Pad to reach the Bonus Barrel.

3rd - In the R&D Room, find Lanky's Music Pad and play his instrument on top of it. The door will open, push the switch next to the piano and repeat all the sequences to get the Banana.

4th - In the Production Room, push the switch in the bottom of the room to make the Banana appear in the top floor. To get it you need to perform the Orangstand move.

5th - Recover Snide's Blueprint. The Kasplat is in the R&D Room.

7.4.4. Tiny Kong

1st - Next to the DK Arcade Machine there is a Tiny Barrel. Use it to shrink and enter the small pipe on one of the walls. You'll find a Golden Banana on the other side of the pipe.

2nd - In the Testing Room, use Tiny's Barrel to get through the small tunnel, push the switch and shoot the next item. After you've hit him 6 items the Banana will appear. Catching this Banana will make a Banana Fairy appear near Funky's Store.

3rd - In the R&D Room, use the barrel to shrink and enter the small hole near the tiny track. Win the race and get 10 DK Coins or more to get the

Banana.

4th - In the Production Room, push the switch in the bottom of the room to make a Banana appear at the top floor. To get it you need to use the Pony Tail Whirl move.

5th - Recover Snide's Blueprint. The Kasplat is in the Storage Room.

7.4.5. Chunky Kong

1st - In the R&D Room, punch the door, push the button on the chest and kill all the enemies to get the Banana.

2nd - In the room where Chunky was prisoner, punch the door. Enter the room, break the ? box and push the switch to make the Banana appear. Then punch the button to raise the platforms.

3rd - Near the DK Arcade Machine, punch the door and enter the Bonus Barrel.

4th - In the Production Room, push the switch at the bottom of the room to make the Banana appear on the moving platform in the middle of the room. Grab the Banana before time's out.

5th - Recover Snide's Blueprint. The Kasplat is in the Testing Room.

7.5. Gloomy Galleon

7.5.1. Donkey Kong

1st - Go to the lighthouse area, get underwater and push the green button to raise the water. Push the switch in front of the lighthouse to open its door. Enter, climb to the top and push the lever to activate it. This will make a boat to enter the area. The Banana will appear at the lighthouse's entrance.

2nd - Complete the Barrel Blast (the pad is next to the lighthouse) and you'll save Clapper. This will open a door near Candy's Music Shop. Talk to the seal near that door to receive a Banana.

3rd - Enter the door you just opened and win the race against Clapper.

4th - Near Funky's Store there is a structure that resembles a cactus. Play DK's musical instrument on top of the music pad to open a door in the main room. Enter before time's out and find the Bonus Barrel.

5th - Recover Snide's Blueprint. The Kasplat is on top of a bunch of coins. You need to open the DK door before you can get into that room, but for actually get the Blueprint you need to get Diddy's Golden Banana #2. Then use the Bananaporter #4.

7.5.2. Diddy Kong

1st - Climb to the boat in the lighthouse area and push the switch. The canon will fire a Banana to the top of the lighthouse. To get it you need to use the Rocketbarrel Boost move.

2nd - Go past the DK door, jump to the pile of coins at your right and use the Spring Pads to reach the Bonus Barrel.

3rd - Push the red button to lower the water, go to the cactus and play Diddy's musical instrument on top of the music pad. Enter the door you opened before time's up and find the Bonus Barrel.

4th - Go to the top of the lighthouse and play the musical instrument .A mechanical fish will appear, jump down and use Bananaporter #5. Enter the fish's mouth and stand on top of a wood board. There are 3 circles here, shoot them and they will become yellow, shoot them again and they'll turn white, shoot them one more time to break them. Break them all to win the Banana. Don't worry if the time has already finished, you can still shoot them.

5th - Recover Snide's Blueprint. The Kasplat is inside the small cave next to Enguarde's wall.

7.5.3. Lanky Kong

1st - In the lighthouse area, transform into Enguarde, break the chest near the mermaid's castle.

2nd - Go past the DK Door, jump to the pile of coins at your left and use the pads to reach the Bonus Barrel.

3rd - In the main room, enter the tunnel that leads to the start and you'll see a switch with Lanky's face on it. Push it and enter the door before time's up. Transform into Enguarde and break all the chests. Behind a chest was a secret passage, go through it and get the Banana.

4th - Lower the water and go to the cactus. Play his musical instrument and enter the door before time's up. There find the Banana.

5th - Recover Snide's Blueprint. The Kasplat is right at the start, near the canon. To reach it you need to raise the water.

7.5.4. Tiny Kong

1st - In the main room use Lanky and transform into Enguarde. Touch the DK Star 3 times and the DK door will open. Go there, switch to Tiny and use the barrel to enter the big chest's keyhole. Catch all the pearls and leave. Enter the mermaid's castle and talk to her.

2nd - Go to the cactus and play her musical instrument. Enter the door before time's up and catch the Banana.

3rd - In the main room, enter the tunnel that leads to the start and you'll see a switch with Tiny's face on it. Push it and enter the door before time's up. There find the Bonus Barrel.

4th - Under Funky's Store, use the barrel to enter the small hole. Inside the submarine find the Bonus Barrel.

5th - Recover Snide's Blueprint. Near Cranky's Lab there are two canons, use the one that's not close to Cranky's Lab. Use the ropes and you see the Kasplat at your left.

7.5.5. Chunky Kong

1st - Right at the start, go left, shoot the pineapple switches and enter the room. You need to have raised the water to jump to the platforms. Pick up the canon ball and take it to the canon. Shoot all the targets to win a Banana.

2nd - Right at the start, when you get to the first Tag Barrel, go forward and then turn right. Punch the chest at your right to find the Banana.

3rd - Climb to the boat that is on the lighthouse area. Use the Simian Slam to open the trapdoor. Go past the canons and punch the bars. Break the rotating barrels by punching Chunky's face. After you grab the Banana Chunky will be drunk.

4th - Lower the water, go to the small cave at the right of the big door from which the boat came out. Play her musical instrument and raise the water. Use the Bananaporters #5 and enter the door. Find the Bonus Barrel.

5th - Recover Snide's Blueprint. The Kasplat is on top of the cactus, near Funky's Store.

7.6. Fungi Forest

6.6.1. Donkey Kong

1st - Inside the giant mushroom, at the bottom floor, there are lots of switches. Shoot all of them, this will make a lot of canons appear. Switch to Donkey and push the switch with his face on it. Use the cannons to get the Banana before time's up.

2nd - Enter the giant mushroom and leave at the first exit. Climb the ladder to find the Barrel Blast Pad, get into the Bonus Barrel.

3rd - In the area with lots of houses, there is a big fence that only disappears at night. Go there and jump into the DK barrel and push the switch behind the house. Enter it, break the ? box, push the button and jump to the Bonus Barrel.

4th - In the area with lots of houses, enter the one that is surrounded by water. Break the ? box and push the button. Push the levers in the following order, 21132, to make the Banana appear. Go to the clock and hit the night switch so that you can pick it up.

5th - Recover Snide's Blueprint. On the place with lots of houses, the Kasplat is behind the house that you can only access at night with DK.

7.6.2. Diddy Kong

1st - Go to the area with a lot of houses, use the spring pad, next to one of them. Enter the house and play his musical instrument on top of the music pad to call Squawks. Reach the other side to get the Banana. After you get this Banana a Fairy will appear in the room.

2nd - On the same area as above, climb to the top of the house that is surrounded by water. Push the switch and enter the door you just opened. Shoot the ON switch and then use the Chimpy Charge move to push the button with the up arrow. This will raise the cage with the Banana and will also reveal a music pad. Play his musical instrument on top of the music pad to break the cage in order to get the Banana.

3rd - At night, in the room where the giant mushroom is, go through the tunnel that doesn't lead back to the clock area. After leaving the tunnel, go straight forward and play his music instrument while on top of the music pad to call the howl. Jump to Diddy's barrel and fly to the howl, go through all the rings to earn the Banana.

4th - Use the Jetpack to fly to the giant mushroom's top. All you need to do is enter the Bonus Barrel.

5th - Recover Snide's Blueprint. The Kasplat is inside the giant mushroom.

7.6.3. Lanky Kong

1st - Climb to the top of the giant mushroom. Push the switch and you'll open two doors. One of the rooms you just opened has a Banana flying very high, use the mushrooms to reach it.

2nd - On the other room that the switch above opens, slam the mushrooms in the right order. Yellow, red, purple, green and blue. This will make a Bonus Barrel appear.

3rd - Next to the howl's tree, play his musical instrument while on top of the music pad to awake the rabbit. Win the race, go to the clock, and shoot the night switch then the day switch. Go back to the rabbit's house and play his musical instrument again. Jump into the barrel and win the race.

4th - At night, go to the area with lots of houses. Next to the house that is surrounded by water find Lanky's pad. Use it to climb to the house's roof and enter the window. Push the switch and kill all the enemies.

5th - Recover Snide's Blueprint. The Kasplat is under the howl's tree.

7.6.4. Tiny Kong

1st - Enter the giant mushroom, push Tiny's switch and jump into the Bonus Barrel before time's up.

2nd - Near the howl's tree, shrink size and play her musical instrument on top of the music pad. Kill all the enemies and the Banana will appear. After killing all enemies a giant bean will appear as well.

3rd - After you've picked up the giant bean, go to the area with a fence near Funky's Store and it will grow. Jump into the barrel to shrink size and play her musical instrument to call Squawks in order to reach the Banana.

4th - In the area with lots of houses, use Chunky to break the cracked wall of the house that is surrounded by water. Break the ? box to clear the small hole. At night, switch to Tiny and use the barrel in order to fit the hole and enter the place that you could only go at night. Approach the spider web, kill the small spiders and then shoot the big one's eye.

5th - Recover Snide's Blueprint. The Kasplat Near the place where the DK's Barrel Blast pad.

7.6.5. Chunky Kong

1st - Near the clock there is a well. Stand on top of the bars blocking it and use the Simian Slam move. Reach the end of the minecart level with 50 or more DK Coins to get the Banana.

2nd - In the clock room, go through the green tunnel. Use Chunky's barrel and squash all the tomatoes. Pick up the worm's house and take it to the clock room. Put it on the place without grass and a picture of his house.

3rd - On top of the giant mushroom, push the switch and enter the door. Push the switch and shoot the picture in order to make Chunky's face.

4th - In the area with lots of houses, break the cracked wall of the house that is surrounded by water. Smash the ? box and play his musical instrument while on top of the music pad. Pick up the metal barrel, leave the house and enter the other door. Blow 3 metal barrels with the grinder to get the Banana. The other two barrels are on the same room.

5th - Recover Snide's Blueprint. Inside the giant mushroom, there is a door that you can only go through at night. Go through that door and you'll find the Kasplat in a balcony just waiting for you.

7.7. Crystal Caves

7.7.1. Donkey Kong

1st - Enter the Bonus Barrel in the Barrel Blast. The pad is near Cranky's Lab.

2nd - Enter the big igloo, the Banana is in the middle of the room. The problem is that when you step in the walls start moving. If they hit you you'll lose a melon instantly.

3rd - Enter the big house, near Candy's Music shop. Kill all the enemies to get it.

4th - Use the Bananaporter #2, enter the house that only Donkey can get into. Match all the colored ? before time's up to get the Banana.

5th - Recover Snide's Blueprint. The Kasplat is near the ice castle.

7.7.2. Diddy Kong

1st - Next to Funky there is a Diddy Barrel, use it to reach the Bonus Barrel.

2nd - Use the Jetpack, so you can touch the DK Star that is floating above the big igloo. This will reveal the music pads that you need to use in order to get in. Play Diddy's musical instrument while on top of the music pad, enter. Throw the barrels in the order 123456.

3rd - Enter the big house, near Candy's Music Shop. Kill all the enemies before time's up.

4th - Enter the big house's top floor door. Kill all the enemies to reveal the spring pad. Use it to reach the barrel. Then use the jetpack to light up all the candles. This will also reveal a Banana Fairy.

5th - Recover Snide's Blueprint. Use the Bananaporter #4 to reach it. But to activate the Bananaporter first you need to use Tiny. Shrink size and go through the small hole near Funky's Store.

7.7.3. Lanky Kong

1st - Go to the ice castle, near Funky's Store. Slam the switch and enter. Talk to the guy that is sitting on the chair and win his game.

2nd - Push the switch on the other side of the ice castle. This will reveal an entrance on its top. Use the pads to reach it. Win the race and get 50 or more DK Coins to get the Banana.

3rd - Enter the big igloo. Kill all the enemies to reveal a pad. Use it to climb to the top of the structure and grab the Banana.

4th - Near the Bananaporter #2, enter the house that only Lanky can get into. Jump into the barrel, push the switch and sprint to the Banana.

5th - Recover Snide's Blueprint. To reach it, use the Bananaporter #5. But in order to activate it you need to take Diddy, use the jetpack near Funky's Store to get there.

7.7.4. Tiny Kong

1st - Enter the big house, kill all the enemies to reveal the Banana.

2nd - Enter the big igloo, smash the target until it disappears.

3rd - Use the barrel near Cranky's Lab to enter the small hole. Jump into the Bonus Barrel. This will make the Bananaporter #3 appear.

4th - Near Funky's Store, use the barrel to fit the small hole. Use the monkeyport to get the Banana.

5th - Recover Snide's Blueprint. The Kasplat is next to the Bananaporter #2.

7.7.5. Chunky Kong

1st - Right at the start, punch the ice wall, use the pad to see the Banana.

2nd - Enter the big igloo and kill all the enemies to get the Banana.

3rd - Enter the big house. Hit the 3 targets and then use the pad to get into the Bonus.

4th - Near the ice castle, pick up the boulder and put it on top of the switch. This will break the igloo near Cranky's Lab. Go there, use the barrel to get big, pick up the boulder and put it on top of the moving switch. This will break an igloo next to the big one. Go there and pick up

the Banana.

5th - Recover Snide's Blueprint. The Kasplat is on top of the big igloo.

7.8. Creepy Castle

7.8.1. Donkey Kong

1st - Hit the DK Star in the Barrel Blast, the pad is near the start. This will open the tree's entrance. Enter, shoot the coconut switch, and jump down to the water. Stand on the floating board and shoot all the targets.

2nd - Push the switch near the library, enter, go left. Kill all the enemies and push the switch. This will open the dead-end on the other corridor. There, use the barrel to become invincible and cross the place where the books are flying and reach the Banana.

3rd - Near Candy's Music Shop, enter the wood door. Push the DK switch to open the door. Push the next switch and slam the blocks in order to make DK face.

4th - Enter the big skull, near Funky's Store, go left then right and shoot the coconut switch. Push the levers in the following order:

```
1 x || x
   x   x 2
3 x   x
```

End the Ghost Train with 25 or more DK Coins to win the Banana.

5th - Recover Snide's Blueprint. The Kasplat is inside the big tree near the start.

7.8.2. Diddy Kong

1st - Enter the big skull, near Funky's Store, go left and left again. Shoot the peanut switch, and use the Chimpy Charge move to push the buttons in the order 1234.

2nd - There is a Bonus Barrel on top of the castle, use the jetpack to reach it.

3rd - Near Candy's Music Shop, enter the wood door. Push the switch with Diddy's face and use the sniper mode to shoot the far switch. Use the ropes to reach the Banana.

4th - Push the switch near the ballroom's door to open it. Enter and kill all the enemies that are wandering on the chess board. A barrel will appear, use the jetpack to light up all the candles. Fly into the Bonus Barrel.

5th - Recover Snide's Blueprint. The Kasplat is near Funky's Store.

7.8.3. Lanky Kong

1st - On the top of the castle, push the switch. Enter, kill all the enemies and use the sniper mode to hit all the buttons near the ceiling. Use the pad to inflate and then the wind tunnel to reach the Banana.

2nd - Next to the Bananaporter #4 there is a small house with a Tiny switch. Push it and enter, reach the Banana before time's up. This will reveal the Battle Warp.

3rd - Near Candy's Music Shop, enter the wood door. Push the switch with Lanky's face and play his musical instrument while on top of the music pad. Use the pads to reach the Bonus.

4th - On the opposite side of the big skull, shoot the grape switch and enter the door that you opened. Shoot the switch and use then jump to the barrel. Get to the other side before the gate closes. Play his musical instrument while on top of the music pad and use the ropes to reach the Banana.

5th - Recover Snide's Blueprint. The Kasplat is near the Bananaporter #2.

7.8.4. Tiny Kong

1st - Enter the ballroom with the help of Diddy, and then use the monkeyport pad. Shrink size and enter the small house. Win the race with 10 or more DK Coins to get the Banana.

2nd - Next to the Bananaporter #4, shrink size. Use the mushroom to jump to the top of the trash bin. Enter and kill all the flies.

3rd - Use the Bananaporter #1 and enter the door. Go forward and then left, use the Pony Tail Whirl move to reach the Bonus Barrel.

4th - On the opposite side of the big skull, shoot the feather switch and enter. go right and push the switch. Use the hands to reach the Banana.

5th - Recover Snide's Blueprint. Near the moving bridge, go left and look down, there he is.

7.8.5. Chunky Kong

1st - Use the Bananaporter #4, go down a little and enter the museum. Punch the 3 shields and pick up the boulder. Put it on top of the big switch so you can pick up the Banana.

2nd - On the same place where the Bananaporter #4 is, use the Primate Punch on the small house's door. Enter, destroy the ? box and use the pad to become invisible. Kill all the bats to get the Banana.

3rd - Right at the start, enter the big tree. Punch the cracked wall and use the sniper mode to shoot the switch. Jump into the Bonus Barrel and complete it in order to get the Banana.

4th - Enter the big skull. Go right and shoot the pineapple switch. Punch all the coffins until you find the one with the Bonus Barrel.

5th - Recover Snide's Blueprint. The Kasplat is in front of Candy's Music Shop.

8. The 20 Banana Fairies

- In order to capture the Banana Fairies you need a camera. To get it, in DK isles go to the big fairy statue. Use Tiny to enter the small hole and talk to the big fairy. She will also give a special move.

8.1. DK Isles

1st - Next to Frantic Factory's entrance, break the ? box with the help of Chunky and a Banana Fairy will appear.

2nd - On the island near the Big Fairy's statue. The one with a single tree.

3rd - Next to the entrance to Fungi Forest, use Tiny to shoot the feather switch near the ceiling.

4th - On top of K.Rool's island.

8.2. Jungle Japes

1st - Near the wall with Rambi's face. Inside the room with a small lake.

2nd - On the room with the picture of DK isle. You can get there with Lanky. Note that the Fairy will only appear in this room if you've got Lanky's Golden Banana #2.

8.3. Angry Aztec

1st - Use Tiny to enter the big building with five entrances and always go left. When you see a Tiny's barrel use it to enter the small hole where the Fairy is.

2nd - Inside the llama's temple, near the small hole that only Tiny can get into.

8.4. Frantic Factory

1st - This Fairy is near the blocks with numbers (from 1 to 16) that DK pushes in order to get a Golden Banana.

2nd - It is next to Funky's Store. It'll only appear after you've got Tiny's 3rd Golden Banana.

8.5. Gloomy Galleon

1st - When you get to the first Tag Barrel, go forward and then right. Punch the chest at your left to find the Fairy.

2nd - Switch to Tiny and go to the cactus. Play her musical instrument and enter the door you just opened. The Fairy is inside a prisoner's cell, the bars will make it quite hard to get it.

8.6. Fungi Forest

1st - In the house that only Diddy can go (by using the Spring pad), there is a Banana Fairy. She will only appear after you collect Diddy's first Golden Banana.

2nd - In the house that only DK can go (by becoming invincible and pushing the button that opens it), break the ? box that is on the top floor.

8.7. Crystal Caves

1st - Inside the big igloo. Use Tiny to enter and the Fairy will appear after you get the Banana.

2nd - Enter the big house with Diddy, on the top floor. The Fairy will appear after you get the Banana.

8.8. Creepy Castle

1st - Inside the tree at the start. Use Donkey to enter and shoot the coconut switch. The Fairy is on the room with the floating board.

2nd - Enter the ballroom with Tiny, use the monkeyport and you'll find the Fairy behind the house.

8.9. Hideout Helm

1st - Inside the room where you get the DK Key.

2nd - Inside the room where you get the DK Key.

9. Battle Warps

9.1. DK Isles

- Next to Snide's HQ, you need Chunky to pick up the boulder first.

- Next to Fungi Forest's entrance, there is a mushroom moving in the ceiling. If you shoot it will change color, use the Kong of the same color to hit it. The order is Diddy, Donkey, Lanky, Chunky and Tiny. After all the kongs shoot, a wood door will raise, use Chunky on the his pad to become invisible in order to see the Battle Warp.

9.2. Jungle Japes

- This Battle Warp is next Funky's Store.

9.3. Angry Aztec

- It is inside the building with a dome, in the same place where Lanky gets his 4th Banana. In fact, you can only use the Battle Warp after he catches that Banana.

9.4. Frantic Factory

- Inside the R&D room, use Donkey to the lever next to Tiny's barrel in order to use the Battle Warp.

9.5. Gloomy Galleon

- Under Cranky's Lab, use Chunky and punch the bars in order to reach it.

9.6. Fungi Forest

- On top of the giant mushroom, there is an entrance that you can only access at night. Under it you find the Battle Warp.

9.7. Crystal Caves

- Near Candy, the Battle Warp is inside the house that only Donkey can access. Use the button to rotate the walls and reach the warp.

9.8. Creepy Castle

- Inside the garden maze. The warp will only appear after you get the Banana.

9.9. Hideout Helm

- On top of K.Rool's machine. Use the Jetpack to reach it.

10. How to get the 8 DK Keys

- 1st - Beat Jungle Japes Boss
- 2nd - Beat Angry Aztec's Boss
- 3rd - Beat Frantic Factory's Boss
- 4th - Beat Gloomy Galleon's Boss
- 5th - Beat Fungi Forest's Boss
- 6th - Beat Crystal Cavern's Boss
- 7th - Beat Creepy Castle's Boss
- 8th - In Hideout Helm, in the control room there is a door. The Key is on the other side. You need the Nintendo and Rareware Coins in order to open it.

11. Nintendo and Rareware Coins

- To get the Nintendo Coin you need Donkey's Gorilla Grab move. In Frantic Factory push the lever in front of the DK arcade and finish the game. The first time you'll win a Golden Banana, but if you finish it again you'll get the Nintendo Coin.

To get the Rareware Coin, get 15 Banana Medals and go to Cranky's Lab. He'll ask you if you want to play a game on his computer, if you score 5000 or more points the Rareware Coin will fall from the sky.

12. All bananas

12.1 Jungle Japes

12.1.1 Donkey Kong

- 5 - On the ropes at the start of the level.
- 10 - A banana bunch on top of the Bananaporter #3.
- 15 - On top of the other Bananaporter #3.
- 20 - Near the boss entrance, next to the mine cart exit.
- 25 - On top of the palm tree near the Battle Warp.
- 35 - A Banana Balloon near the big X.
- 40 - On top of the palm tree next to the cannon.
- 45 - Near Diddy's cell.
- 48 - On the path at your left, when you're facing Diddy's cell.
- 51 - Near Snide's HQ.
- 61 - A Balloon near Snide's HQ.
- 70 - On the path to Cranky's Lab.
- 80 - A Balloon near Cranky's Lab.
- 85 - Next to the place where you transform into Rambi.
- 90 - On top of DK's switch near Cranky's Lab.
- 100 - Inside the Barrel Blast Bonus.

12.1.2 Diddy Kong

- 5 - Right at the start of the level.
- 15 - Near the Bananaporter #4, underwater.
- 28 - Inside the right tunnel.
- 33 - On top of Diddy's switch, near Cranky's Lab.
- 40 - A circle of bananas surrounding the mine.
- 45 - Floating on the river, inside the mine.
- 50 - Inside the mine, next to the Peanut switch.
- 60 - A balloon on top of the mine.
- 70 - A balloon next to the moving carpets.
- 75 - A banana bunch near the moving carpets.
- 80 - On top of the mine cart.
- 90 - On top of the 2 palm trees next to the first Tag Barrel.
- 100 - A balloon, inside the first tunnel.

12.1.3 Lanky Kong

- 5 - Near the first Tag Barrel, underwater.
- 10 - Next to Snide's HQ.
- 15 - On top of a palm tree near Snide's HQ.
- 20 - On top of Lanky's switch, near Cranky's Lab.
- 30 - A balloon on the same place as above.
- 35 - On top of a palm tree near Cranky's Lab.
- 57 - Next to Lanky's Kasplat.
- 62 - Surrounding the boulder, near the fairy lake.
- 67 - Inside the first tunnel, under the Bonus Barrel.
- 70 - On the slope that leads to the room with the DK Isles picture.

100 - Inside the room with the DK Isles picture.

12.1.4 Tiny Kong

7 - On the path to the fairy lake.
17 - A balloon flying above the fairy lake.
32 - Next to Tiny's switch, near Cranky's Lab.
37 - On top of a palm tree next to Cranky's Lab.
42 - Inside the first tunnel.
47 - Inside the first tunnel, under the Bonus Barrel.
77 - Under the tree logs, in the place with a weird shell that Tiny enters.
82 - In front of the weird shell's entrance.
100 - Inside the weird shell.

12.1.5 Chunky Kong

5 - Surrounding the boulder that is on top of the big X.
20 - Inside the cave under the big X.
30 - On top of Funky's Store.
60 - 3 balloons flying around the boulder near fairy lake.
65 - Break the boulder described above to reveal a banana bunch.
70 - On top of Cranky's Lab.
80 - Inside the left tunnel.
100 - Hovering next to the big trees.

12.2 Angry Aztec

12.2.1 Donkey Kong

15 - On top of the 3 palm trees next to the first Tag Barrel.
18 - In front of the llama's cell.
38 - 2 balloons next to Cranky's Lab.
41 - Near the Tag Barrel next to Snide's HQ.
45 - In front of the llama's temple entrance.
55 - A balloon behind the llama's temple.
67 - Inside the llama's temple, on top of the stairs.
70 - Inside the llama's temple, next to the bongo-bongo pad.
80 - Next to Donkey's Kasplat.
100 - Inside the tunnel with Bananaporter #5.

12.2.2 Diddy Kong

5 - Inside the second tunnel.
20 - Next to the Bananaporter #2, in front of the building with a dome.
38 - On top of the statues' tongues, inside the building with a dome.
45 - Inside the building with a dome, underwater.
48 - Near a Rocket barrel, in the room with the big pillar.
53 - In the middle of the big pillar's gold sun.
58 - On top of the llama's temple.
61 - On the stairs next to the big tower.
76 - 3 banana bunches on top of the palm trees that surround the big tower.
80 - On top of some stairs, outside the building with 5 entrances.
90 - Inside the tunnel with the Bananaporter #5.
100 - Inside the building with 5 entrances.

12.2.3 Lanky Kong

- 5 - Inside the first tunnel.
- 14 - Inside the building with a dome, underwater.
- 19 - On top of Lanky's switch next to the Battle Warp.
- 29 - Near Cranky's Lab.
- 39 - On top of the palm trees in front of the llama.
- 44 - On top of the palm tree in front of the building with 5 entrances.
- 54 - On top of the palm trees next to the Rocket barrel, in the big room.
- 64 - Inside the big building with 5 entrances.
- 70 - Inside the llama's temple, on the stairs.
- 75 - Inside the llama's temple, on top of the Bananaporter #1.
- 80 - Inside the llama's temple backroom, next to the ropes.
- 100 - In the room where Lanky was prisoner.

12.2.4 Tiny Kong

- 10 - Inside the second tunnel.
- 15 - Next to the tower Diddy raised, under the barrel.
- 20 - On top of Bananaporter #5.
- 25 - On the path to the building with 5 entrances.
- 50 - On top of the palm trees that surround the building with 5 entrances.
- 55 - Inside the llama's temple, on the small hole.
- 60 - On the other side of the hole described above, on top of the switches.
- 70 - Inside the building with a dome, underwater.
- 90 - On the room where Tiny was a prisoner.
- 100 - Inside the llama's temple, a balloon is floating above the pool.

12.2.5 Chunky Kong

- 5 - Inside the first tunnel.
- 25 - In the room with the 4 big pots.
- 54 - Inside the building with a dome.
- 64 - Near the Battle Warp.
- 74 - Surrounding the big pillar.
- 94 - Inside the building with 5 entrances.
- 100 - Near the Tag Barrel that is next to Snide's HQ.

12.3 Frantic Factory

12.3.1 Donkey Kong

- 11 - At the start, in the tunnel at your left.
- 15 - In the tunnel that leads to the room where Chunky was prisoner.
- 35 - On the Barrel Blast Bonus.
- 45 - Near Cranky's Lab.
- 55 - In the R&D room, a balloon is behind the door with nothing written.
- 70 - Inside the small house that has the power switch.
- 75 - In the tunnel that leads to the set of blocks from 1 to 16.
- 85 - A balloon in the room with the set of blocks from 1 to 16.
- 100 - In the production room.

12.3.2 Diddy Kong

- 8 - Next to Funky's Store.
- 38 - In the R&D room, enter the room that needs Diddy's instrument.
- 63 - In the Testing room, on top of the ABC blocks.
- 90 - In the production room.
- 95 - On top of the Bananaporter #5.
- 100 - On the corridor that leads to the DK arcade machine.

12.3.3 Lanky Kong

- 5 - On top of the Bananaporter #2, right at the start.
- 20 - In the R&D room.
- 30 - A balloon floating in the piano room.
- 40 - In the production room, it's in the place with 3 crushing pillars.
- 90 - In the production room.
- 95 - In the room where Chunky was prisoner, on top of the pipe.
- 100 - Near Cranky's Lab.

12.3.4 Tiny Kong

- 10 - Right at the start, go right and follow the bananas.
- 20 - In the small tunnel, in the testing room.
- 30 - In the R&D room, in the tunnel that leads to the race with the car.
- 35 - A banana bunch in the room with the DK arcade machine.
- 45 - Next to Funky's Store.
- 55 - Next to Snide's HQ.
- 65 - At the start go left, when you reach the big log go down and you'll see 2 banana bunches in near a window.
- 100 - In the production room.

12.3.5 Chunky Kong

- 5 - On top of the Bananaporter #1, right at the start.
- 10 - On top of the other Bananaporter #1.
- 25 - On the room where Chunky was prisoner, smash the grate, push the button and use the platforms to reach them.
- 45 - In the R&D room, enter the room with the chest.
- 65 - In the production room.
- 85 - At the start go left, the bananas are on the big log and a balloon is floating above it.
- 90 - On top of Bananaporter #3.
- 100 - A balloon floating above the tunnel that leads to Snide's HQ.

12.4 Gloomy Galleon

12.4.1 Donkey Kong

- 15 - Inside the Barrel Blast Bonus.
- 25 - A balloon flies around the lighthouse.
- 55 - Inside the lighthouse.
- 65 - Enter the tunnel near Bananaporter #1, A balloon is flying near the ear plugs.
- 75 - Inside the sunken ship, in the big room filled with water.
- 90 - On the same room, underwater look for 3 banana bunches under a piece of wood.
- 100 - Inside the room behind Enguarde's wall.

12.4.2 Diddy Kong

- 10 - Jump to the cannon that leads to Cranky's Lab.
- 20 - On top of the lighthouse.
- 40 - Surrounding the place where the metal fish appears.
- 50 - A balloon flying around the cactus.
- 64 - Inside the sunken ship in the big room filled with water.
- 70 - Inside the tunnel that leads to the room filled with coins.
- 80 - A balloon flying inside the room filled with coins.
- 90 - A circle of bananas surrounding the sunken boat that only Tiny and Lanky can enter.
- 100 - A balloon flying on top of the grate where Clapper was prisoner.

12.4.3 Lanky Kong

- 5 - Right at the start.
- 25 - Next to the Battle Warp.
- 30 - Under Enguarde's box, in the lighthouse room.
- 50 - Inside the chests underwater, in the lighthouse room.
- 60 - Inside the sunken ship that only Lanky and Tiny can enter.
- 65 - Next to Enguarde's box, in the big room filled with water.
- 75 - A balloon floating above the water in the big room.
- 80 - On top of the cactus.
- 95 - Inside the sunken ship in the big room.
- 100 - Inside the room filled with coins.

12.4.4 Tiny Kong

- 15 - In the room with the cannon, right at the start.
- 19 - In the tunnel that leads to the big room.
- 24 - In the tunnel that leads to the lighthouse.
- 34 - A balloon in the small cave with Chunky's music pad, in the lighthouse room.
- 49 - Next to Snide's HQ.
- 57 - On top of Bananaporter #3.
- 67 - Inside the sunken ship that only Tiny and Lanky can enter.
- 85 - Inside the sunken ship that all Kongs can enter.
- 100 - In the room filled with coins.

12.4.5 Chunky Kong

- 10 - In the room with the cannon, right at the start.
- 12 - Near Bananaporter #1.
- 17 - On top of Bananaporter #2.
- 22 - In the tunnel on the opposite side to Cranky's Lab.
- 25 - Near Bananaporter #3.
- 35 - On the base of the structure that holds the lighthouse, underwater.
- 40 - On top of the other Bananaporter #2.
- 75 - Inside the moving boat.
- 90 - In the big room, underwater there are 3 banana bunches below a piece of wood.
- 100 - A balloon floats above the sunken ship that only Tiny and Lanky can enter.

12.5 Fungi Forest

12.5.1 Donkey Kong

- 5 - In the pink tunnel, connected to the clock room.
- 10 - On top of Bananaporter #5.
- 15 - In the blue tunnel, connected to the clock room.
- 20 - Inside the big barn, break the ? box to reveal the banana bunch.
- 30 - A balloon inside the big barn, next to the 3 levers.
- 40 - A balloon flying behind the house that only Diddy can enter.
- 55 - Outside the giant mushroom.
- 60 - On top of Bananaporter #5.
- 75 - Inside the giant mushroom.
- 80 - On the path that leads to the house that only Donkey can enter.
- 85 - On top of the switch, behind the house that only Donkey can enter.
- 90 - Inside the house that only Donkey can enter, break the ? box to reveal the banana bunch.
- 100 - In the Barrel Blast Bonus.

12.5.2 Diddy Kong

- 10 - Under the Rocket barrel, in the clock room.
- 15 - On top of Bananaporter #4.
- 20 - On top of Bananaporter #4.
- 30 - Surrounding the owl's tree.
- 38 - On top of the crates piled next to the house that only Diddy can enter.
- 48 - Under the Rocket barrel, in the room with the giant mushroom.
- 58 - On top of the giant mushroom.
- 65 - Inside the giant mushroom.
- 75 - Inside the house that only Diddy can enter.
- 85 - Inside the small entrance, on top of the big barn.
- 90 - On top of the owl's tree.
- 100 - A balloon next to Snide's HQ.

12.5.3 Lanky Kong

- 5 - On top of Bananaporter #1.
- 8 - On the rope that is hanging from the big barn.
- 17 - On top of the big barn.
- 22 - On top of Lanky's pad, near Bananaporter #1.
- 27 - Inside the small entrance, on top of the big barn.
- 32 - On top of Bananaporter #3.
- 42 - Surrounding the giant mushroom.
- 62 - Inside the giant mushroom.
- 67 - On top of the giant mushroom.
- 77 - Inside the room that has 2 red mushrooms, on top of the giant mushroom.
- 82 - Inside the room that has 5 colored mushrooms, on top of the giant mushroom.
- 92 - Inside the tunnel that leads to the area with the falling leaves.
- 100 - Near the rabbit's house.

12.5.4 Tiny Kong

- 5 - On top of Bananaporter #3.
- 10 - Inside the green tunnel, connected to the clock room.

- 25 - On top of the mushrooms near Funky's Store.
- 42 - Underwater, surrounding the big barn.
- 57 - Inside the part of the big barn that only Tiny and Chunky can enter.
- 62 - Inside the spider room.
- 72 - A balloon behind the house that only Donkey can enter.
- 77 - Inside the giant mushroom.
- 87 - Outside the giant mushroom.
- 95 - Surrounding the small hill in the area with the falling leaves.
- 100 - On top of the same hill as above.

12.5.5 Chunky Kong

- 5 - On top of Bananaporter #2.
- 10 - On top of the other Bananaporter #2.
- 19 - Surrounding the area with the vampire tomatoes.
- 65 - Inside the giant mushroom.
- 80 - Inside the room on top of the giant mushroom.
- 90 - Outside the giant mushroom.
- 95 - Inside the part of the big barn that only Tiny and Chunky can enter, on top of the music pad.
- 100 - On top of the well in the clock room.

12.6 Crystal Caves

12.6.1 Donkey Kong

- 5 - On top of Bananaporter #1.
- 10 - Surrounding the Barrel Blast pad.
- 30 - Inside the Barrel Blast Bonus.
- 40 - On top of the other Bananaporter #1.
- 62 - Inside the big igloo.
- 75 - Inside the cave that is on the opposite side of Cranky's Lab.
- 80 - On top of the music pad near the big house.
- 85 - Inside the big house.
- 90 - Inside the house where the battle warp is.
- 100 - Right at the start, go straight forward and a balloon is waiting for you in the cave.

12.6.2 Diddy Kong

- 5 - In the middle of the DK star, on top of the big igloo.
- 20 - There are 3 banana bunches flying in the room of the big igloo.
- 35 - Near Bananaporter #4.
- 45 - Inside the big igloo.
- 55 - Inside the big house.
- 60 - On the path to Funky's Store.
- 65 - Flying at the waterfall near Funky's Store.
- 80 - Inside the big house's top floor.
- 90 - Inside the small cave with Bananaporter #4.
- 100 - A balloon flying near the window on the top floor of the big house.

12.6.3 Lanky Kong

- 5 - Right at the start.
- 20 - Inside the big igloo.
- 35 - There are 3 banana bunches flying near Cranky's Lab.

- 45 - Inside the ice castle.
- 50 - At the entrance on top of the ice castle.
- 60 - Underwater near the big house.
- 65 - On top of the house that only Lanky can enter.
- 70 - Inside the same house.
- 80 - A balloon is behind the waterfall near the same house as above.
- 100 - Next to Bananaporters #5.

12.6.4 Tiny Kong

- 10 - Underwater right at the start.
- 15 - On top of Bananaporters #3.
- 30 - Inside the big igloo.
- 50 - Inside the big house.
- 60 - A balloon near Tiny's Kasplat, next to the houses that only Donkey and Lanky can enter.
- 70 - A balloon near Bananaporters #4.
- 75 - Inside the igloo that teleports to.
- 80 - Next to Bananaporters #3.
- 100 - In the room where the giant enemy is, the one that constantly made earthquakes. To get there, use the Monkeyport that is on the room of the big igloo.

12.6.5 Chunky Kong

- 5 - On top of Bananaporters #2.
- 13 - In the small cave right at the start.
- 26 - Next to Snide's HQ.
- 36 - Inside the big igloo.
- 44 - On the area surrounding the boulder that is next to the ice castle.
- 49 - Inside the same boulder as above.
- 60 - Inside the room where the big boulder was, it is in the cave near Cranky's Lab.
- 65 - In the room of the big igloo, in the place where you caught a Golden Banana.
- 85 - Inside the big house.
- 90 - On top of Bananaporters #2.
- 100 - Next to Bananaporters #3.

12.7 Creepy Castle

12.7.1 Donkey Kong

- 5 - At the start.
- 20 - Inside the tree, right at the start.
- 65 - On the path between the tree at the start and Bananaporters #2.
- 80 - Inside the library.
- 85 - Enter the door near Candy's Music Shop and then enter the room that only Donkey can enter to catch the banana bunch.
- 100 - Inside the skull.

12.7.2 Diddy Kong

- 10 - A balloon flying on top of the door next to Bananaporters #1.
- 15 - A banana bunch on the clouds, on top of the castle.

- 40 - Inside the ballroom.
- 45 - On top of a wood log near Cranky's Lab.
- 65 - Enter the door near Candy's Music Shop, the bananas are in this room.
- 75 - In the same place, enter the room that only Diddy can enter, there is a balloon there.
- 85 - A balloon flying next to the skull.
- 100 - Inside the skull.

12.7.3 Lanky Kong

- 20 - Enter the door near Candy's Music Shop, then enter the room that only Lanky can enter.
- 30 - Inside the room at the top of the castle.
- 60 - Inside the cave where Funky's Store is.
- 70 - Inside the dungeon on the opposite side from the skull.
- 100 - In the garden maze.

12.7.4 Tiny Kong

- 50 - On the path between Bananaporter #2 and the top of the castle.
- 55 - Inside the trash bin.
- 60 - Inside the ballroom.
- 70 - On the room that you can get from the Monkeyport in the ballroom.
- 85 - On the room with the pole, you can reach there by using the Monkeyport that is on the same room as above.
- 90 - Inside the dungeon on the opposite side from the skull.
- 100 - A balloon next to Funky's Store.

12.7.5 Chunky Kong

- 15 - Inside the tree at the start.
- 25 - Inside the house that only Chunky can enter, next to the garden maze.
- 55 - On the same place where Candy's Music Shop is.
- 75 - Enter the door near Candy's Music Shop, there are 2 balloons near the room that only Diddy can enter.
- 85 - Inside the skull.
- 100 - Inside the museum.

13. Hideout Helm walkthrough

- Use Lanky to climb the step slopes, change to Chunky and shoot the switch. Use the ropes to cross the lava and change to Tiny. Enter the small pipe. Change to Donkey and pull the lever. Change to Diddy, use the Rocket barrel to fly through all the DK stars before time is out. This will open the doors. Change to Chunky, punch all the grates in front of the doors. Change to Donkey, play his musical instrument while on top of the music pad and finish both bonus. Repeat the process with Chunky, Tiny, Lanky and Diddy. After this the K.Rool door will open, enter and to open the next door you'll need at least 4 Crowns. On the following room you can catch the last DK Key and 2 Banana Fairies but to do so you need the Rareware and Nintendo Coins.

14. Beat the Bosses

14.1. Jungle Japes Boss

- Avoid the fireballs he throws, pick up the TNT barrel and hit him in the face. He'll try to roll against you, to avoid him stand near a wall and he won't come near you. Repeat the process and you'll defeat him after 3 hits. You need 60 Bananas and Donkey in order to fight with him.

14.2. Angry Aztec's Boss

- This Boss is very easy. The only thing you need to do is avoid his fire balls, when he lands on the platform pick up the TNT Barrel and hit him with it. After 3 hits he's history. You need Diddy and 120 Bananas to fight him.

14.3. Frantic Factory's Boss

- Go to the light. The platforms will rise. The Boss will try to squash you so keep moving, when he stops, push the switch that is on top of the platform of the same color that he is. After you've hit him 2 times the switches will have no lights so they will be harder to spot. After you've hit it 3 times he'll start firing lasers. After you've hit him 4 times he'll become invisible. Finally, after you've hit him 5 times he'll die. You need 200 Bananas and Tiny in order to fight him.

14.4. Gloomy Galleon's Boss

- Drive through all the DK rings before time's up. He'll die after you've hit him 5 times. You need 250 Bananas and Lanky to fight him.

14.5. Fungi Forest's Boss

- Avoid his fireballs, throw him the TNT Barrel. After you've hit him once he will make an energy shockwave after he throws all the fireballs. Hit him twice and he'll throw you a big firewall, go to the far edge to avoid it. Hit him one more time and he'll make the platform start falling. Avoid the fireballs he throws and hit him with the TNT Barrel, but this time he'll not fall. Enter Chunky's barrel and start punching like crazy! Repeat the last process and he should be finished after a few rounds. You need 300 Bananas and Chunky to fight him.

14.6. Crystal Caves Boss

- Avoid his fireballs, throw him the TNT Barrel. To avoid his next attack, get as close to a wall as you can get, so that he cannot approach. After that, jump in order to avoid the shockwave he releases. Hit him with the TNT Barrel. Hit him 3 times and his cannons will blow up. Run like crazy to avoid the fireballs and hit him one more time to defeat him. You need 350 Bananas and Donkey to fight him.

14.7. Creepy Castle's Boss

- Jump in the right canon, so that you hit K.Rool's picture. After you hit him he'll fire some lasers, but nothing that hard to avoid. Hit him 3 times and he'll lose an arm. After that there will be two pictures of K.Rool. You must hit the one that is solid. 3 more hits and there goes the other arm. Now he starts appearing very fast, the only thing you need to do is to time it right in order to hit him. Only 3 more times to defeat him. You need 400 Bananas and Lanky to fight him.

14.8. King K.Rool

- You must defeat K.Rool in less than 12 rounds. Every round has 3 minutes, after that it's on to the next round. If you're KO you've lost, even if you still have all the other Kongs.

Donkey Kong - Avoid his shockwaves for a while and 4 barrels will appear. Jump into them and shoot K.Rool when he is off guard. Hit him 4 times to knock him out.

Diddy Kong - Avoid his fist until the barrel appears. Use the jetpack and fly up, shoot all the targets to hit him. Only four times and he's done.

Lanky Kong - Push the buttons by stretching his arms out, pick up the barrel and throw it to the middle of the ring. A banana peel will appear on the place where the barrel exploded. Stand on the music pad and play his musical instrument so that he starts running and slips on the banana peel. 4 times to proceed.

Tiny Kong - Use the Pony Tail Whirl move to avoid his shockwaves. When the barrel appears, jump into it to shrink size. Enter K.Rool's shoe. Don't let his fingers touch you and shoot them when you have the chance. Hit all his fingers and you'll move on.

Chunky Kong - Push the button on the middle of the ring, use one of Chunky's pads and jump into the barrel. Hit K.Rool with the Primate Punch move. the second time he'll be faster, the third time he'll be invisible and the fourth time he'll start running sideways.

15. Level Entrances

15.1. Jungle Japes

- Enter K.Lumsy's cave and talk to him. The entrance to Jungle Japes will be open, if you're facing DK isle go right and there it is. You need 1 Golden Banana to play this level.

15.2. Angry Aztec

- After you've got the first DK Key, go talk to K.Lumsy and he'll open the entrance to Angry Aztec. If you're facing DK isle, go left. Climb the palm tree and use the ropes to get across, climb the stairs to get there. You'll need 5 Golden Bananas to enter this level.

15.3. Frantic Factory

- After you've got the second DK Key, talk to K.Lumsy and he'll make a platform rise in K.Rool's island. Use it to climb to the wood platform and all you have to do is reach the top, where you find a door. Only 15 Golden Bananas to enter.

15.4. Gloomy Galleon

- This entrance will also open if you talk with K.Lumsy after you've got the second DK Key. If you're facing K.Rool's island, go to your right and look for it underwater. 30 Golden Bananas is the number that you need.

15.5. Fungi Forest

- After you've got the third and fourth DK Keys talk to K.Lumsy and he'll crush a rock, revealing a canon. Use it to reach Fungi Forest's entrance. To enter you need 50 Golden Bananas.

15.6. Crystal Caves

- Talk to K.Lumsy after you've got the DK Key #5.He'll open the entrance for you. It is near the entrance to Angry Aztec, use Tiny's Pony Tail Whirl move or Diddy's Rocket barrel Boost. You need 65 Golden Bananas to play this level.

15.7. Creepy Castle

- Talk to K.Lumsy after you've got the DK Key #5.He'll open it for you. Use the giant canon behind K.Lumsy's island to reach it. You need 80 Golden Bananas to play this level.

15.8. Hideout Helm

- After getting the DK Keys #6 and #7 talk to K.Lumsy and he'll open it for you. Use Tiny in the monkeyport pad on K.Rool's island. She'll appear on the top of the island, all you need to do is jump to the crocodile's mouth. You need 100 Golden Bananas to enter this level.

16. Bugs and Glitches

16.1. Invisible Kong

- To make your Kong invisible, charge the special move and stand on top of a Battle Warp. Press Z and when the Kong is totally invisible release B and you'll not enter the Battle Warp. You'll come back to normal if you leave the area.

16.2. Invisible gongs

- Use Diddy to Chimpy Charge a gong. Then jump to the place where it was and

you'll be floating on air.

16.3. Kong standing on air

- In Fungi Forest, clock area, use Diddy to land on top of a vertical pendulum. He will stand on the air while the pendulum goes up and down.

17. What you get

17.1. DK Theatre

Get 2 Banana Fairies and you can watch any movie of the game, assuming you already saw it.

17.2. DK Bonus

With 6 Banana Fairies this option will give you access to Rambi's Arena, Enguarde's Arena, Jetpac and DK Arcade.

17.3. Bosses

Get 10 Banana Fairies and you can play against every Boss. But like the movies, you can only play against the ones you already defeated.

17.4. Krusha

With this on you can use Krusha (from DKC) in Battle Mode. He's not very fast, but he has bazooka that fires oranges and can wipeout an opponent in a few seconds.15 Banana Fairies to get this.

17.5. Cheats

You can have infinite items. Yay! Only 20 Banana Fairies!

17.6. All Bonuses

After you've recovered all the Blueprints, talk to Snide and he'll let you play any bonus you want.

17.7. Different ending

If you get 101% and beat K.Rool you can see a different ending.

18. Conclusion

- Well, that about covers it. If you still have questions, you want to submit bugs, corrections or anything you can come up with, send them to Joca64@yahoo.com

19. Thanks

- Thanks to Matt6th@aol.com for pointing me that Kasplat that wasn't there.

Other FAQs by Joca64:

- Banjo-Kazooie FAQ/Walkthrough
- Castlevania FAQ/Walkthrough
- GoldenEye 007 Secrets
- Super Mario 64 Teleport Location
- The Legend of Zelda : The Ocarina of Time Items List
- The Legend of Zelda : The Ocarina of Time Secrets

Other FAQs by Joca64 and Luigie (LuigieFRA@yahoo.com.br)

- Mission : Impossible FAQ/Walkthrough
- Rush 2 : Extreme Racing USA Shortcuts/Bugs
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