

Donkey Kong 64 FAQ/Walkthrough

by Super Slash

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Donkey Kong 64
FAQ/Walkthrough
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VERSION HISTORY
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- v 1.0 - Submitted the guide. It is still incomplete, but I promise I will try to finish it as fast as possible
- v 1.1 - The guide is now fully complete
- v 1.2 - Added a few more glitches to the Secrets and Glitches section

NOTE: To find what you're looking for, hold Ctrl and press F (Apple for Macs), and type in, for example "IV. Walkthrough", without the quotations. Do this for any section you may be looking for.

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I. Story
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The story of this game is decent. King K. Rool is back again, and this time, he is up to really no good. He has a warship that he is inside, and that his men operate for him. This said warship is K. Rool's lair. He locked up a really big 'Kremling' named K. Lumsy. He isn't exactly a Kremling, however. He wanted to be a Kremling, but he did not want to hurt DK Isle. King K. Rool said he was too soft to be a Kremling, and thus, he locked him up in a big cage, on an island which is connected to K. Rool's hideout. He also has a big machine that he is preparing, which will take some time. It is the Blast-O-Matic Machine, a machine capable of destroying DK Isle itself!

To keep Donkey Kong occupied as his men prepares said machine, he has locked up four Kongs, and has stolen DK's hoard of Golden Bananas! Now it is up to DK to get his Banana Hoard back, save his fellow Kongs, and stop K. Rool once again. Once DK rescues his friends, they help him in the biggest Donkey Kong adventure yet.

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II. Controls
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Kong Controls

"A" Button: Jumps. Also says "Yes" to certain things throughout the game, when given the option.

"B" Button: Performs a basic attack. If you run and press this button while running, you'll do a Kong's running attack. Also says "No" to certain things throughout the game, when given the option. Press this button once while standing still, then press it again just before the attack ends to perform a combo. Also, press this button in front of a barrel to pick it up. Press it again to throw it.

"C-Left" Button: Takes out the Kong's shooter.

"C-Right" Button: Switches around the camera view. Also, press this button

while holding Z to throw an Orange.

"C-Down" Button: Zooms in and out.

"C-Up" Button: Enters first-person view. While in this state, you can look around the area using the Control Stick. If this button is pressed while holding Z, the currently selected Kong will use his/her instrument (provided that you bought it from Candy). Also enters aiming mode if a shooter is currently in a Kong's hand.

"L" Button: Does nothing.

"R" Button: Does nothing.

"Start" Button: Pauses the game, and brings up some options (such as the option to save your game progress).

"Z" Button: Allows Kong to duck, if held down.

D-Pad: Moves around in the DK Arcade and Jetpac games.

Control Stick: Moves Kong in any direction.

Animal Buddy Controls

"A" Button: Makes Rambi jump. Also makes Enguarde swim (hold the button down).

"B" Button: Makes Rambi attack, and also makes Enguarde attack.

"C-Left" Button: Transforms back into the Kong (hold Z, and press this).

"C-Right" Button: Does nothing.

"C-Down" Button: Does nothing.

"C-Up" Button: Does nothing.

"L" Button: Does nothing.

"R" Button: Does nothing.

"Start" Button: Does nothing.

"Z" Button: Hold this button down as Rambi to begin scraping his feet on the ground. Release this button after a few seconds, and press B to unleash a dashing attack! This can break the Rambi Picture in the first world, Jungle Japes. Also, hold this button and press C-Left to turn back into the Kong you were using.

D-Pad: Does nothing.

Control Stick: Moves Animal Buddy in any direction. If you are playing as Enguarde, and you move down, then straight up, you'll go out of the water and into the air.

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III. Characters
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In this section, I will list all of the main characters in the game, along with info about them and such. I will also list the certain moves the five playable Kongs can perform.

Playable Characters

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Donkey Kong
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Instrument: Bongo Blast
Shooter: Coconut Shooter
Blueprint Color / Banana Color: Yellow
Special Ability: Invisibility

How to Unlock: N/A

Description: Donkey Kong is the main character of this game, hence the game title. Nearly everyone knows the famous Nintendo character known as Donkey Kong. He originally began in the original Donkey Kong Arcade game (which is actually playable in this game), and since then, he's become more and more famous, and various games of him have been created. Donkey Kong is the Kong you start the game out with. His objective is to first rescue all of his fellow Kongs, then he and his friends must attempt to get back his Banana Hoard, and stop King K. Rool. Nothing will stop Donkey Kong in this big adventure! He can be a useful Kong when he's required.

Moves

Hammer Punch

Buttons to Press: A + B

Information: While in the air, press B to perform an attack in the air. DK will hammer an enemy with both of his hands with this attack.

Simian Slam

Buttons to Press: A + Z

Information: While in the air, press Z, and DK will stomp the ground, and a small shockwave will appear by DK. However, you have to have Cranky's potion to do this (you get the first one when you start the game, another one at Fungi Forest, and the last one at Creepy Castle). Each slam can pound different colored switches. The first

one can pound green switches, the second one can pound blue ones, and the last one can pound red ones. You can also pound on enemies with this upgrade, regardless of the version!

Kick

Buttons to Press: B While Running

Information: While you are running, press the B Button, and DK will kick at a fast speed, in the direction you're walking in. This can be used to kick enemies out of the way, or even get to places quicker!

Backflip

Buttons to Press: Z + A

Information: Hold Z while standing in place, then press A to backflip. Hold the Control Stick in the opposite direction you're facing while in the air, and you'll go backwards! This move can be useful to reach higher ledges not normally reachable.

Super Slam

Buttons to Press: B

Information: After visiting the Banana Fairy Queen on Banana Fairy Island with Tiny Kong, she'll give you a powerup that each Kong can use, along with some Crystal Coconuts. While standing, press B once, then hold down the B Button. Red sparks will spin around your Kong. Once you see these, release the button. DK will slam the ground with his hands, and a yellow shockwave will be released, killing any nearby enemies on the ground. Each time you use this move, one Crystal Coconut will be drained from you. If you stand on a Dirt Pile with the letters DK on it, and use this move, the dirt will be replaced with a huge Banana Coin, which gives each Kong 5 more coins each!

Long Jump

Buttons to Press: Z + A

Information: While running, press both of these buttons at the same time to perform a long jump, which is basically a fast jump that makes you go forward.

Roll

Buttons to Press: Z + B

Information: While running, press both of these buttons at the same time, and Donkey Kong will perform a roll in the direction you're walking in. This move isn't that useful, but still cool.

Duck

Buttons to Press: Z

Information: While standing still on the ground, hold Z, and DK will duck. You can press one of the C-Buttons from there to do something special, such as play your instrument (if you have one).

Fast Swimming

Buttons to Press: A

Information: While in the water, hold Z, then hold A to go underwater and swim at a fast pace. This is the best method of swimming in the game.

Slow Swimming

Buttons to Press: B

Information: While in the water, hold Z, then hold B to go underwater and swim at a slow pace. This method of swimming isn't really useful.

Hold Position

Buttons to Press: Z

Information: This is only doable while in a body of water. Hold Z while you are in some water to stay in one position. From there, you can hold the Control Stick down, and press A or B to start swimming.

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Diddy Kong
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Instrument: Guitar Gazump

Shooter: Peanut Popguns

Blueprint Color / Banana Color: Red

Special Ability: Jetpack

How To Unlock: Shoot Three Coconut Switches in Jungle Japes as Donkey Kong

Description: Diddy Kong is the first unlockable Kong you'll be able to play as in this game. He is part of the Kong family, and great friends with Donkey Kong. He was first seen in Donkey Kong Country, where him and DK went on an adventure to get back DK's Banana Hoard. This Kong will stop at nothing, and with his Peanut Popguns he gets from Funky and his musical instrument he gets from Candy, this Kong can be proved quite useful.

Moves

Tail Whip

Buttons to Press: A + B

Information: Press A, then B while in the air, and Diddy will spin his tail to the left and right, hitting enemies nearby. Press this button once more just before the move ends, and Diddy will spin his tail in a circle, which makes a combo.

Simian Slam

Buttons to Press: A + Z

Information: While in the air, press Z, and Diddy will stomp the ground, and a small shockwave will appear by Diddy. However, you have to have Cranky's potion to do this (you get the first one when you start the game, another one at Fungi Forest, and the last one at Creepy Castle). Each slam can pound different colored switches. The first one can pound green switches, the second one can pound blue ones, and the last one can pound red ones. You can also pound on enemies with this upgrade, regardless of the version!

Cartwheel

Buttons to Press: B

Information: While running, press the B Button and Diddy will do a cartwheel in the direction you're walking in, hitting enemies nearby.

Backflip

Buttons to Press: Z + A

Information: Hold Z while standing in place, then press A to backflip. Hold the Control Stick in the opposite direction you're facing while in the air, and you'll go backwards! This move can be useful to reach higher ledges not normally reachable.

Super Spin

Buttons to Press: B

Information: After visiting the Banana Fairy Queen on Banana Fairy Island with Tiny Kong, she'll give you a powerup that each Kong can use, along with some Crystal Coconuts. While standing, press B once, then hold down the B Button. Red sparks will spin around your Kong. Once you see these, release the button. Diddy will spin around at a fast pace, and a red shockwave will be released, killing any nearby enemies on the ground. Each time you use this move, one Crystal Coconut will be drained from you. If you stand on a Dirt Pile with the letters DK on it, and use this move, the dirt will be replaced with a huge Banana Coin, which gives each Kong 5 more coins each!

Long Jump

Buttons to Press: Z + A

Information: While running, press both of these buttons at the same time to perform a long jump, which is basically a fast jump that makes you go forward.

Chimpy Charge

Buttons to Press: Z + B

Information: After getting the potion enabling this move from Cranky, hold Z while standing still on the ground, then press B. Diddy will start to charge up, then he'll dash forward, hitting any enemies nearby

using his head. This attack can also be used to bonk some nearby gongs you'll find throughout the game!

Duck

Buttons to Press: Z

Information: While standing still on the ground, hold Z, and Diddy will duck. You can press one of the C-Buttons from there to do something special, such as play your instrument (if you have one).

Fast Swimming

Buttons to Press: A

Information: While in the water, hold Z, then hold A to go underwater and swim at a fast pace. This is the best method of swimming in the game.

Slow Swimming

Buttons to Press: B

Information: While in the water, hold Z, then hold B to go underwater and swim at a slow pace. This method of swimming isn't really useful.

Hold Position

Buttons to Press: Z

Information: This is only doable while in a body of water. Hold Z while you are in some water to stay in one position. From there, you can hold the Control Stick down, and press A or B to start swimming.

Lanky Kong

Instrument: Trombone Tremor

Shooter: Grape Shooter

Blueprint Color / Banana Color: Blue

Special Ability: Orang-stand Sprint

How To Unlock: Shoot a Coconut Switch in a Temple in Angry Aztec

Description: Lanky is a brand new Kong that was introduced in this game. He is a weird orangutan who has a funny face. His arms can stretch out quite a bit, which can make him a useful Kong at times. This Kong can also inflate himself into a big balloon, after buying the potion from Cranky, which can allow him to access nearby platforms or Bonus Barrels in the level.

Moves

Arm Stretch

Buttons to Press: B

Information: While standing still on the ground, press the B Button, and Lanky will stretch his arm out, hitting a close by enemy. Press this button once more before the move ends, and he'll stretch out his second arm! Press it once more before the second part of the move ends, and he'll stretch out both arms at once!

Simian Slam

Buttons to Press: A + Z

Information: While in the air, press Z, and Lanky will stomp the ground, and a small shockwave will appear by Lanky. However, you have to have Cranky's potion to do this (you get the first one when you start the game, another one at Fungi Forest, and the last one at Creepy Castle). Each slam can pound different colored switches. The first one can pound green switches, the second one can pound blue ones, and the last one can pound red ones. You can also pound on enemies with this upgrade, regardless of the version!

Arm Spin

Buttons to Press: B

Information: While running, press the B Button, and Lanky will spin his arms in a circle, and then snap them, hitting any enemies nearby.

Backflip

Buttons to Press: Z + A

Information: Hold Z while standing in place, then press A to backflip. Hold the Control Stick in the opposite direction you're facing while in the air, and you'll go backwards! This move can be useful to reach higher ledges not normally reachable.

Super Twirl

Buttons to Press: B

Information: After visiting the Banana Fairy Queen on Banana Fairy Island with Tiny Kong, she'll give you a powerup that each Kong can use, along with some Crystal Coconuts. While standing, press B once, then hold down the B Button. Red sparks will spin around your Kong. Once you see these, release the button. Lanky will spin around at a fast pace, and a blue shockwave will be released, killing any nearby enemies on the ground. Each time you use this move, one Crystal Coconut will be drained from you. If you stand on a Dirt Pile with the letters DK on it, and use this move, the dirt will be replaced with a huge Banana Coin, which gives each Kong 5 more coins each!

Long Jump

Buttons to Press: Z + A

Information: While running, press both of these buttons at the same time to

perform a long jump, which is basically a fast jump that makes you go forward.

Orang-Stand

Buttons to Press: Z + B

Information: After buying this potion from Cranky, hold down the Z Button, and press B. Lanky will be in a handstand formation. From there, push the Control Stick in any direction to begin walking on your hands. Using this move, you can climb up steep hills and such!

Duck

Buttons to Press: Z

Information: While standing still on the ground, hold Z, and Lanky will duck. You can press one of the C-Buttons from there to do something special, such as play your instrument (if you have one).

Fast Swimming

Buttons to Press: A

Information: While in the water, hold Z, then hold A to go underwater and swim at a fast pace. This is the best method of swimming in the game.

Slow Swimming

Buttons to Press: B

Information: While in the water, hold Z, then hold B to go underwater and swim at a slow pace. This method of swimming isn't really useful.

Hold Position

Buttons to Press: Z

Information: This is only doable while in a body of water. Hold Z while you are in some water to stay in one position. From there, you can hold the Control Stick down, and press A or B to start swimming.

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Tiny Kong
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Instrument: Saxophone Slam

Shooter: Feather Bow

Blueprint / Banana Color: Purple

Special Ability: Tiny Monkey

How To Unlock: Chimp Charge into the Letters K-O-N-G in Angry Aztec

Description: Tiny Kong's first appearance is in this game. She is Dixie Kong's very little sister, but looks can be deceiving. She has two pigtailed on the sides of her head, and they can be used to fly in the air for a short time, and even whack enemies senseless! This

Kong will be a very useful one once you rescue her from her prison in Angry Aztec.

Moves

Pigtail Whip

Buttons to Press: B

Information: While standing still on the ground, press the B Button, and Tiny will swipe nearby enemies with her pigtailed. Press the B Button again just before the attack ends, and she'll do an upper kick.

Simian Slam

Buttons to Press: A + Z

Information: While in the air, press Z, and Tiny will stomp the ground, and a small shockwave will appear by Tiny. However, you have to have Cranky's potion to do this (you get the first one when you start the game, another one at Fungi Forest, and the last one at Creepy Castle). Each slam can pound different colored switches. The first one can pound green switches, the second one can pound blue ones, and the last one can pound red ones. You can also pound on enemies with this upgrade, regardless of the version!

Roll

Buttons to Press: B

Information: While running on the ground, press B to perform a roll. You can use this to get to places faster, but its main purpose is to hit any nearby enemies.

Backflip

Buttons to Press: Z + A

Information: Hold Z while standing in place, then press A to backflip. Hold the Control Stick in the opposite direction you're facing while in the air, and you'll go backwards! This move can be useful to reach higher ledges not normally reachable.

Super Spin

Buttons to Press: B

Information: After visiting the Banana Fairy Queen on Banana Fairy Island with Tiny Kong, she'll give you a powerup that each Kong can use, along with some Crystal Coconuts. While standing, press B once, then hold down the B Button. Red sparks will spin around your Kong. Once you see these, release the button. Tiny will spin around at a fast pace, and a purple shockwave will be released, killing any nearby enemies on the ground. Each time you use this move, one Crystal Coconut will be drained from you. If you stand on a Dirt Pile with the letters DK on it, and use this move, the dirt will

be replaced with a huge Banana Coin, which gives each Kong 5 more coins each!

Long Jump

Buttons to Press: Z + A

Information: While running, press both of these buttons at the same time to perform a long jump, which is basically a fast jump that makes you go forward.

Duck

Buttons to Press: Z

Information: While standing still on the ground, hold Z, and Tiny will duck. You can press one of the C-Buttons from there to do something special, such as play your instrument (if you have one).

Fast Swimming

Buttons to Press: A

Information: While in the water, hold Z, then hold A to go underwater and swim at a fast pace. This is the best method of swimming in the game.

Slow Swimming

Buttons to Press: B

Information: While in the water, hold Z, then hold B to go underwater and swim at a slow pace. This method of swimming isn't really useful.

Hold Position

Buttons to Press: Z

Information: This is only doable while in a body of water. Hold Z while you are in some water to stay in one position. From there, you can hold the Control Stick down, and press A or B to start swimming.

===== Chunky Kong =====

Instrument: Triangle Trample

Shooter: Pineapple Launcher

Blueprint / Banana Color: Green

Special Ability: Hunky Chunky

How To Unlock: Pound a Lanky Switch in Frantic Factory

Description: Chunky made his first appearance in this game. He is a big primate who can be very useful in certain situations. Using his Primate Punch ability, which is gotten from Cranky, he can smash down gates, certain walls, and even doors! This Kong is really good, and his Pineapple Launcher can pack quite a punch.

Moves

Punch

Buttons to Press: B

Information: While standing still on the ground, press the B Button, and Chunky will punch once with each hand, hitting nearby enemies. Press the button again just before the attack ends, and he'll punch a third time, ending the attack with a combo.

Simian Slam

Buttons to Press: A + Z

Information: While in the air, press Z, and Chunky will stomp the ground, and a small shockwave will appear by Chunky. However, you have to have Cranky's potion to do this (you get the first one when you start the game, another one at Fungi Forest, and the last one at Creepy Castle). Each slam can pound different colored switches. The first one can pound green switches, the second one can pound blue ones, and the last one can pound red ones. You can also pound on enemies with this upgrade, regardless of the version!

Arm Spin

Buttons to Press: B

Information: While running, press the B Button, and Chunky will spin his arms in a circle, hitting nearby enemies.

Backflip

Buttons to Press: Z + A

Information: Hold Z while standing in place, then press A to backflip. Hold the Control Stick in the opposite direction you're facing while in the air, and you'll go backwards! This move can be useful to reach higher ledges not normally reachable.

Super Charge

Buttons to Press: B

Information: After visiting the Banana Fairy Queen on Banana Fairy Island with Tiny Kong, she'll give you a powerup that each Kong can use, along with some Crystal Coconuts. While standing, press B once, then hold down the B Button. Red sparks will spin around your Kong. Once you see these, release the button. Chunky will belch loud, and a green shockwave will be released, killing any nearby enemies on the ground. Each time you use this move, one Crystal Coconut will be drained from you. If you stand on a Dirt Pile with the letters DK on it, and use this move, the dirt will be replaced with a huge Banana Coin, which gives each Kong 5 more coins each!

Long Jump

Buttons to Press: Z + A

Information: While running, press both of these buttons at the same time to perform a long jump, which is basically a fast jump that makes you go forward.

Duck

Buttons to Press: Z

Information: While standing still on the ground, hold Z, and Chunky will duck. You can press one of the C-Buttons from there to do something special, such as play your instrument (if you have one).

Fast Swimming

Buttons to Press: A

Information: While in the water, hold Z, then hold A to go underwater and swim at a fast pace. This is the best method of swimming in the game.

Slow Swimming

Buttons to Press: B

Information: While in the water, hold Z, then hold B to go underwater and swim at a slow pace. This method of swimming isn't really useful.

Hold Position

Buttons to Press: Z

Information: This is only doable while in a body of water. Hold Z while you are in some water to stay in one position. From there, you can hold the Control Stick down, and press A or B to start swimming.

Non-Playable Characters

The characters listed below are the ones that you will encounter throughout the game (such as Cranky Kong and Funky Kong).

Cranky Kong

Cranky Kong is an old ape who will help the five Kongs throughout their quest. He gives the Kongs certain potions, which gives them new abilities which they will need in this adventure. Cranky also demands that the Kongs find 15 Banana Medals throughout the game. If they do so, Cranky will let them play the Jetpac game, an old Rareware game. If you score 5000 or more points, a Rareware Coin will drop, so be sure to collect it; it is required to fight King K. Rool.

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Funky Kong
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Funky is a friendly Kong who will sell the Kongs shooters for them to use. He will even give you a bigger ammo pack at certain times! He is the 'cool' Kong, and dosen't really take much stuff very seriously. However, he'll even refill your ammo on your shooter for free, of no charge! But, in order to buy the shooters from him, it costs a certain amount of Banana Coins.

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Candy Kong
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Candy Kong is a lady Kong, and she is Donkey Kong's girlfriend. She is nice enough to offer up an instrument for a certain Kong for as much as 3 Banana Coins! She will give you an instrument upgrade at certain points (so you can play your instrument more without running out of instruments as fast). She will even refill your instruments for free, whenever you come back and visit her! She will give you a health upgrade (she increases your melons by one) in Angry Aztec, and Crystal Caves. She will be a great help throughout the game.

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Snide
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Snide isn't a Kong, but more of a former worker of King K. Rool. He used to work with King K. Rool, but now that the Kasplats throughout every world have stolen his Blueprints, he hates K. Rool and his men, and wants revenge for them stealing his Blueprints. If you find a Kasplat and you have the right Kong, kill it and take its Blueprint. If you bring it back to Snide at his HQ, the Kongs will get a Golden Banana as a reward. The more Blueprints you have, the more time you will get to disable the Blast-O-Matic at Hideout Helm, so be sure to grab a Blueprint if you can, when you come across a Kasplat!

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IV. Walkthrough
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In this section is a complete walkthrough of the game, from the beginning to the very end of the game. When you begin the game, you'll see some Squawks fly around DK Isle, and the story cutscene will commence. After a fairly long cutscene, you will see DK in his house on DK Isle.

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DK Isle
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Squawks will stop DK while he's exercising, then he'll say that everyone of his Golden Bananas and Kongs are gone! When you gain control, get used to the basic controls of the game if this is your first time playing, then exit DK's hut. Outside, Squawks will come down and talk some more about the Golden Bananas and

the Kongs being taken. When you gain control once more, drop off of the high ledge. Now, if you want to go to your 'empty' Banana Hoard, then look around for a sign that says "Banana Hoard", pointing towards a cave by the waterfall. If you jump on the tree and climb it to the top, you won't be able to reach the Banana Hoard yet, because we must trigger the vines to appear first. Anyway, since there's no point in going to an empty cave, look around for a sign that says "Cranky's Lab".

Follow the path until you see Cranky's face, then approach it and his lab will appear. Enter it. Inside, you will meet Cranky. During the conversation, he will tell DK that he must complete some Training Barrels before he will help him at all! When you exit Cranky's Lab and when DK gets done with his speech and you regain control, head south past the lab. Now, head northwest and follow the sign that says "Training Area". When you see four barrels with Cranky's face on them, enter the first one to the left. In this Training Barrel, you'll be told to collect the DK Coin at the bottom of the water. Simply dive by pressing Z, then swim with A or B, and collect the DK Coin at the bottom of the water-filled barrel to complete the challenge.

When you emerge from the Training Barrel, it will bust. Three more to go. Enter the second Training Barrel to the left to begin the next challenge. In this challenge, you'll be told to pick up the Oranges around the tree, and throw all of them. So, start by going around the tree, picking up all of the Oranges you'll find. Then, after all 5 have been picked up, hold Z and press C-Right to throw them. Throw all five, and after they explode, you'll complete this next challenge. Now, enter the next Training Barrel to the right. In this challenge, you must throw five barrels around a tree. Start by heading to the tree. Pick up a barrel with B, then press B again to throw it. After five barrels have successfully been thrown, enter the last Training Barrel.

In the final Training Barrel, you'll be told how to work a vine, and that you must collect the DK Coin at the end to clear the challenge. Start by jumping on the nearby tree to the north, then climb it to the top. Jump on the first vine, and face the next vine. Jump from vine to vine until you collect the DK Coin, and complete the challenge. Now that all four Training Barrels are cleared, Squawks will come down and tell you to head back to Cranky's Lab. So, head west of this area, then go north and into Cranky's Lab. Back inside, Cranky will talk a little, then he'll give you the very first potion for free, which is the Simian Slam! It is required to get out of this area.

Anyway, when you exit Cranky's Lab, head directly north back to the Training Area sign. Instead of going back to that area again, head directly north and go through the cave. At the end of the path, you'll see a DK Switch. Stand on it and preform a Simian Slam on the switch to move the gate blocking your path. Now, head north and exit this area, onto the main island itself. Squawks will come down and tell you that K. Rool's island is near DK Isle itself! He'll also say that only one cave hasn't been blocked off, so I suppose we must head to that place. Step on one of the Bananaporters, and Squawks will tell you about what they do. If this is your first time playing, listen well to what he says.

Locating Snide's HQ

Snide's HQ cannot be found until after you've beaten the boss of Angry Aztec. Once you do that, a platform will rise up on K. Rool's island. Backflip on said platform, then onto the wooden walkway. Make your way up the walkway until you come to some vines. Jump on the vine and swing from each one until you get on a small platform. Enter through the next area ahead, and Snide's HQ is in

that small room.

Bananaporter Locations

Bananaporter #1 - The first one is found right at the entrance to the island.
The second one is found on the small black island west of
K. Rool's island, which is where K. Lumsy is held.

Bananaporter #2 - The first one is found right at the entrance to the island.
The second one is found up on the eastern side of DK Isle
(from where you enter). After climbing up a series of
platforms and swining across some vines, you'll come to the
second Bananaporter.

Bananaporter #3 - The first one is found right at the entrance to the island.
The second one is found just west of where you enter the
island. Go around the island until you find this one, by the
water and the waterfall.

Bananaporter #4 - The first one is found right at the entrance to the island.
The second one is found near the top of K. Rool's island,
by the entrance to the Frantic Factory lobby.

Bananaporter #5 - The first one is found right at the entrance to the island.
The second one is found on the Banana Fairy Island, which is
the small island to the northeast with a fairy's head on it.
Swim to it, and go around this island to find it.

=====
DK Isle Golden Banana Locations
=====

NOTE: Below is a complete list of where each and every Golden Banana is on DK
Isle. If you've followed this guide from the beginning, then you will
not have any of the other Kongs except for Donkey Kong at this point, so
for now, scroll down out of the Golden Banana part until you can continue
with the walkthrough.

Donkey Kong's Golden Bananas

=====
Golden Banana #1
=====

This Golden Banana you are basically forced to get. To obtain the very first
Golden Banana in the game, speak with K. Lumsy when you first go to the actual
DK Isle. When K. Lumsy opens up a path leading to the first world, a Golden
Banana will be revealed, so head to that area and snag the Golden Banana.

=====
Golden Banana #2

=====
For DK's second Golden Banana here, you must have his Coconut Shooter, and you have to wait until you've completed Angry Aztec in order to reach this one. Once you do that, head to Crocodile Isle (K. Rool's island), and backflip onto the black platform. Jump on the walkway bridge, and follow the path until you come to some vines. Look below from the edge to find a platform. From there, jump down and land on the platform to find a cage holding a Golden Banana, and a Coconut Switch nearby. Take out your Coconut Shooter, and shoot it to lower the gate. Grab the Golden Banana.

=====
Golden Banana #3
=====

Before you can get this one, you must wait until you get to Frantic Factory, which is the third world. Then, you have to buy Cranky's Gorilla Grab potion for Donkey Kong. After you do this, head to the Frantic Factory Lobby. Inside, you'll see a lever somewhere around the area. Stand on the metal footpad, and press B. DK will pull the lever, and a platform will lower, and go up and down. Jump on it when it comes down, then when it goes up, jump to the platform you will see. There's a Bongo Blast Pad on here, so stand on it and play DK's Bongo Blast. Doing this will cause Squawks to come down with a Golden Banana. Then, he'll give it to you!

=====
Golden Banana #4
=====

You'll have to wait awhile before you can get this one. Once you reach Crystal Caves, enter the lobby. Once there, enter the Tag Barrel and bring out Chunky. To the east is a wall of ice. Use a Primate Punch on the cracked part of the wall to break it open, revealing an area full of lava! Now, head west of that ice wall to find another ice wall. Primate Punch the cracked part to reveal yet another room. Enter the Tag Barrel again, and bring out Donkey Kong. Head into the western room, and go down the path. Enter the Kong Barrel in the small area to become invisible, then exit the room and head to the eastern room. Walk across the lava, and get the Golden Banana at the end.

=====
Golden Banana #5
=====

Like the previous Golden Banana, you'll have to wait a long time before you can obtain this one. Once you finally reach the final world, Hideout Helm, enter its lobby. Inside, you will see a small platform way across the one you're on. Take out DK's Coconut Shooter, and use the Sniper Scope to zoom in over where that platform is. Look above the door, and you'll see a Coconut Switch. Shoot it, and a black bridge will form to the east. Walk across the bridge, and kill the Kasplat. Take its Blueprint, then return it to Snide to get DK's last Golden Banana in DK Isle!

Diddy Kong's Golden Bananas

=====
Golden Banana #1
=====

You must first have the ability to spring up while standing on a Diddy Pad (you can buy it from Cranky once you reach Frantic Factory). Now, when you have that upgrade, head to Snide's HQ (look above to see how to reach him in DK Isle). In the room where he's located, you'll see a Diddy Pad nearby. Stand on it, and hold Z to launch up into a Bonus Barrel. In this Bonus Game, you have to press A to start a roulette thing, and a countdown timer. You have 40 Seconds to get 3 Points in this bonus. After starting the timer, the wheels on the barrel will spin. Press A to stop the first slot. You have to press A to stop each slot.

Press A to stop the slot ONLY when you see a Banana. Make sure that all four slots are stopped on the Banana. With four Bananas, you score one point. Score three points to win the Bonus Game. When you win, you'll get a Golden Banana.

=====
Golden Banana #2
=====

Before you can obtain this one, you must have Chunky Kong rescued, and the entrance to Fungi Forest opened. After you have him rescued and can enter the Fungi Forest lobby, get Chunky out as your Kong (for now). Make your way up to where Angry Aztec is located, then head northeast of the entrance. You'll come to two boulders. Lift both of them up, and you'll see that one of them reveals a Trombone Pad. Take Lanky back here, and stand on it. Play his Trombone, and a Kong Barrel will appear on the island leading to the Fungi Forest lobby.

Now, with Diddy Kong, head up to the island where the Fungi Forest lobby is at. Enter the Kong Barrel, and with the Jetpack, fly just north of where the Kong Barrel was. You'll see a small platform where the waterfall is created, along with a gate holding a Golden Banana. To the right of the gate is a Peanut Switch. Shoot it, and the gate will open up, revealing a Golden Banana. Take it from the alcove.

=====
Golden Banana #3
=====

Like the above Golden Banana, you must have Chunky Kong rescued, and you must have access to the Fungi Forest lobby. Once you've done that, read the first paragraph of the above Golden Banana to see how to get Diddy's Kong Barrel to appear on the island with the Fungi Forest lobby. Once that's done, head to the island where the lobby to Fungi Forest is. Jump into the Kong Barrel. With the Jetpack on, fly all the way north until you see the top of the main part of the island. Fly towards it, and go to the northern edge to find a Bonus Barrel there.

Fly into it, and a Bonus Game begins. You have 60 Seconds to save 10 Banana Fairies from being eaten by the Klaptraps. Shoot the Klaptraps by moving the target onto them using the Control Stick. Shoot all of them, and be sure to reload often (let go of the Control Stick, and with the target on the melon in the middle, press A). When you shoot a Klaptrap, they fall unconscious for a short time. Shoot all of them on each row, and the Banana Fairies will escape through the hole at the end of each row.

If you don't shoot a Klaptrap, or when it awakens, it will eat a Banana Fairy if a Banana Fairy flies towards the awake Klaptrap. As stated earlier, you have to save a total of 10 Banana Fairies to win the Bonus Game. Once you win, stay hovered, and take the Golden Banana that appears.

=====
Golden Banana #4
=====

You must have access to the Crystal Caves lobby before you can obtain this one. Once you can enter the Crystal Caves lobby, do so. Once inside, make your way up to the DK Portal, until you get to the ramp leading up to the portal. Look left of that ramp, and you'll see a Kong Barrel. Enter it. With a Jetpack on, fly to the northeast corner of the lobby. You'll see a platform you cannot reach without using the Jetpack, so land on it. Play the Guitar Gazump on the Guitar Pad, and Squawks will come down and give you a Golden Banana.

=====
Golden Banana #5
=====

You cannot get this one until near the end of the game. Once you reach the Creepy Castle lobby, head inside. Once inside, get out Donkey Kong for a moment. With him out, head around the area and look at the central platform with the Wrinkly doors in the alcoves. You'll eventually spot a gate, with a Coconut symbol on it. Shoot it, and the gate will lower, revealing another alcove with a Kasplat inside. With Diddy, kill him, and take his Blueprint. Return it to Snide to get a Golden Banana.

Lanky Kong's Golden Bananas

=====
Golden Banana #1
=====

You must have Lanky's Grape Shooter before you can get this Golden Banana. When you have it, head to K. Lumsy's island (NOT K. Rool's island). When you're on K. Lumsy's island, head to the back of it. You'll spot a gate covering a small alcove, holding a Golden Banana. You'll see a Grape Switch nearby. Shoot it, and the gate will open. Enter the alcove and take the Golden Banana.

=====
Golden Banana #2
=====

First, you must have Chunky Kong unlocked, and have Lanky's instrument. When you have that, proceed to the Jungle Japes lobby. Now, get out Chunky Kong, and you'll see a green boulder near the entrance to the lobby. Pick it up with Chunky, and throw it to break it, revealing a Trombone Pad. Bring Lanky here, and play his Trombone. Doing this will cause Squawks to come down. He will bring you a Golden Banana.

=====
Golden Banana #3
=====

You have to be a bit far into the game before you can get this. After you've reached Crystal Caves, buy the Orangstand Sprint potion from Cranky in that level. With it in your possession, head to where K. Lumsy is. In the room where he is, head to the northwestern part of the area. You'll see a gate blocking a Golden Banana, along with a Kong Barrel nearby. Enter the Kong Barrel, and make sure you have plenty of Crystal Coconuts in stock. Now, while in Orang-stand Sprint mode, quickly head all the way towards the northeastern part of the area to find a blue switch.

Press it, and the gate ahead will open. You only have 8 Seconds to reach the gate, AND grab the Golden Banana! So, quickly head back northwest, to where the gate is. When you see the gate, quickly run towards it and take the Golden Banana. You should make it with one or two seconds left to spare.

=====
Golden Banana #4
=====

Again, this Golden Banana cannot be gotten until very late in the game. Once you've reached the Creepy Castle lobby, get out Chunky Kong. Go around the area until you find a boulder. With Chunky, pick it up to reveal a Lanky Pad. Bring Lanky back here, and then stand on the pad. Press Z to inflate. When you begin floating, float to the top of the central platform, then deflate. You'll see a Bonus Barrel, so enter it to begin a Bonus Game. In this Bonus Game, you have to shoot 10 Klaptraps within 60 Seconds.

So, move the Control Stick around the area, and when you see a Klaptrap, shoot it. Keep doing this until you hit it, and be as quick as possible. If you hit ten of them within the time limit, a Golden Banana will break out of the Bonus Barrel, so grab it.

=====
Golden Banana #5
=====

Once you've made your way up to the Crystal Caves lobby, enter the lobby. Once you're inside, get out Chunky Kong. With him, head to the western side of the lobby, and do a Primate Punch on the ice wall there. It will break open, and reveal a new path. Bring Lanky through this path, and at the end of it, you'll be in a room with a Kasplat. Destroy it, then take the Blueprint it drops. Take the Blueprint back to Snide's HQ, and you'll get a Golden Banana as a reward!

Tiny Kong's Golden Bananas

=====
Golden Banana #1
=====

First, swim to the Banana Fairy Island (the island with a big head sticking out of the sand). Once there, simply go behind the island. You will find a gate

which is blocking a Golden Banana. Above the gate, there's a Tiny Switch. Shoot it, and the gate will lower, revealing a Golden Banana. Get it.

=====
Golden Banana #2
=====

After you've bought the Super Simian Slam ability from Cranky in Fungi Forest, head to the Gloomy Galleon lobby. Once there, swim to the platforms where the DK Portal is. You'll see a blue Chunky Switch. With Chunky, perform a Simian Slam on the switch to press it, opening a really small gate in the water, revealing a hole. Get out Tiny, and look around above the water for a Kong Barrel. Fly to it from a high ledge and enter it. When you shrink, go in the water, and dive. Swim to the northeastern part of the area, and go through the newly revealed hole. In that area, get on the platform and take the Golden Banana on it.

=====
Golden Banana #3
=====

Once you've at least completed Frantic Factory and have Tiny's ability to fly, then head to the Angry Aztec lobby. Once there, you'll see two golden gongs by the stairs leading to the DK Portal. With Diddy Kong, use the Chimp Charge attack on the two gongs. Doing this will cause a part of the floor to move, which will reveal a Bonus Barrel. Go up the stairs, then jump onto the edge of the platform. Fly to the Bonus Barrel until you get inside. In this Bonus Game, you have to swat 8 Flies within 60 Seconds.

Just simply move the fly-swatter around, and press A to swat the fly. When you squish it, another fly appears. You have to successfully swat a total of eight flies to win the Bonus Game. It's not too difficult, however. When you win the Bonus Game, a Golden Banana will come down to you.

=====
Golden Banana #4
=====

You cannot get this one until you buy the Monkeyport ability from Cranky, in the Crystal Caves. Once you have that, go onto K. Rool's island. Then, head around the island until you spot a platform with a Tiny Pad on it. Jump onto it and press Z to teleport to the top of K. Rool's island. Go north, and you'll see a Saxophone Pad. Play the Saxophone on it, and Squawks will come down, and give you a Golden Banana.

=====
Golden Banana #5
=====

Start by entering the Frantic Factory lobby, as Chunky Kong. When you enter the lobby, head east, and you'll see a big box with a ? Mark on it. Use a Primate Punch on the box to break it open, revealing a Kasplat (and a Banana Fairy). Get out Tiny Kong, and beat up the Kasplat until it falls. It will drop another Blueprint, so take it and return it to Snide. He'll give you a Golden Banana

=====
Golden Banana #6
=====

No, this is not a mistake in the FAQ; Tiny CAN indeed obtain six Golden Bananas on DK Isle. It's the very last Golden Banana in the game (but it dosen't have to be your last one), and cannot be gotten until you've beaten Hideout Helm. Anyway, once you've done all of that, make sure you have captured all of the 20 Banana Fairies in the game. If you haven't, do so now. When you capture the last Banana Fairy, the Banana Fairy Queen will tell you to come visit her for a special prize.

That prize is indeed the Golden Banana. Now, go to the Banana Fairy Island, and then enter inside the head of the Banana Fairy. Once inside, approach the queen and she will open a big brown door for you, as a reward of rescuing all of her fellow Banana Fairies. The door will open, revealing a new room. Head inside, and take the big Golden Banana with the Rareware symbol on it!

Chunky Kong's Golden Bananas

=====
Golden Banana #1
=====

This one is very simple to get, and can be gotten right after you've obtained Chunky's Pineapple Launcher. Anyways, from the entrance of DK Isle, head around the back part of it. You will come to a gate holding a Golden Banana. Above the gate, there is a Pineapple Switch. Shoot it, and the gate will be removed, and the Golden Banana will be revealed, so grab it.

=====
Golden Banana #2
=====

Use Bananaporter #2 to teleport by the entrance to the Angry Aztec lobby. Once there, head northeast of the lobby, and you'll come to two boulders. Lift both of them and throw them. One boulder will reveal a Triangle Pad. Stand on it, and play the Triangle Trample. Doing this will cause a Squawks to come down. He will give you a Golden Banana!

=====
Golden Banana #3
=====

You must have the Monkeyport ability as Tiny before you can get this. Once you have it, go to K. Rool's island with Tiny. Circle around the island, and you will eventually find a Tiny Pad. Stand on it, and press Z to Monkeyport to the top of K. Rool's island. Go around this area, and you'll find a Saxophone Pad. Stand on it, and play the Saxophone. Doing this will cause a Kong Barrel to appear on a small island. Now, get off of K. Rool's island, and get out Chunky Kong. Now, swim to the small green island to the northeast. On that island, you will find a Kong Barrel. Jump inside to become Hunky Chunky.

Now, swim around the island until you see a brown island with a big X mark on

it. Jump onto the X, and perform a Simian Slam on it to lower the platform. A giant rock around the water will break open, revealing a big Golden Banana. Make your way to this broken rock by swimming around until you find it, then jump on the rock and obtain your Golden Banana.

=====
Golden Banana #4
=====

You have to wait very long into the game before you can get this. When you've made it all the way to the Hideout Helm lobby, head inside. Once inside the lobby, get out Chunky Kong, and stand on the Chunky Pad at the northern side of the platform. While on the Chunky Pad, press Z to disappear. Vines will then appear throughout the area. Head west, and swing from the vines there to a Bonus Barrel. Complete the Bonus Game, and a Golden Banana is yours.

=====
Golden Banana #5
=====

First, swim your way under K. Rool's island, and into the Gloomy Galleon lobby. Once in the lobby, swim to the main room, and on the lowest platform, there is a Kasplat. Destroy the Kasplat, and it will drop a Blueprint. Take it back to Snide's HQ. As a reward for returning it, he gives you a Golden Banana.

=====
DK Isle
=====

Golden Bananas Required to Enter First World: 1

Now, step on Bananaporter #1-5. Jump in the water, and swim north towards the black island which is K. Rool's island. Go to the small island just left of King K. Rool's. When you find the entrance, step on Bananaporter #1, and enter the next area. In here, DK will roll up to a huge cage, where you'll see what appears to be a very tall and big Kremling, named K. Lumsy! However, he is not a bad guy. K. Lumsy will tell you his story, then he'll ask for help. After DK agrees to help him, he gets all happy and stomps the ground several times.

Then a rock blocking a cave will break open, and reveal a Golden Banana! After he gets done talking, exit this area. Back outside, use Bananaporter #1 as a shortcut back to the main part of the island. Now, go east of Bananaporter #1, until you come to a cave. Kill the nearby Gnawty, then enter the cave, grabbing the Golden Banana along the way. In the first Level Lobby, you will notice a boulder. Ignore it for now. Kill the Gnawty. Around the area you'll also notice several doors, with all but one having ? Marks on them.

Go up to the yellow door with Wrinkly Kong's face on it, and she'll come out of the door as a spirit. She will tell you her use and such. When you regain control, head west of Wrinkly's door, and B. Locker will be guarding the portal leading to the first world! When he gets done talking, walk up to him. Since you have the required Golden Banana amount (1 Golden Banana), he'll let you pass. When he disappears, enter the DK Portal leading to the first world. After a cutscene with K. Rool and his minions, you'll enter Jungle Japes.

=====

World #1: Jungle Japes

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NOTE: I recommend getting as many Golden Bananas as possible before attempting to fight the boss. This way, you will not have to worry about not having enough Golden Bananas to enter the upcoming worlds. Also, I recommend fighting the boss after you've gotten all of the Golden Bananas possible in the level. Read the Bosses section to see how to defeat the boss. And, throughout the levels are blue portals with two hippo's face on them. These are called Troff 'n Scoff Portals, which you'll need to enter in order to complete each level. After getting a certain amount of Bananas (not Golden ones, just the normal ones), head to these areas. Step on the Banana Pad to feed the blue hippo some Bananas.

After the amount of Bananas shown on the big door is fed to the hippo, you will be able to proceed to the boss.

Banana Requirement To Reach Boss: 60

In the very first world, Squawks will come down and tell you to collect as many regular Bananas as possible before entering one of the Troff 'n Scoff Portals, which leads to the worlds boss. However, in order to fight the boss, you have to feed the blue hippo a certain amount of Bananas (I know I explained it in the above note, but I did it here too). Then, he'll tell you about Banana Medals. Look below to see how to access new areas of the level.

----- Accessing New Areas -----

At the start of the level, activate Bananaporter #1 near the entrance. Jump on the tree next to Bananaporter #1, then climb it to the top. Jump from vine to vine, and you'll collect 5 Bananas along the way. At the last vine, jump to the high platform, and land on the DK Switch. Doing this will cause the switch to be pressed, causing the gate below to open. Drop down and go through the gate. Follow down the path until you reach the main area of this world. Touch the Bananaporters #1-2. To access more areas, you must locate Funky Kong. Look below in the guide for information on his whereabouts.

Since you probably picked up three Banana Coins for Donkey Kong in the cave, head to Funky's Store immediately, and buy DK's Coconut Shooter. From Funky's Store, head right, and use the vines to reach a barrel. Enter it, and you'll be shot up to a high platform, where you'll see Diddy Kong locked up in a cage. Approach Diddy's cage to speak with him. After doing so, three Coconut Switches will appear above three cages in three areas. Shoot these Coconut Switches to unlock the gate and free Diddy. Grab the Golden Banana he leaves behind to open three gates, giving you access to yet more areas (look below on how to free Diddy to see exactly where you should shoot to hit the Coconut Switches).

After you rescue Tiny and buy her Feather Bow from Funky, head down the tunnel on the western side of this level. When you reach the end of the cave, you'll see two Feather Switches. Shoot both of them, and the gate will open, giving you access to a large area, which you must go in to get all of the Golden Bananas in this level.

----- Rescuing Diddy Kong -----

Once you unlock the first gate in the level and enter the main part of the jungle, Diddy will speak to you. As you can see, he's on the mountain top, in a prison! To rescue him, head to Funky's Store (look below to see how to find it). Buy DK's Coconut Shooter for 3 Banana Coins, then go just east of his store. Jump on the vine, then jump from each one until you make it to the next platform. Enter the barrel to be shot to the mountain top near Diddy's prison. Go north up to Diddy's jail cell, and he'll speak to you. Then, three Coconut Switches will appear above three gates.

Coconut Switch #1 - The first switch is found on the eastern side of the main area. Shoot the switch at the end of the path (it is just above the gate you'll see).

Coconut Switch #2 - For the second one, go up to the platform where Funky's Store is. Go to the northeastern edge of the platform, and aim directly down, and you'll notice a Coconut Switch. Shoot it.

Coconut Switch #3 - For the final switch, head to the west end of the main area. Near the vine you need to climb to reach Funky's Store is a gate, with a Coconut Switch above it. Shoot it.

After all of the three Coconut Switches have been shot (doesn't matter what order you shoot them in), Diddy's cage will open up! He'll then join your team as a selectable Kong! Whenever you want to use him, simply enter the Tag Barrel (the spinning barrel that's the shape of a circle, with the Kongs' face on it) and select him.

Locating Funky's Store

First, gain access to the main area of the level. Once you do that, head to the main area, and jump into the nearby water. Head west, and you'll see a green vine that leads up. Jump onto said vine, and climb it to the top, where you'll be on a platform. Funky's Store is right there, so be sure to enter it and get the shooter for Donkey Kong (and Diddy, when you rescue him)!

Locating Snide's HQ

Snide's HQ can be found directly above Funky's Store. To reach it, either backflip onto the roof of Funky's Store, then backflip again on top of the Banana peeling, then onto the platform, or use the vines east of Funky's Store to reach a barrel. Enter said barrel to be shot to the top of the mountain, then head west down the path until you reach his headquarters.

Locating Cranky's Lab

After unlocking the three gates and after rescuing Diddy from his prison, go into the water in the main area. Go to the northern end, and jump into the cave there. Activate Bananaporter #4 while you're at it, and follow down the path of

said cave. Eventually, if you keep going north, you'll be outside in a rainy and stormy area, where another Bananaporter #4 lurks. Activate it and enter the lab. Be sure to buy the potion for Diddy, the Chimp Charge! Also, be sure to buy the Baboon Blast potion for Donkey Kong!

Bananaporter Locations

Bananaporter #1 - The first one can be found near the start of the level. The second one is found at the exit of the very first cave in this level.

Bananaporter #2 - The first one is found right after the exit of the first cave. The second one is found by the big brown tree-like thing at the top of the mountain, right next to the Peanut Switch.

Bananaporter #3 - The first one is in the main area of the level, at the north western side. The second one is found in the eastern part of the main area, going towards one of the caves.

Bananaporter #4 - The first one is found in the cave across the water in the main area, directly to the north. The second one is in the rainy area where Cranky's Lab is found, after going down the cave across the water in the northern part of the main area.

Bananaporter #5 - The first one appears on top of the brown mountain, after you shoot a Peanut Switch that is inside of the brown mountain, and after you collect the Golden Banana atop the mountain.

Troff 'n Scoff Portal Locations

Troff 'n Scoff Portal #1 - As you go through the very first cave of the level, you'll notice that the path splits towards the left. Use Diddy's Peanut Popguns to shoot the two Peanut Switches by the gate, then the gate will lower. In that room is a portal.

Troff 'n Scoff Portal #2 - In the main area of the jungle, head to the eastern side, and get on the platform across the water. Jump on the tree you'll find, then use the vines to reach a platform with this portal.

Troff 'n Scoff Portal #3 - In the main area, hop into the water and swim into the cave to the north (you must have already shot the three Coconut Switches and rescued Diddy). In said cave, keep following the path until it splits between north, west, and east. Head north and go behind Cranky's Lab, and you'll see a cage. As DK, shoot the Coconut Switch above said cage to open it. Enter it, get in the Rambi Crate, and exit this area. Go to the eastern path this time, and break the Rambi Picture to gain access to another area. Go north until you see the portal.

Locating Rambi

To find Rambi in this level, head to the area where Cranky's Lab is. As Donkey Kong, go behind Cranky's Lab, where you'll see a gate. Above that gate is a Coconut Switch, so shoot it with your Coconut Shooter to open the gate. Inside, you will find a Rambi Crate. Jump in it, and you'll become Rambi temporarily! This rhino can be used to break open the huts spreaded around the stormy area. Walk up to one and press B to break it open. He is also useful for breaking open the Rambi Picture. To find it, head into the cave, then head left up the hill. You'll see the picture. Hold Z and press B while in front of it to break it open, revealing some other areas!

Regular Banana Locations - Donkey Kong

- #1-5: Climb up the first tree in the level, and swing from vine to vine to find DK's first five Bananas.
- #6-11: In the main area of the level, head to the western path, where you'll find Bananaporter #3. The Bananas are on top of the Bananaporter.
- #12-20: These two Banana Bunches can be found during the barrel-blasting game. The Baboon Blast upgrade from Cranky is required, however!
- #21-30: In the main area, head to the western side, until you see a wide, white floor with an X on it, and a boulder on it. Hovering around the said boulder is a Banana Balloon. Shoot it with a shooter to get 10 Bananas!
- #31-35: In the main area, head to the platform where Funky's Store is located. Jump on the tree there, and climb it to the top. The Banana Bunch is on the tree.
- #36-40: From the previous set of Bananas, use the vines to the right of Funky's Store to reach a platform with a barrel cannon. Jump on the tree near the cannon to find five more Bananas.
- #41-45: These Bananas can be found in the main area, on the right side of the level. They are on top of Bananaporter #3.
- #46-50: On the right side of the level, head to the platform across the water. Jump on the tree near the tunnel, and use the vines at the top to make your way to a small platform, where some Bananas await you.
- #51-55: Head to the mountain top, and to Diddy's prison. There's a tree nearby. Jump on it and climb it to the top to find more Bananas!
- #56-61: From the previous set of Bananas, head west of Diddy's prison, and head down the hill, where you'll find a trail of Bananas going down, and around. Follow the Banana trail as you collect them all.
- #62-71: Right beside Snide's HQ is a Banana Balloon floating in the air. Take out your shooter, and shoot it to get the Bananas.
- #72-80: As soon as you unlock the three tunnels in the main area, head through the northern one. As you go down the tunnel past Bananaporter #4, you

will find all of the Bananas on the ground.

#81-90: Right by Cranky's Lab, there is a Banana Balloon. Take out your shooter and shoot it to get these Bananas.

#91-95: To find these, head behind Cranky's Lab, and you'll see a cage with a Rambli Crate inside. Look up, and you'll see a Coconut Switch. Take out your shooter, and shoot the switch to open the cage. Enter it, and you will find a Banana Bunch next to the crate.

#96-100: To find the last set of Bananas for DK, enter the Rambli Crate (look above to see how to locate him) to become Rambli. Roam around the stormy area, and go in front of one of the brown huts on the left and right side. Press B to break a hut open, revealing a switch. One of the huts reveal a DK Switch and his last set of Bananas when the hut is broken!

Banana Coin Locations - Donkey Kong

#1-3: The first three Banana Coins can be found while going through the tunnel leading to the actual level.

#4-6: These are found while barrel blasting via the Baboon Blast Pad.

#7-9: Three Banana Coins are found right next to the Baboon Blast Pad.

#10-12: In the main area, enter the tunnel at the left side of the level. In the tunnel is a Kasplat, where you'll find 3 Banana Coins behind him.

#13: Head to the main area, and go to the right side. Enter the tunnel, and go down it until you find some vines. Use said vines to grab this Banana Coin in the air.

#14-15: These Banana Coins can be found inside the cage where Rambli is at. Look above to see how to locate him.

Donkey Kong's Golden Bananas

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Golden Banana #1
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To find this Golden Banana, you must enter the main area of Jungle Japes. As soon as you do, you'll see Diddy on a mountain top. He will tell DK to help him, and you'll see a Golden Banana by his prison! So, start by heading north. Jump into the water and swim to the left to find a green vine. Jump on it, and climb it up to the higher platform. Go east past Funky's Store, and jump on the green vine. Swing from each vine until you reach a platform with a barrel. Jump into said barrel to be shot up to Diddy's prison. From there, grab the Golden Banana for yours to keep!

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Golden Banana #2
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After obtaining the first Golden Banana, Diddy will tell you that you'll need the help of Funky Kong to release him from his prison. Then, three Coconut Switches will appear throughout the level. Look above to see how to free Diddy from his prison. After you do so, he'll leave behind a Golden Banana in his prison. Simply head up to where his jail cell is, and grab the Golden Banana.

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Golden Banana #3
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Once you get Donkey Kong's second Golden Banana, the three gates throughout the level will lower, gaining you access to tunnels! Enter the tunnel that is across the water, to the north. Follow down the path until you reach a rainy and stormy area, where you'll find Cranky's Lab. If you haven't already, head inside and pay up 3 Banana Coins to get the Baboon Blast potion! After you do that, head to the western side of the level. You'll see a white-colored part of the floor, and a tree nearby. Jump on the tree and climb it to the top. Use the vines to reach a small platform with a DK Pad on it. Stand on the pad and press Z to be shot up to a barrel-blasting game! Blast from barrel to barrel, then in the last barrel, you'll see the Golden Banana ahead. Shoot to it and you will grab it, and fall back down to the level.

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Golden Banana #4
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In the area where Cranky's Lab is, you will notice huts to the left and right. Head behind Cranky's Lab to find a cage with a Rambi Crate inside. Shoot the Coconut Switch above the cage to open it, then head inside and enter the Rambi Crate to become Rambi. Now, roam around the rainy area and bash all the huts down, until you reveal a DK Switch. Turn back to normal DK, and then head to the DK Switch. Pound it with the Simian Slam, and a small cage on the floor outside will open up, revealing a Golden Banana! Head back outside, and go to where Bananaporters #1 and #2 are at. The Golden Banana is right there.

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Golden Banana #5
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The last Golden Banana in this level for Donkey Kong is gotten via returning a Blueprint to Snide. Anyway, in the main area, head to the western side until you find a tunnel. Enter it, and you'll find a Kasplat as you go down the path. Kill it, and it will drop the Blueprint. Pick it up, then head to Snide's HQ and enter the building as DK. Snide will give you the Golden Banana as a reward for returning his Blueprint!

Regular Banana Locations - Diddy Kong

#1-5: Diddy's first five Bananas can be found at the start of the level. You'll see a trail of them starting at Bananaporter #1, and ending near the cave. Grab them.

- #6-15: After obtaining Diddy's Peanut Poppun Shooter from Funky, head to the first cave in the level. You'll see a path going left, eventually. Go to that path to find two Peanut Switches. Shoot them with his shooter to open the nearby gate. Inside the new area is a Banana Balloon that you must shoot with your shooter for 10 Bananas!
- #16-20: There is a Banana Bunch on top of the tree, east of the first Tag Barrel in the level, after coming through the first cave. Climb the tree to the top to find the Bananas.
- #21-25: Just like the last set of Bananas, this one can be found on the top of the tree just left of the first Tag Barrel. Climb it to the top, and you'll find these Bananas.
- #26-35: In the main area, head to the cave to the north, across the water. But don't head inside the cave. Instead, swim in the southeastern corner to find the Bananas. There are five more in the southwestern corner, too.
- #36-38: These three Bananas are found in the main area, in the cave at the eastern side of the level. Follow the path down and collect them.
- #39-43: In the main area, head to the right side of the level, and go on the platform across the water. On top of the first tree is a Banana Bunch.
- #44-48: This is in the same spot as the previous bunch of Bananas, but this time, go north a bit more to find another tree. Climb it to the top to find some more Bananas.
- #49-55: For these Bananas, head all the way up to the top of the mountain, where Diddy was held captive. From his cell, head west down the hill, and follow the path down until you see a big brown mountain thing. There are seven Bananas around this mountain.
- #56-65: First, head to the top of the mountain where Diddy's prison is. Then, head left and stand by the hill going down. Look up, and at the brown mountain in the air. There is a Banana Balloon hovering above the mountain, so shoot it using the Peanut Poppuns to net yourself 10 more Bananas!
- #66-70: After obtaining Diddy's Peanut Poppuns from Funky, head to the top of the mountain, and head west of Diddy's prison, where you'll find a tall brown mountain-like thing. Go around this mountain until you find a Peanut Switch. Shoot it, and a bridge will form. Make your way up it until you see an entrance, then head inside. Head to the water, and you will find some Bananas. Follow the water stream and collect the five Bananas down the stream.
- #71-75: For these Bananas, head inside the brown mountain at the top of the level. Inside, you'll eventually see black rubble with a box slightly sticking out. Backflip onto said box, then onto the top of the rubble. From there, jump onto the platform to find a Banana Bunch.
- #76-85: In the brown mountain at the top of the level, head to the room with the conveyor belts (look below at the section on how to get Diddy's Golden Bananas to see how to find that area). A Banana Balloon is in this area, so pop it using your shooter.
- #86-90: These pack of Bananas can be found in the conveyor belt room, inside the brown tall mountain at the top of the level. Inside the room, there

are Bananas on the box next to the conveyor belt.

#91-95: Head to the mountain at the top of the level, and enter inside. Once inside, head to the conveyor belt room. Make sure the conveyor belts are slowed down! Jump on each one until you see a hole you can drop in. Drop in it, and follow down the path until you see some tracks. Drop off of the platform you're on to enter a mine cart, collecting five more Bananas along the way.

#96-100: Diddy's last Bananas can be found in the area with Cranky's Lab. Head through the northern cave in the main area to reach the tunnel leading to his lab. Once there, break the huts around the area using Rambi (see the 'Locating Rambi' section above). The hut that reveals a Diddy Switch has a Banana Bunch hovering above it.

Banana Coin Locations - Diddy Kong

#1-3: In the first tunnel in the level, as you go down it from the start of the level, you'll see the path splits to the left. Head there to find these Banana Coins for Diddy.

#4-5: For these, head to the platform where Funky's Store is located. Once you are there, use the vines to the east to make it to another platform. Then enter the barrel cannon nearby to be shot up to Diddy's prison, snagging two Banana Coins along the way.

#6-8: Head to the main area of the level, and enter the water. Swim to the left, towards the westward cave. Then, swim to the northeastern corner to find three Banana Coins behind some seaweed.

#9: To find this Banana Coin, enter the brown mountain at the top of the level. Inside, you'll find a platform you can backflip onto, where you'll see a Peanut Switch across from it. Shoot it from where you are, and cross the small wooden bridge to find the coin at the end.

#10: Inside the brown mountain at the top of the level, keep heading in deeper until you see a black pile of rubble in the northwestern corner. Backflip onto it and snag the Banana Coin lying there.

#11: Inside the mountain at the top of the level, enter the room with the Hi and Lo switches (use the Chimp Charge ability to knock down the gate that blocks the entrance to the room). Inside is a Banana Coin.

#12: This Banana Coin is inside the brown mountain at the top of the level. In the room with the conveyor belts, this Banana Coin lies on the first belt.

#13-15: In the main area of the level, head to the east and enter the cave there. Inside, you will find three Banana Coins behind the Kasplat.

Diddy Kong's Golden Bananas

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Golden Banana #1

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First, buy the Peanut Poppuns from Funky Kong. Once you do that, head to the first tunnel you go down, that leads to the main area of the level. Once you are there, go down the tunnel until you see the path split to the left. Go to that path to find a gate, and two Peanut Switches (one on the left side, and one on the right side). Shoot the two Peanut Switches to open the gate. Enter the new area and grab the Golden Banana on the ground.

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Golden Banana #2
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For this one, start by heading through the northern tunnel, across the water. Head to the area where Cranky's Lab is located. Once there, use DK to shoot the Coconut Switch above the gate behind Cranky's Lab. Enter the Rambi Crate to become Rambi, then bash all of the huts around the area. One hut will reveal a Diddy Switch. Pound it with Diddy, then a cage will lower by Funky's Store. Use Bananaporter #4 as a shortcut out of the tunnel, then swim to the east, and climb the vine on the mountain. On the platform with Funky's Store, head to the northwestern corner and enter the small area. Grab the Golden Banana.

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Golden Banana #3
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Head to the top of the mountain, where Diddy's prison is located. Just west of that is a brown tall mountain. Walk around it, and you'll find a Peanut Switch. Shoot it, and a bridge will form in a circle, around the mountain. Make your way up the bridge until you see an opening in the mountain, then head inside. In this new area, you'll almost immediately see some boxes you can jump on. Jump on the lowest one to the highest, then jump to the platform next to the boxes. To the north, you'll see a Peanut Switch in the distance. Take out your Peanut Poppuns, and shoot the switch to make a small, narrow bridge appear nearby. Look to the left to find the bridge. Cross it until you reach the next platform, then pound the Diddy Switch. A Golden Banana will appear outside, on the top of the mountain. Head outside, and cross the bridge to the top of the mountain. From there, grab the Golden Banana.

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Golden Banana #4
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Head inside the brown mountain, at the top of the level. Once inside, head north down the path until you enter a new room. In the northwestern part of the room is another room that is guarded by a cage. Use the Chimpy Charge to knock down the gate (there's a part you'll see that you can knock down), then enter the new room. You will see two switches that says Hi, and Lo. Chimpy Charge into the Lo Switch, and the conveyor belts in the area across from the one you are in will slow down. Exit this area, and quickly head east to find a Diddy Switch. Pound it, then the gate leading to the new room will open. Head inside, then head to the eastern corner and jump on the boxes, then on the conveyor belt. Run up the belt, and jump to the next one, and keep doing this until you see a hole you can drop down.

Drop down said hole, and follow down the path until you see some tracks. Drop off of the ledge you are on to enter a mine cart. You'll ride into a mine cart

mini-game! Push Up on the Control Stick to go fast, and hold the Control Stick Down to go slow. Also, press A to jump, and use Left and Right on the Control Stick to collect the DK Coins throughout the area. Use Left and Right on the Control Stick to activate levers, too. When you encounter a bulky Kremling that will attempt to swing its club at you, jump over the club until the enemy goes away. When you see a TNT Barrel on a high ledge, hold Down on the Control Stick until the Kremling that's in the barrel drops down and explodes.

Each time you get hit by anything, you'll lose a few coins! You must have at least 50 DK Coins at the end to get the Golden Banana. At the end of the ride, Squawks will fly down. If you got the required amount of DK Coins or above the required amount, another shiny Golden Banana will be added to your collection.

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Golden Banana #5
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This Golden Banana is obtained by getting Snide's Blueprint and returning it to him. To find it, head to the main area, and enter the cave on the eastern side of the level. Inside the cave, you will find a Kasplat with red hair, so kill it and it will drop the Blueprint. Pick it up, then head to Snide's HQ and enter the building as Diddy Kong. As a reward for finding one of Snide's Blueprints, he'll give you a Golden Banana!

Regular Banana Locations - Lanky Kong

#1-5: While going down the first hallway in the level, turn left and enter the new area after shooting the two Peanut Switches with Diddy. Inside are the Bananas, after you shoot the Grape Switch and enter the small area.

#6-10: In the main area of the level, jump into the water to find five Bananas down the stream.

#11-13: First, get Cranky's Orang-stand potion. Then, head to the eastern side of the level, and use the Orang-stand ability to climb up the nearby hill, where you'll get three Bananas.

#14-23: For these, get Diddy out and head to the eastern side of the level. Look above the hill in the area to find a Peanut Switch above a gate. Shoot the switch to open the gate, then use Lanky's Orang-stand ability to climb the hill, then enter through the new area. In that room is a Banana Balloon, so shoot it.

#24-33: Do the same thing as you did for Bananas 14 through 23, and inside that room, jump up the steps to find two Banana Bunches along the way.

#34-43: In the room that you have to climb the hill on the eastern side of the level to reach, you'll see two pegs to the left and right. Directly above these is a Banana Bunch above each one. Collect them.

#44-48: On the platform where Snide's HQ is located, there are five Bananas on top of the tree to the left, near the closed gate.

#49-53: On the same platform where Snide's HQ is, there is a tree near Snide's place. On top of the tree is five more Bananas.

#54: In the cave at the northmost part of the level, head down the cave until you see the path split. Take the left path and you'll find a single Banana near the entrance to the room.

#55-64: In the cave at the northmost part of the level, take the western path when the path splits. Inside that room is a Banana Balloon floating around. Shoot it for ten Bananas.

#65-67: Three Bananas can be found up the western hill in the room described above. Use the Orang-stand to get them.

#68-72: There are a few Bananas up the easternmost hill in the room described in Bananas 55 through 64.

#73-75: You'll find these while going up the easternmost hill described above.

#76-80: In the northernmost cave, take the east path when possible. If you haven't already, break the Rambi Picture with Rambi, then enter the room and follow down the path until you find a boulder. There are five Bananas circled around this boulder.

#81-85: In the rainy area where Cranky's Lab is, climb the tree behind his lab, and you'll find a Banana Bunch at the top of the tree.

#86-95: In the rainy area, look around at the huts you have to break with Rambi. Breaking one of those huts reveals a Lanky Switch. Above the switch is a Banana Balloon you can shoot for ten more Bananas.

#96-100: For the last set of Bananas for Lanky, head to the rainy area where you find Cranky's Lab. In that area, break the huts around the area using Rambi to reveal a Lanky Switch. Above the switch is a Banana Bunch.

Banana Coin Locations - Lanky Kong

#1-3: While going down the first tunnel in the level, take the western path once you shoot the two Peanut Switches with Diddy. In that room is three Banana Coins you'll find.

#4-5: These Banana Coins can be found inside the water in the main area. Swim to the northwestern corner to find these behind seaweed.

#6: Inside the room that you have to climb up the hill to access, there is a Banana Coin floating directly above the eastern peg.

#7: Inside the room that you have to climb up the hill to access, there is a Banana Coin floating directly above the western peg.

#8-12: For these Banana Coins, head up to Snide's HQ. Once there, head just west of his building to find a few Banana Coins nearby.

#13-15: Head inside the northernmost cave in the level, then go down the tunnel and head west when the path splits. In that area, you will find some more Banana Coins.

Lanky Kong's Golden Bananas

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Golden Banana #1
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For this Golden Banana, head down the first tunnel in the level, then take the left path while in the tunnel. After shooting the two Peanut Switches nearby as Diddy, the gate will lower. In that room, go north, and you'll spot a Grape Switch. Shoot it with Lanky's shooter, and the next gate will lower. In that small area is a Bonus Barrel, so hop in to begin the bonus. You have 60 Seconds to bash five enemies throughout a maze. Start by heading north. Bash the first Kremling, then head north, and bash the next Kremling. Head southwest, and kill the Kremling, then head left. Kill the next Kremling, then go back south to the previous spot. Take the east path this time, and kill the Kremling, then go left and step on the checkered flag to clear the bonus!

As a reward, a Golden Banana will be revealed after the Bonus Barrel blows up, so grab it as yours.

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Golden Banana #2
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First, head to the main area and enter the nearby Tag Barrel. Then, get out Diddy, and head to the eastern side of the level. Nearby, you will see a steep hill. Look above the hill, and above the gate to spot a Peanut Switch. Shoot it and the gate will lower. Now, return to this area as Lanky, then use Lanky's Orang-stand ability (bought from Cranky) to climb up the hill. Then, enter into the new area. Inside this new room, go up the stairs, and you'll see two pegs (one to the left and the other one to the right). Jump on one and pound it by using the Simian Slam, then do the same for the other one. Doing this causes a few Zingers to spawn around the area. If you have Lanky's instrument at this point, play it to immediately kill all of the Zingers.

If you do not have his instrument, simply use his Grape Shooter and shoot down all the Zingers. Once all of them are dead, the DK Isle painting will open, revealing a Golden Banana. Take it for yourself! Also, a Banana Fairy will appear in the area. You need the Banana Camera to take a photo of it and to capture it.

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Golden Banana #3
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For Lanky's third Golden Banana, start by heading through the northmost cave in the level. As you walk down the cave, take the left path when the path splits. In the room with the Kasplat, go left and climb up the hill using Lanky's Orang-stand ability obtained from Cranky. When you climb up the hill, jump into the Bonus Barrel to start the Speedy Swing Sortie Mini-Game. The object is to collect the required amount of DK Coins within the time limit (9 Coins and within 40 Seconds, in this case). So, begin by jumping on the red mushroom behind you from where you start, to get thrown in the air. Land on the first tree, then jump on the vine. Swing from each one, and you'll collect the DK Coins along the way. On the last vine, swing and jump to the big tree, and grab the DK Coin in the middle of it to clear the bonus.

When you emerge from the Bonus Barrel, it'll break open, and a Golden Banana is revealed! Grab it (obviously).

=====
Golden Banana #4
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Start by heading through the northernmost cave in the main area. If you have activated both Bananaporter #4's, use the nearby Bananaporter to teleport to the rainy area by Cranky's Lab. You now have to break the huts around the area using Rambi, if you haven't already. If you haven't, get DK out and head behind Cranky's Lab. Shoot the Coconut Switch above the gate, then enter the small area and jump into the Rambi Crate. As Rambi, run around the area and bash the small huts using B, to reveal lots of switches. Hold Z and press C-Left to turn back into DK, then get Lanky Kong back out. Head to the Lanky Switch, and pound it with the Simian Slam. Once you do that, a cage will lower next to the Barrel Cannon that shoots you up to Diddy's cage.

You have approximately 60 Seconds to reach the Golden Banana. So, use the Bananaporter #4 nearby as a big shortcut outside. Then, jump into the water, and swim east until you see a vine. Jump on it and climb it to the top, then head north and use the vines nearby to make it across to the next platform. Go northwest and enter the revealed area, then get the Golden Banana!

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Golden Banana #5
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All of the Kong's fifth Golden Banana in each level is obtained by returning a Blueprint to Snide's HQ, and Lanky's Blueprint piece isn't very difficult to locate. To start, head through the northernmost tunnel. Keep going down the tunnel, then take the western path. In that room, you'll find a Kasplat with blue hair. Kill it (just repeatedly attack it until it falls), then it will drop Lanky's Blueprint. Pick it up, and return it to Snide as Lanky Kong to get a Golden Banana as a reward.

Regular Banana Locations - Tiny Kong

- #1-5: The first five Bananas can be found while going through the first tunnel leading to the main part of the level.
- #6-10: While going down the first tunnel, head left and through the new passage to a new area (shoot the two Peanut Switches first). Inside, shoot the Feather Switch nearby to open the gate. Inside is a Banana Bunch.
- #11-40: Head to the main area, then head through the western tunnel. As you go down it past the Kasplats, you'll find two Feather Switches, and a gate at the end of the path. Shoot the two Feather Switches, and then the gate will lower. Enter that new area, and look around until you see a Kong Barrel with Tiny's face on it. After obtaining the Mini Monkey ability, jump in to shrink. Go to one of the logs in the area, and go through one of the small holes to collect three Banana Bunches. There are three more Banana Bunches in the second log in the same area.
- #41-45: For these Bananas, head through the western tunnel in the main area

once more. In that new area, head northeast to a pinkish beehive. You'll spot a Banana Bunch beside it.

- #46-55: Inside the actual beehive (see below at Tiny's Golden Bananas to see how to enter it), head to the western room, where you will find a Banana Balloon floating in the air. Shoot it for ten Bananas.
- #56-63: Inside the beehive, you'll find the Bananas in the eastern room, on the ledge below the Golden Banana at the top.
- #64-70: A few more Bananas can be found in the northernmost tunnel of the main area. Follow down the tunnels path, then take the east path, where you will find a trail of Bananas.
- #71-80: In the area described above, there is a Banana Balloon floating above the water. If you shoot it, you'll get 10 Bananas.
- #81-90: In the rainy and stormy area with Cranky's Lab, head to the western huts. After breaking them with Rambi, one of them will reveal a Tiny Switch. Shoot the Banana Balloon above it for ten Bananas.
- #91-95: Five more Bananas can be found on the Tiny Switch, in the stormy area where Cranky's Lab is.
- #96-100: For Tiny's last five Bananas, head to the stormy area where you find Cranky's Lab. To the right of his lab is a tree. Climb it to the top, and you'll find a Banana Bunch.

Banana Coin Locations - Tiny Kong

- #1-3: Before you can get Tiny's first three Banana Coins, you must have Chunky Kong unlocked. With him, head to the main area, then head all the way west, to spot a floor with an X on it, and a boulder. Pick up the boulder and toss it, then use a Simian Slam on the floor three times. Use the Barrel Cannon to be shot back up, then head to a Tag Barrel and get out Tiny. Enter the now broken floor, and inside that cave, you'll find three of her Banana Coins behind the cannon.
- #4-8: After getting Diddy Kong's first Golden Banana inside the brown mountain at the top of the level, Bananaporter #5 will appear on top of the brown mountain. Head through the western tunnel, and shoot the two Feather Switches at the end to lower the gate. In that new area, use Bananaporter #5 to teleport to the top of the mountain, where you'll find some more Banana Coins.
- #9-13: In the northernmost cave in the main area, go down the tunnel until you see the path split. Take the eastern path, then go down that path and head east once again, and you'll be in a water area. Under the water, you'll find some Banana Coins around the wall.
- #14-16: In the westernmost cave in the main area, head down the tunnel until you find the second Kasplat. There are Banana Coins nearby.
- #17-18: These Banana Coins can be found inside the pink beehive, on the west side of the level (look below at Tiny's Golden Bananas for more info). Inside the beehive, enter the northernmost room, and you will find some more Banana Coins.

Tiny Kong's Golden Bananas

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Golden Banana #1
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First, head through the very first tunnel in the level. When the path splits, take the left path. If you haven't already, shoot the two Peanut Switches as Diddy to lower the gate. Either way, enter the new room as Tiny. In there, head to the left side of the room, where you'll spot a gate and a Feather Switch. Shoot the Feather Switch, and the gate will lower. Enter that new area, then jump into the Bonus Barrel. In this mini-game, you have to dive underwater and collect 10 DK Coins within 60 Seconds. If you get hit by any enemies under the water, you'll be stunned for a moment! Four coins can be found around the wall. The rest of the DK Coins are found at the bottom of the water; the last one being in the very middle of the area.

After all 10 DK Coins have successfully been taken, you'll emerge from the Bonus Barrel, and it will break, revealing a Golden Banana! Take it.

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Golden Banana #2
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Go to the main area, then head through the northernmost cave. Head to the area with Cranky's Lab, then head just west of Cranky's Lab. If you haven't already, use Rambi to bash all of the huts around the area. One will reveal a Tiny Switch. Pound it, and a gate will lower outside the main area. You have exactly 30 Seconds to get the Golden Banana. Use Bananaporter #4 as a shortcut outside, then jump into the water. Swim to the east, and jump into the new area and grab the Golden Banana.

=====
Golden Banana #3
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Start by heading through the western tunnel in the main area. Continue down the tunnel, and you'll spot two Feather Switches. Shoot them if you haven't yet, then the gate will lower. Enter the new area (make sure you have Cranky's potion before you do), and head northeast, where you'll spot a Kong Barrel with Tiny's face on it, and a beehive. Jump into the barrel, then go to the beehive. Proceed through the small entrance. In this new place, head west and through the only accessible area as of now. At the end of the room, pound the Tiny Switch to open the gate in the main area of this place. Go back to the previous area, and take the northern path this time. At the end of the room, you'll spot yet another Tiny Switch.

Pound it, and a gate will open in the main room once more. So, head back there, and take the eastern path now. Go down that path, then jump on the big pedestal thing, and jump to the top of it and grab the Golden Banana! Now you can just exit via the same way you entered.

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Golden Banana #4
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Head through the westernmost tunnel again, in the main area. When you reach the end of the tunnel, enter the next room (don't forget to shoot the two nearby Feather Switches, if you haven't). Once in there, head northwest and examine the area until you see a small tree stump with a caged up Golden Banana inside. Use the nearby Kong Barrel to become small Tiny, then jump on the red mushroom near the stump to be launched into the air. Land on the top of the stump, then drop down the hole to get inside the stump. Grab the Golden Banana, and then the gate will lower, so you can now exit the stump! Hold Z and press C-Right to return to normal.

=====
Golden Banana #5
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To find Tiny's Blueprint in the level, head to the westernmost cave once more. Inside that cave, one of the two Kasplats has purple hair. Kill it, and pick up the Blueprint piece with Tiny. Carry it back to Snide's HQ, and you'll get her final Golden Banana in the level as a reward!

Regular Banana Locations - Chunky Kong

- #1-5: Head to the main area, then head to the western side. You will find a boulder and a white floor. Around this floor are some Bananas.
- #6-15: In the main area, head to Funky's Store. On top of his store are two Banana Bunches. Backflip onto the top of his store, and you can get the two Banana Bunches from there.
- #16-20: In the northernmost cave, head down the tunnel until you see the path split at the end. Take the east path after breaking the Rambi Picture, then continue north. You'll come to a small room with a boulder. Pick up the boulder, and toss it aside to reveal a Banana Bunch.
- #21-50: Head to the same room described above. Once inside, you'll see three Banana Balloons floating about the room. Shoot all three of them to get 30 Bananas!
- #51-55: These are located on top of Cranky's Lab. Head to the stormy area where his lab is located, and then climb one of the trees around his lab. From there, jump onto his lab and grab the Banana Bunch.
- #56-65: In the main area, head to the western tunnel. Go down the tunnel, and you'll find quite a few Bananas while going down the tunnel.
- #66-85: Head to the same tunnel described above. Once you are there, enter the new area after shooting the two Feather Switches at the end of the path. In that area, jump onto the central platform, and enter the Kong Barrel after buying one of Chunky's potions. As Hunky Chunky, jump on each of the four trees to find lots of Bananas.
- #86-90: Enter the secret cave on the western side of the level (see below at Chunky's Golden Bananas for more information). Inside that cave, follow

the five-Banana trail.

#91-95: Enter the cave described above. Go down the path, and you will come to a Banana Bunch.

#96-100: Enter the cave described above. Go down the path, and you will come to a Banana Bunch.

Banana Coin Locations - Chunky Kong

#1-3: From the entrance of the level, head east. You'll find three Banana Coins sitting in a corner.

#4-6: In the main area, jump into the water, and swim to the southeast corner of the water. In that corner, you'll find some Banana Coins underwater.

#7-9: In the main area, head west. Pick up and throw the boulder over the big X on the floor, then pound the X using the Simian Slam three times. You will fall through the hole, and enter a new cave area. Go down the cave and at the end of the walkway, use the western vines after shooting the two Pineapple Switches to swing to a ledge, where some Banana Coins are.

#10-12: In the main area, go to the western side of the level, and go down the tunnel there. After shooting the two Feather Switches as Tiny at the end of the tunnel, the gate will open, revealing a new area. In that area, head to the northwestern part of the level to find a small tree stump. There are three Banana Coins surrounding this stump.

Chunky Kong's Golden Bananas

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Golden Banana #1
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Start by heading to the main area. Then, head directly west, and you'll see a big white part of the floor, with an X on it, and a boulder on top of the white floor. Pick up the boulder (walk up to it and press B), then throw it to reveal a Golden Banana! Get it.

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Golden Banana #2
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Head to the same area described above. After the boulder is removed, perform a Simian Slam on the white ground three times to break it open, entering a new cave. In this cave, go down the path and the walkway. At the end of the path, you'll see an evil-looking face with two Pineapple Switches for eyes. Take out Chunky's Shooter, and shoot the two switches. This will cause vines to appear on the left and right side. Use the vines on the left, and swing to your shiny Golden Banana prize! Simply go back to the beginning of this cave, and enter the barrel to get out of the cave.

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Golden Banana #3
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Head to the main area, and go west and enter the tunnel there. Go down the tunnel, and enter the new area (if you haven't already, shoot the two Feather Switches at the end of the tunnel as Tiny to open the gate). In that new area, head north, and you'll see some huge trees that you cannot climb normally. On that platform is a Kong Barrel. After buying one of Chunky's potions from Cranky, jump into the barrel to become Hunky Chunky! Now you will see a big Bonus Barrel, so jump in to begin a mini-game. You have to avoid being hit by a TNT Barrel on a mine cart for 30 Seconds. Hold Z to speed up (bad idea to do this), hold B to slow down, and when you come to a part of the track changing directions, hold the Control Stick in the direction the track changes to, to move to that part of the track.

Try as best as you can to trick the TNT Barrel. What I mean by that is, for an example, hold down Z almost all the time. When the TNT Barrel changes lanes to go into your direction, make sure you're in front of another lane, then go into that next lane. If you do this correctly, the TNT Barrel will not reach you for a short time. Keep this process up, and eventually you'll succeed. When you do succeed, a Golden Banana appears! Simply turn into Hunky Chunky again, then jump on one of the trees and grab the Golden Banana.

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Golden Banana #4
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For this one, start by heading to the main area. Then, go through the northmost cave across the water. Go down the path, and take the eastern path. After you break the Rambi Picture using Rambi, continue north and you'll come to a small boulder. Pick it up and throw it to reveal a Chunky Switch! Pound the switch, and then a gate will open near Snide's HQ, with a Golden Banana inside. You only have 50 Seconds to get there, and it's a bit hard to do so! Immediately exit the cave by going out the way you came (don't bother using the fourth Bananaporter), then quickly swim to the east. Climb the vine to the top, then go up to Funky's Store. Backflip onto the top of it, then jump onto the top of the yellow Banana peeling on the roof.

Then, quickly backflip up to the ledge above, and head northwest. You will find the Golden Banana, so get it! You should make it with a few seconds left.

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Golden Banana #5
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Again, head to the main area. Head to the western part of the area, and pick up the boulder off of the white ground. Throw the boulder, then perform a Simian Slam on the white ground three times to fall inside. Once inside, go down the path, and then at the end, take out your Pineapple Shooter. Shoot the right eye on the wall, and vines to the east will come down. Swing across these vines to a small platform, where you'll find a Kasplat. Punch him to death, then grab Chunky's Blueprint piece. Take it back to Snide's HQ to get Chunky's last Golden Banana for this level!

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DK Isle
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Golden Bananas Required to Enter Second World: 5

After you've gotten all the Golden Bananas you can get in Jungle Japes thus far, and after you've beaten the boss, head back to the main entrance of DK Isle. Once there, use Bananaporter #1 to quickly get to K. Lumsy's place. Enter inside his area, and then approach his gate to unlock the first lock on his cage! He'll get excited and happy, opening up the entrance to the second world! Now, head back to where all of the Bananaporters are located. Head east of the Bananaporters, and go around the island until you see a ledge you can backflip onto. Backflip onto it, then backflip onto the next ledge. Jump on the nearby tree, and climb it to the top. Now, jump to the platform ahead, and go north down the path. At the edge of the platform, you'll see some vines. Jump on the nearby vine, and swing from vine to vine until you are on the next platform.

Head down the path, and jump on each ledge until you're on the next platform. Head north, and activate Bananaporter #2, then enter the building in front of you. Inside the Level Lobby, take note that you cannot get Chunky's hint from Wrinkly until you get Tiny and her shooter, and until you get Chunky and his Hunky Chunky ability. Once you get that, you can shoot the Feather Switch with Tiny, which opens the path to a new area. Then, you can head inside as Chunky, defeat the Zingers, and a Hunky Chunky Barrel will appear. Jump into it to become Hunky Chunky, then jump on the black platform. Doing this will cause Wrinkly's door for Chunky to be revealed. But since you do not have Tiny nor Chunky right now, you cannot do this.

Anyway, head up the stairs nearby, and head to B. Locker with 5 or more Golden Bananas. He'll let you pass, so enter the portal. Another cutscene will commence with K. Rool and his men, then you'll enter the second world!

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World #2: Angry Aztec
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NOTE: I recommend getting as many Golden Bananas as possible before attempting to fight the boss. This way, you will not have to worry about not having enough Golden Bananas to enter the upcoming worlds. Also, I recommend fighting the boss after you've gotten all of the Golden Bananas possible in the level. Read the Bosses section to see how to defeat the boss.

Banana Requirement to Reach Boss: 120

Accessing New Areas

Start by jumping on the nearby vine over the quicksand. Jump to each vine, and then onto the next platform. Proceed north, and activate Bananaporter #1. Head down the path, and swing on the next set of vines. Continue down the path of the tunnel, and eventually you'll be outside. A llama will ask for help, so you must free him before you can do really anything. To the north, there is a small platform in the middle of quicksand, and a Tag Barrel is on said platform. To the left is Bananaporter #1, so activate it. In order to free the caged llama, you'll need the help of Candy Kong (look below to see how to locate her).

Once you have bought the instruments from her for both DK and Diddy, jump on

the platform in the middle of the quicksand. Get out Diddy, and jump on the platform with the Tag Barrel. On top of one of the trees, you will see a vine next to you. Jump to it, then swing from vine to vine until you get on top of the llama's cage. Now, stand on the Guitar Pad and play Diddy's Guitar Gazump. This will not free the llama, but a brown wall will lower, revealing a tunnel. Go through said tunnel, and once you go down it, you'll be in the main area of the level!

Locating Candy's Musical Store

To find Candy Kong, head through the first tunnel to get to one of the outside areas in the level. To the left of the exit of the first tunnel, you will see Candy's Musical Store across the quicksand, on a platform. Use the vine nearby to swing across to her platform, to avoid the quicksand. Be sure to buy the Bongo Blast instrument for DK, and the Guitar Gazump instrument for Diddy, as the Guitar Gazump is required in order to access new areas of the level. Also, Candy will throw in an extra melon (another four slices of health) for free, if you buy an instrument from her!

Locating Cranky's Lab

First, look above at the "Accessing New Areas" part to see how to lower the brown wall in the area with the llama. After you do that, head down the newly revealed tunnel, and the path will split. Take the eastern path, and slowly walk across the small walkway. You'll reach Cranky's Lab next to Bananaporter #3, so be sure to activate the Bananaporter! Also, be sure to buy the Gorilla Gone potion for DK, and the Rocketbarrel Boost potion for Diddy!

Freeing the Llama

To do this, you must have the second tunnel open. Once you do, go down the long tunnel until you appear outside again. With DK, head east, and you will find a temple. There is a DK Pad nearby, so stand on it and press Z to enter a barrel-blasting game. Simply shoot from each barrel until you reach the last barrel, then shoot through the DK Star to complete the mini-game. The llama's cage will then lower, and he'll be free! He'll also leave behind a Golden Banana for Donkey Kong. Then, some Shooter Switches for various Kongs will appear around the Llama Temple. Shoot one of the switches with the correct Kong to open the door leading to the temple.

Locating Funky's Store

To find Funky's Store in this level, head through the second tunnel until you get outside. From there, head east. You'll notice another platform across some quicksand, so jump over the quicksand and get on the next platform. Proceed north, and you will find Funky's Store. He doesn't sell anything new, except for a shooter for both Lanky Kong and Tiny Kong, both Kongs which you'll find in this level. So, when you get them, be sure to bring them back to Funky, to

buy their shooters.

Locating Snide's HQ

In the second outside area in the level, head all the way north, but slightly east as well. There is a platform with some staircases going down, and a Tag Barrel on the said platform. Go down the stairs, and you'll find Snide's HQ in that area! If you have a Blueprint from any levels, then be sure to enter with the correct Kong to get yourself a Golden Banana!

Rescuing Lanky Kong

There is another one of your fellow Kong buddies inside the Llama Temple. To get there, head through the second tunnel, and when you enter the outside area, head east to find the temple. In order to be able to enter it, you have to shoot the Coconut Switch as DK, which is above the door. It'll only appear once you've completed the barrel-blasting game in the level, and once you've freed the Llama (look above to see how to do so). Once you enter the temple, you'll see Lanky calling for help. Walk down the eastern side of the stairs, then keep heading east until you see an entrance to the right.

Head there, and you'll see a Bongo Blast Pad. Play DK's Bongo Blast while standing on top of it. Doing this will cause the llama to awaken. He'll then sneeze into the lava, which causes it to turn into normal water! A gate will open up underwater, as well. When you regain control, head into the pool of water, and dive underwater. Under one of the dragon heads is an opening you can swim through. Do so, and then surface. Get on the nearby platform, and shoot the Coconut Switch using DK's Coconut Shooter to open Lanky's prison! Now you can use him as you please!

Rescuing Tiny Kong

To free Tiny Kong from her prison in this level, head through the first tunnel of the level. From where you exit, with Diddy, head northwest to find a temple nearby. Go around the left side of the temple to find a Peanut Switch on the wall. Shoot it, and the temple's door will open, so run inside. Once inside, head northeast from where you enter, and you'll spot a Diddy Switch. Pound it, and the three heads above will stick their tongues out as platforms. Backflip onto the first one, then jump to each one until you reach the grey platform. From there, aim with the Peanut Poppuns, and to the north, you'll see a Peanut Switch. Shoot it, and the face will stick out its very long tongue. You don't have very much time, so make your way across the tongue bridge until you reach the end!

Then, backflip above the face and get on the platform above. Stand on the Guitar Pad and play Diddy's Guitar Gazump. Doing this will cause sunlight to enter the building, melting the pool of ice in the middle of the chamber. It will now become water, so jump into it, then swim down the path into the next area full of water. Then, swim east and through the passageway. When you reach the end of the water, get on the platform you'll see. Then, head towards the northeastern part of the room to find Tiny in her cell! Just left of her cell,

you'll see a grey-ish Diddy Switch sticking out of the wall. Chimp Charge into it, and platforms will appear by the letters K-O-N-G on the wall.

Simply jump on the platform next to the letter K, and Chimp Charge into it. Then, go east and do the same for the O, then go west until you see the N. Dash into that one, as well, then head west and dash into the G. This will open up Tiny's prison. She'll then join your team as a selectable Kong! Once you get both Lanky and Tiny as selectable Kongs, I recommend going back to Jungle Japes to get their five Golden Bananas. Before you do so, however, you should get some Banana Coins with both Kongs. Then, buy the potions from Cranky, and the shooters from Funky, and the musical instruments from Candy.

Bananaporter Locations - Outside the Llama Temple

Bananaporter #1 - This one is found at the very beginning of the first tunnel you must head down in the level. The second one is found at the end of the first tunnel.

Bananaporter #2 - To find this, head through the first tunnel. When you exit it, simply head northwest to find this Bananaporter by the temple nearby. For the second one, head through the second tunnel. At the end, you'll find this Bananaporter.

Bananaporter #3 - The first one is in the second tunnel. When you see the path split to the right, take that path and head down the walkway, where you will find the Bananaporter by Cranky's Lab. The second one is found at the end of the second tunnel, in the outside area.

Bananaporter #4 - For the first one, head down the second tunnel until you are at the end. The Bananaporter is right there. For the second one, head to Funky's Store. The Bananaporter is right next to his store.

Bananaporter #5 - Just north of the exit of the second tunnel is a platform across the quicksand. Make your way over there, then keep heading north to find the first one in a small area with a Kong Barrel. For the second one, you must get Donkey Kong's Golden Banana in the sandy tunnel. After getting it, the Bananaporter will appear.

Bananaporter Locations - Inside the Llama Temple

Bananaporter #1 - From the entrance, head down the stairs to the left or right, then turn around. You'll see the Bananaporter there. For the second one, head directly north and go up the big steps, and you will find it on the platform there.

Bananaporter #2 - For the first one, go down the stairs from the entrance. Turn around, and you'll spot the first Bananaporter #2 nearby. For the second one, you have to head through one of the entrances on the left side of the level with Tiny. Use the Kong Barrel in that room to shrink, then go through the hole of the glass bottle to find a new room. Return to normal, and you'll find

Bananaporter #2 right there.

Troff 'n Scoff Portal Locations

Troff 'n Scoff Portal #1 - This portal can be found just west of Candy's Musical Store.

Troff 'n Scoff Portal #2 - To find this portal, head to the room where Cranky's Lab is located. Just west of his lab is a portal.

Troff 'n Scoff Portal #3 - Yet another portal is found behind the temple where there are five doors (one for each Kong).

Troff 'n Scoff Portal #4 - This one can be found just east of Funky's Store, in one of the outside areas.

Troff 'n Scoff Portal #5 - In one of the outside areas, you will spot one of the Bananaporter #5's (look above to see where it's located). Just west of it is the last portal.

Regular Banana Locations - Donkey Kong

#1-10: For Donkey Kong's first ten Bananas, you must enter the first hallway. Go down the hallway until you see the path split to the left. Head left, and you'll spot two Coconut Switches. Shoot them using the Coconut Shooter, and the brown wall will rise, revealing a new area. Use the Kong Barrel in that area to become invisible, then walk across the quicksand to the northern end, where the wall is. Grab the two Banana Bunches you'll see.

#11-25: For these, head to the first outside area of the level. On the small platform in the middle of the quicksand with the Tag Barrel, there are three trees. Climb each one to find a Banana Bunch at the top of each of the trees.

#26-28: Three single Bananas can be found next to the llama's cage, in the first outside area in the level.

#29-48: In the second hallway, proceed down it until the path splits to the east. Take that path, and then go down the walkway. There are two Banana Balloons in this room. Shoot both of them to earn 20 Bananas!

#49-52: In the second outside area, head east towards the Llama Temple. Up the steps leading to the door of the temple are some single Bananas.

#53-62: In the second outside area, head to the Llama Temple. Go up the steps leading to the temple, then go behind it. You'll spot a Banana Balloon, so shoot it for ten more Bananas.

#63-65: These Bananas can be found inside the Llama Temple itself. Once inside, head all the way east and go through the eastern passageway, to a new area. On the way there, you'll find some more Bananas.

#66-77: For some more Bananas, head inside the Llama Temple. Once inside, head

to the northernmost part of the area, where you'll see some steps to the left and right. On each of these steps on each side are Bananas.

#78-97: A ton of Bananas can be found in the quicksand hallway. You'll need to use the Kong Barrel to become invisible before you can cross the hall! The Kong Barrel can be found over at the left side of the area. In the hallway, you will find four Banana Bunches!

#98-100: On the stairs going up, leading to a Tag Barrel near Snide's HQ, you will find three Bananas.

Banana Coin Locations - Donkey Kong

#1-3: Three Banana Coins can be found in the first hallway. Take the left path, and head into that room, where you'll see three Banana Coins on a ledge across the quicksand. Use the Kong Barrel nearby to cross the quicksand safely, to avoid taking damage.

#4-5: In the first outside area, you'll find these Banana Coins near the cage that the llama is/was in.

#6-8: In the second hallway, take the path that leads to the big huge boulder. You'll find some Banana Coins there.

#9-13: Inside the Llama Temple, take the eastern path when you can. You'll be in a small room with a Bongo Blast Pad. There's Banana Coins here.

#14-15: Inside the temple where there are five doors, you'll find some Banana Coins inside Donkey Kong's door.

#16-18: These can be found near Snide's HQ, on the platform just south of where his building is found.

Donkey Kong's Golden Bananas

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Golden Banana #1
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Start by heading to the second outside area of the level. In that area is the Llama Temple (look above to see where it's at), and a DK Pad is right next to it. Press Z to be launched into a barrel-blasting game. After you complete it and successfully shoot through the DK Star, the llama's cage in the first area outside will open. The llama will leave behind a Golden Banana for you to take, so head back to his cage and grab it.

=====
Golden Banana #2
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Head inside the Llama Temple. Once inside, head towards the northeastern part of the temple, and go through the alcove there and into the small area. You'll

find a Bongo Blast Pad, so stand on it and play the Bongo Blast. Doing this will cause the llama to sneeze into the lava in the middle, causing it to turn into normal, safe water! Head inside the water, and go underwater and swim through a small alcove in there, and into a new room. Shoot the Coconut Switch in this room to open Lanky's cage. As a reward for releasing him, he'll join you, and leave behind a Golden Banana!

=====
Golden Banana #3
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Again, head into the Llama Temple. Once inside, head up the stairs all the way north of where you enter the temple. Then, head east until you see an alcove leading to a new area. Go through said alcove, and you will spot a DK Switch nearby. Pound it, and then a brown door on quicksand will open outside, which allows you to gain access to a new room. Head back outside, and look around for an opening. Go to said opening, and you'll find Bananaporter #5 with a Kong Barrel nearby. After learning the ability to become invisible from Cranky, jump into the barrel. While invisible, head north and get on the quicksand. Head through the now revealed area, and walk across the quicksand hallway until you reach a platform.

Jump onto the platform, then jump into the nearby Bonus Barrel to begin the Stealthy Snoop game. Your objective is to sneak around the maze, and not get caught by the lights on the ground caused by the guards around the area. When you touch the checkered flag, you win! You only have 50 Seconds to accomplish this task. The path to take is: northeast, west, east, and north. At the dead end, you'll find the checkered flag. When you successfully clear the bonus, the Bonus Barrel will blow up and reveal a Golden Banana. Bananaporter #5 will also appear in the room, as a shortcut back outside.

=====
Golden Banana #4
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Before you can obtain this one, you'll need to get out Diddy. Do so, and head to the second outside area of the level. Once there, head east from where you enter the area, and head up the stairs to find a Kong Barrel. Jump in after buying Diddy's potion from Cranky, and you'll get a Jetpack! With it, fly around the area until you spot a temple with five doors. Land onto the roof of that temple, and pound the nearby Diddy Switch. This will cause a pillar with a face on it to begin spinning around in the middle of quicksand. Get back your Jetpack, and shoot Peanuts into its mouth. It goes faster after each peanut it eats, however! When he is full, one Shooter Switch will appear above each door on the temple you were just at.

Finally, get out Donkey Kong, and head to the said temple. Spot the Coconut Switch, and shoot it to open the door. Enter it, and you'll be in a big area. Nearby on the northern wall is a Coconut Switch, so shoot it, and the two walls around you will lower. Take the western path (the eastern one leads to a dead end with three TNT Barrels with Kremplings inside), and go north. Jump up the stairs, and you'll reach another dead end. Shoot the Coconut Switch on the wall and the two walls will lower. Now, take the eastern path this time, and go up the nearby stairs. Take the Golden Banana. However, now you have 25 Seconds to get out of the temple, otherwise you'll get shot and lose a piece of melon! So, make it out of the temple safely.

=====
Golden Banana #5
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First, head to the very first hallway of the level. Then, go down the hallway until you see the path split to the left. Look there, and you'll see a big door and two Coconut Switches nearby. Shoot the Coconut Switches, and the door will open up, revealing a new area. Enter into said area, and then enter the nearby Kong Barrel. Run across the quicksand, and get to the small platform ahead. Get on the very small walkway, and kill the Kasplat. It will drop DK's Blueprint, so grab it, and head to Snide's HQ. Return it to Snide, and you'll get DK's last Golden Banana for this level!

Regular Banana Locations - Diddy Kong

- #1-5: In the first outside area, you'll find some Bananas going up to the very first temple you'll see in the level.
- #6-15: In the same location as Bananas 1-5, you'll find a Banana Balloon by the temple. Shoot it to get ten Bananas.
- #16-30: Head to the first temple in the level, and head just west of it to find a lot of Bananas nearby!
- #31-33: Inside the first temple (where you can free Tiny), you'll find three more Bananas just above the Diddy Switch at the eastern side.
- #34-36: These can be found inside the first temple. You'll find them underwater while swimming.
- #37-40: Again, these can be found inside the first temple. You'll find these underwater, just before you enter the room where Tiny Kong is held.
- #41-45: While going down the very first hallway in the level, you'll find a trail of a few Bananas.
- #46-48: In the second outside area of the level, you'll find a platform just west of the entrance to the area. Up the steps are some Bananas.
- #49-53: In the second outside area, use the Kong Barrel as Diddy (found on a platform just west of the entrance to the area) to get a Jetpack. Fly onto the top of the Llama Temple to find some more Bananas.
- #54-57: In the second outside area, search around for a temple with five doors on it (one for each Kong). Around the west side of this temple, you'll find a trail of Bananas.
- #58-67: In the second outside area, head to the temple with five doors once more. A Banana Balloon is located behind it, so shoot it for ten more Bananas to be added to your collection!
- #68-77: After getting Donkey Kong's Golden Banana where you must cross the quicksand, Bananaporter #5 will appear in said hallway. After both of the Bananaporter #5's are activated, use the first one to teleport to the hallway with Diddy. A Banana Balloon is floating around in this area, so shoot it.

#78-82: In the second main area, find the Jetpack Barrel and get Diddy's Jetpack. Fly around to the middle of the area, where you'll find a giant pillar. On top of it is a sun-shaped symbol, with a Banana Bunch floating in the middle of it. Simply fly into it.

#83-85: Again, head to the second outside area. Around the northwestern part of the area are some stairs leading up to an empty arena-looking thing, with four gongs. On the stairs are some more Bananas.

#86-90: In the same place as Bananas 83-85, you'll find some more Bananas on top of the tree to the east of the big platform.

#91-95: These are also located in the same location as the above Bananas. This time, head behind the big platform, and you'll find yet more Bananas on top of the tree.

#96-100: Once again, there are more Bananas in the same area described above. Head to the left of the platform, and you'll find some more Bananas at the top of that tree.

Banana Coin Locations - Diddy Kong

#1-5: These are located in the first outside area. Head towards the first temple, where you'll find some Banana Coins in front of the stairway.

#6: Inside the first temple (where Tiny Kong is imprisoned), you'll find one Banana Coin on top of the high platform with the Guitar Pad.

#7-11: Head inside the first temple, and head into the pool in the middle of the room. Head underwater, and swim through an entrance leading to the room where Tiny Kong is located. There are some Banana Coins in there.

#12-15: In the second hallway of the level, you'll see the path split to the left near the end of the hall. Go down that path to reach a big cage. Some Banana Coins are in this area.

#16: Inside Diddy's section of the temple with five doors, you'll find a Banana Coin lying on the ground inside.

#17: Head inside the same temple described above. Another Banana Coin can be found more deep into the temple.

Diddy Kong's Golden Bananas

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Golden Banana #1
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For this Golden Banana, you must enter the first temple in the level. Inside that temple, you'll need to rescue Tiny Kong. Once you rescue her (look above to see how it's done), she'll leave behind a Golden Banana for Diddy to take as a reward for rescuing her!

=====
Golden Banana #2
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Start by heading out to the second outside area of the level. Once you are there, head just west of where you enter that area. Go up the nearby stairs, and you'll spot a Kong Barrel above the platform. After obtaining the potion from Cranky in this level with Diddy, jump in to get a Jetpack. Fly to the middle of the area, where you'll find a big pillar sticking out of the sand. Fly through the sun emblem on the top of that pillar three times altogether. After you do so, a cage will open up and release a bird free near Snide's HQ. He'll tell you to meet him at the platform with the Jetpack Barrel. So, do as he says, and land on that platform. Then, he will challenge you.

He'll tell you to fly through the rings he leaves behind, as you follow him until you reach the end. Start by jumping in the barrel to get a Jetpack. Just follow him as he flies around the area, leaving rings behind. Your objective is to fly through the rings as you follow him. If you miss a few rings, and lose him, you'll be forced to give up or try again. After you finally do it, he'll leave a Golden Banana in the middle of the sun emblem, so fly through the Banana to get it.

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Golden Banana #3
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Head to the second outside area. Once you're there, go to the northwestern part of the area. You'll see some stairs going up, to a wide platform with a gong in each of the corners. Simply perform a Chimp Charge and bang each one. After all four are banged with the Chimp Charge, a big tower will arise from the center of the platform. A Golden Banana will also appear at the top of the tower! Simply go to the platform with Diddy's Kong Barrel, and jump in. Using his Jetpack, fly to the tower, and to the top. Get your Golden Banana.

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Golden Banana #4
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Before you can obtain this Golden Banana, you'll need to make the Shooter Switches appear above the five doors on the temple in the second outside area. To do that, enter the Jetpack Barrel in the second area, and fly towards the northwest, to a temple. On top of the temple is a Diddy Switch. When pounded, the central pillar opens its mouth. Shoot Peanuts into its mouth while you are airborne (the pillar spins faster after it eats each peanut, however). When it is full, a Shooter Switch will appear above each of the five doors. Head to the door with a Peanut Switch above it, then shoot it to open the door. Go inside.

Once inside, you'll immediately see a Peanut Switch on the nearby wall. Shoot it, and the two walls in front of the switch will lower. Now, take the eastern path. The western one simply takes you to a dead end with a single Banana Coin. Jump up the nearby steps, then shoot the next Peanut Switch to make two more walls lower. The eastern path leads to a Banana Balloon, and another dead end with a Banana Coin. Take the western path, and jump up the steps. Take the Golden Banana. If you don't escape within the time limit, a thing shoots you, and you lose one piece of health! So simply exit the temple.

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Golden Banana #5
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Start by heading to the first outside area. Once there, look for a lone tree. Climb it to the top to find a Jet Barrel. Jump inside to get the Jetpack, then fly to the temple in that area. Fly to the top of the temple, and you'll see a Kasplat on the roof. Bash him down, and he'll drop a Blueprint. Pick it up, then simply return to Snide's HQ to return it to him. As a reward, you'll get a Golden Banana, which is Diddy Kong's last one for this level!

Regular Banana Locations - Lanky Kong

- #1-5: Lanky's first five Bananas can be found in the first hallway, while going towards the first outside area.
- #6-8: Some more Bananas can be found inside the first temple. Head into the central pool, and dive underwater. Under the water, swim through the east path and collect the Bananas there.
- #9-14: A few more can be found in the eastern room underwater, in the first temple. Swim around the platform to find these.
- #15-19: In the room described above in the first temple, jump onto the top of the big platform, where you'll find some Bananas on a Lanky Switch.
- #20-24: Take the eastern path in the second tunnel leading to the second area outside. Some Bananas can be found on the narrow walkway going to where Cranky's Lab is.
- #25-29: Take the path described above. You'll find some more Bananas near Cranky's Lab.
- #30-34: In the second outside area, head towards the Llama Temple. You'll find some Bananas near it, on one of the walkways around the area.
- #35-37: These can be found inside the Llama Temple. From the entrance, go down the eastern steps and collect the few Bananas.
- #38-40: Again, head inside the Llama Temple. This time, go down the western set of stairs to find a few more Bananas.
- #41-45: These are also found in the Llama Temple. Go down the stairs at the entrance, and you will find some Bananas in a line around the stairs.
- #46-55: In the Llama Temple, head to the room where Lanky was imprisoned. You will find a Banana Balloon in that room, so shoot it and you will get ten Bananas.
- #56-65: Head to the temple/room described above. You'll find yet another Banana Balloon floating around the room, which gives you ten more Bananas when you shoot it.
- #66-70: Inside the Llama Temple, you'll find some Bananas in the room where you have to shoot the faces to get a Golden Banana (see below). On the left side of the room are Bananas you can get using the vines.

#71-75: Just after you exit the Llama Temple, more Bananas can be found on one of the walkways nearby, by the central pillar.

#76-80: These can be found on top of the tree in the second outside area, near Funky's Store.

#81-90: These can be found inside the temple with five doors. Take one of the western paths. One of them has a Banana Balloon. Shoot it for ten more regular Bananas!

#90-95: In the second outside area, head to the platform near where Snide's HQ is located. Some Bananas can be found on the walkway going to Snide's.

#96-100: These can be found in the second outside area, just a bit south of the big platform with four golden gongs.

Banana Coin Locations - Lanky Kong

#1-3: The first three Banana Coins of Lanky can be found in the first temple, just east of the entrance, around the pole.

#4-7: In the second hallway, take the eastern path. Cross the narrow walkway leading to Cranky's Lab, and you'll find these near Bananaporter #3.

#8-9: First, head inside the Llama Temple. Once inside, head all the way to the north, and shoot the Grape Switch on the wall on the big platform. This will open the big brown door. In that new area, you'll find some more Banana Coins.

#10: In the second outside area, head to the northwestern part of the area. You will find a Banana Coin on the right side of that temple.

#11-12: Head to the temple described above, and head behind the temple to find yet more coins.

#13-17: Many coins can be found in the second outside area, by Funky's Store.

Lanky Kong's Golden Bananas

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Golden Banana #1
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Start by heading to the first outside area. At the eastern part of the area, you will find a temple. Go around the eastern side of the temple, and you'll spot a Grape Switch. Shoot it, and the temple's door will open. Quickly head inside before it closes! Once inside, head into the central pool. Dive under the water, and swim through the eastern path. From there, continue to swim north and go through that passage, into a new room. Jump onto the platform in that room, then jump to the highest part of the platform. Pound the Lanky Switch on the top, then three faces around the area will open. One will release a bird holding a Golden Banana!

From where you're standing, take out your Grape Shooter, and begin aiming. As the bird moves around the room, shoot it with your Grape Shooter. After five successful hits, it will drop a Golden Banana underwater. Swim to it and grab it, then the water around the platform will lower, revealing the Battle Arena Pad for this level!

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Golden Banana #2
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First, enter the Llama Temple. Once inside, go to the northernmost part of the temple, and jump up the big steps and get on the platform there. Take out your Grape Shooter, and shoot the Grape Switch on the wall to open the big door. Go inside the new room. In that room, kill the two Kremlings. Doing this will cause vines on the left and right side of the room to lower, allowing you to get some Bananas and Banana Coins. Pound the Lanky Switch in the room, and then a lot of masks will be revealed on the northern wall, with a Golden Banana high at the top. Now, take out your Grape Shooter. The objective is to shoot the faces on the wall (shoot the same color).

For example, if you see a green mask, shoot it. You'll hear a certain sound. Look on the wall for another green mask, and shoot it. If you hear the same sound you heard for the last face you shot, the two faces won't stop spinning. Do this for each and every face. After you do, a Golden Banana will be rewarded to you, so grab it!

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Golden Banana #3
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Again, you must head inside the Llama Temple to get this one. Head inside, then go to the northwestern part of it. Then, take the small path to the west, to an area with a Trombone Pad. Play Lanky's Trombone on the pad, and the two dragon heads in the central pool will rise, forming a bridge leading to a Bonus. Go to the main area, and do an Orang-stand up one of the dragon heads. Jump into the Bonus Barrel to begin the bonus. Simply shoot all of the snakes on the top and bottom constantly. When you're out of ammo, stop moving the joystick and press A on the melon in the middle. Once a turtle starts saying "Help!", you'll know you need to feed that snake. If you don't feed a snake for a certain amount of time, the snake will drop the the turtle, failing the bonus.

After you successfully clear the bonus, the barrel will break, revealing a Golden Banana. Simply grab it.

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Golden Banana #4
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Before you can obtain this one, you'll need to get out Diddy. Do so, and head to the second outside area of the level. Once there, head east from where you enter the area, and head up the stairs to find a Kong Barrel. Jump in after buying Diddy's potion from Cranky, and you'll get a Jetpack! With it, fly around the area until you spot a temple with five doors. Land onto the roof of that temple, and pound the nearby Diddy Switch. This will cause a pillar with a face on it to begin spinning around in the middle of quicksand. Get back your Jetpack, and shoot Peanuts into its mouth. It goes faster after each peanut it eats, however! When he is full, one Shooter Switch will appear above each door

on the temple you were just at.

Finally, head to the northwestern part of the second outside area. Go across the walkway, and you'll spot a temple with five doors. One will have a Grape Switch above the door, so shoot it and the door will open. Head inside. From the entrance, you'll see a Grape Switch on the northern wall. Shoot it, and the two walls will lower. Take either path; they both lead to the same area. Head up the stairs, then continue north. At the dead end, shoot the Grape Switch to lower the two walls. The western path leads to a dead end with three oranges, so take the eastern one instead.

At the end of the path, jump into the Bonus Barrel to begin a bonus. Win the Big Bug Bash mini-game by pressing A or B to swat with the flyswater at the flies. After four flies have been squashed, the bonus will end! You have 60 Seconds to do this. When you win, grab your Golden Banana that comes out. Make your way out of this temple before the time runs out!

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Golden Banana #5
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Start by heading inside the Llama Temple (as Tiny). Make sure you have her ability to shrink! Once inside, head to the northwestern part of the temple, and then go down to the area there. Jump into the Kong Barrel to shrink, then go through the glass bottle that's through the wall. You'll be in a new area. Continue going north, and activate Bananaporter #2 to the left. Use it to teleport back to the main area. Get out Lanky, and use Bananaporter #2 to transport to the new room. Kill the blue-haired Kasplat, and it will drop a Blueprint! Grab it, and return it to Snide for Lanky's last Golden Banana!

Regular Banana Locations - Tiny Kong

- #1-10: First, enter the first temple of the level. Then, head underwater, and proceed to the room where Tiny was imprisoned. In that room, there's a Banana Balloon. Shoot it for ten Bananas.
- #11-20: Head to the temple and room described above. In that room, you'll find another Banana Balloon that rewards you with 10 Bananas when shot.
- #21-25: Go inside the first temple. Inside, dive underwater and swim through the narrow passage near the room with Tiny's prison. There are a few Bananas there (you need to shrink to go through the hole).
- #26-35: First, head to the second tunnel of the level. Once you do that, go down the tunnel, and collect the Bananas you'll find after passing the dark big platform sticking out of the floor.
- #36-45: You must head inside the Llama Temple first. After that, enter the central pool. Underwater are some Bananas.
- #46-48: A few Bananas can be found inside the Llama Temple, in the small area to the northwest going down to the small glass bottle.
- #49-50: Some more Bananas can be found inside the glass bottle in the area described above. Use the Kong Barrel to shrink and enter the hole.

- #51-55: Enter the room described above by going through the glass bottle. In that room, pound the Tiny Switch and head over to the far left ledge, where you'll find some Bananas.
- #56-60: Again, enter the room that you can only enter with mini Tiny. In that room, pound the Tiny Switch, and go to the far right platform, where some more Bananas await.
- #61-65: In the second outside area, head to the northwestern part, and go down the narrow walkway. You'll come to a temple with five doors. Go up the steps leading to it, and follow the Banana trail.
- #66-70: Head to the temple described above. You'll find some Bananas on the easternmost tree (east of the temple).
- #71-75: Head to the temple described above. You'll find some Bananas on the westernmost tree (west of the temple).
- #76-80: There is a tree right next to the walkway leading to the temple that's described above. On top of that tree are five Bananas.
- #81-85: In the area described above, head behind the temple to find a tree. On top of that tree, you'll find more Bananas.
- #86-90: Again, go to the area described above. To the left of the stairs going up to the temple is a tree. On top of that tree are Bananas.
- #91-95: These can be found in the second outside area. In the northern part of the area (north of the entrance of the second outside area), there is a big platform. Go east of it to find a Kong Barrel with five Bananas below it.
- #96-100: In the second outside area, head just west of the quicksand tunnel. You'll find a Banana Bunch on Bananaporter #5.

Banana Coin Locations - Tiny Kong

- #1-4: Tiny's first four Banana Coins are located in the first outside area. They are on the small island in the middle of the quicksand (the ledge with the first Tag Barrel).
- #5-8: Inside the first temple, head underwater. Swim to the room where the small platform is with the Lanky Switch. Around that platform, you'll find Banana Coins.
- #9-11: In the second tunnel, take the left path when the path splits. Around the wall are a few Banana Coins.
- #12: Enter Tiny's part of the temple with five doors. Inside, you'll find one Banana Coin lying by the wall.
- #13: In the temple described above, you'll find this in one of the back areas of the temple.
- #14: In the temple described above, you'll find this in one of the eastern back rooms of the temple.

#15-19: In the second outside area, head just west of the quicksand tunnel. In that small area nearby are a few Banana Coins around Bananaporter #5.

Tiny Kong's Golden Bananas

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Golden Banana #1
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Start by heading to the first outside area. Enter the first temple to the east (shoot the Feather Switch on the eastern part of the temple's wall). Once you are inside, head to the northeasternmost part of the temple. You'll see two steps leading to a Kong Barrel. Jump into it to shrink, then head into the pool in the center of the area. Now, dive underwater, and swim through the small hole to the north. Rise up when you can, and jump onto the platform. In this new room, go all the way north, and a door will open. Some Klaptraps will come out, that you must kill! If you want to do things the easy way, play your Saxophone to immediately kill all the Klaptraps. When all of them are killed, you'll get a Golden Banana.

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Golden Banana #2
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First, head to the second outside area. Then, enter the Llama Temple. Once you are inside, head to the northwestern part of the temple. There, go down the path to a small room. Inside that room, you'll find a glass bottle sticking out of the wall. Jump into the Kong Barrel to become miniature, then go through the hole in the bottle. You'll be in a new room, so return to normal size, and then go north. Pound the Tiny Switch, and some platforms will appear over to the left side. Jump across each one, and get on the last platform at the end. Pound the Tiny Switch there, and more platforms will rise out of the lava, over to the right side this time. Jump across those, and pound the Tiny Switch on the last platform.

Finally, a few platforms will rise out of the lava, to the left and right side. Jump across them to the last platform, then grab the Golden Banana.

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Golden Banana #3
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Head to the second outside area. At the western part of the area is a big platform with a gold gong in each corner. Have Diddy Kong use a Chimp Charge on each one. Once you do, a tower will rise from the middle of the platform. Get that Golden Banana by using Diddy's Jetpack, then a Saxophone Pad will appear in front of the tower. As Tiny, return to this area. Just east of the platform is a Kong Barrel; jump in to become miniature. Go up the steps, and play the Saxophone on the Saxophone Pad. Doing this will cause Squawks to come, and pick Tiny up. He'll drop her into the small hole at the top of the tower. Inside, you'll meet a beetle of some sort!

He will challenge you to a race, in which you must race down his slide and collect 50 Coins, and you must get 1st Place at the end of the race. It will

be kind of difficult to do if this is your first try. However, there is a trick to this race. At the start of the race, I've heard it is possible to hit him and slow him down, but I've never been able to do it, personally. A way to get ahead of him at the beginning is to follow him down the slide, and jump when the slide begins going down.

If done correctly, you'll go slightly ahead of him. Be sure to stay ahead of him for the whole race. If you touch him, you'll lose a few coins, so you must be careful! When you come to turns with no railing guarding the cliff, hold Down on the Control Stick, and slightly turn right so you won't fall off. At the end of the race, when the slide ends, the beetle takes a far leap, and there is a 99% chance that he WILL get ahead of you at that point. The trick here is, get RIGHT in front of him, then stay there and don't move. He'll bump you directly to the end, and you'll be ahead of him by just standing there. If you successfully got 50 DK Coins, you'll get a Golden Banana as a reward!

=====
Golden Banana #4
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Before you can obtain this one, you'll need to get out Diddy. Do so, and head to the second outside area of the level. Once there, head east from where you enter the area, and head up the stairs to find a Kong Barrel. Jump in after buying Diddy's potion from Cranky, and you'll get a Jetpack! With it, fly around the area until you spot a temple with five doors. Land onto the roof of that temple, and pound the nearby Diddy Switch. This will cause a pillar with a face on it to begin spinning around in the middle of quicksand. Get back your Jetpack, and shoot Peanuts into its mouth. It goes faster after each peanut it eats, however! When he is full, one Shooter Switch will appear above each door on the temple you were just at.

Head to the temple with five doors, and enter Tiny's part of it. Once inside, you'll immediately see a Feather Switch at the dead end, so shoot it. The two walls by the switch will lower. Now, take either the east or west path. On each path you'll see a Kong Barrel you can use to shrink, and a hole near each of the Kong Barrels. The eastern hole leads to nothing but Banana Camera Film, while the western one leads to a Banana Fairy. Anyway, continue north, and then shoot the Feather Switch at the next dead end. The two walls will lower.

The easternmost path leads to a dead end with a Banana Coin. You'll want to take the western path. The west path leads to the Golden Banana, so grab it. Now you are timed to escape the temple, so do it before you have no time left!

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Golden Banana #5
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For Tiny's last Golden Banana in this level, start by heading to the second tunnel in the level. Go down the tunnel until you spot a Kasplat with purple hair, right where the path splits. Bash him to death, and he'll drop Tiny's Blueprint piece. Pick it up, then head to Snide's HQ to return it to him, and get Tiny's Golden Banana as a reward!

Regular Banana Locations - Chunky Kong

- #1-5: In the very first hallway of the level, you'll find a trail of five Bananas near Bananaporter #1.
- #6-10: In the first hallway, shoot the two Pineapple Switches to the east right after entering the hallway from the DK Portal. In that new room, you will find a Banana Bunch on the first walkway.
- #11-15: In the first hallway, shoot the two Pineapple Switches to the east right after entering the hallway from the DK Portal. In that new room, you will find a Banana Bunch on the second walkway.
- #16-20: In the first hallway, shoot the two Pineapple Switches to the east right after entering the hallway from the DK Portal. In that new room, you will find a Banana Bunch on the third walkway.
- #21-25: In the first hallway, shoot the two Pineapple Switches to the east right after entering the hallway from the DK Portal. In that new room, you will find a Banana Bunch on the fourth walkway.
- #26-29: In the first temple of the level, head all the way west and go down the path there. You'll find some Bananas.
- #30-54: In the first temple, head to the northmost part of the temple. You'll see a torch surrounded by nearby Oranges. A lot of Banana Bunches also surround this torch.
- #55-64: Again, these are in the first temple. Head underwater, and go through the passageway. Take the eastern path in the next room underwater, and you'll end up in an area with a big platform. Jump to the top of that platform, and look for a nearby Banana Balloon in the area. Shoot it for ten Bananas.
- #65-68: In the second outside area, there are a few Bananas on the first walkway near the quicksand, from the entrance.
- #69-71: Head to the same area described above. A few Bananas can be found on another walkway in the same area.
- #72-81: In the second outside area, head to Chunky's part of the temple with five doors/switches. In the middle of that temple, there is a Banana Balloon. For shooting it, you get 10 Bananas.
- #82-91: Head to the same temple/area described above. There is another Banana Balloon floating around in this area.
- #92-94: Head to the second outside area. You can find three Bananas on the stairway leading to the platform with the Tag Barrel, near where Snide's HQ is located.
- #95-97: Head to the same area/platform described above. More Bananas can be found down the stairway leading to Snide's HQ.
- #98-100: In the same area described above, you can find these near the big platform with four gongs in the corners.

#1-2: Two Banana Coins can be found in the first outside area. Head to the first temple, and head to the left side of it to find two nearby Banana Coins near the Shooter Switches.

#3-4: Head to the same area/temple described above, and head to the eastern side of it. Two more Banana Coins are here.

#5-7: These can be found in the first temple, just west of the entrance.

#8: This one is inside Chunky's section of the temple with five doors/switches. You'll find it on the steps leading to the second room.

#9: This one is in the same area/temple described above. You will find this one on the steps leading to the third area.

#10: This one is in the same area/temple described above. You will find this one on the right side of the third area.

#11: This one is in the same area/temple described above. You will find this one on the left side of the third area.

#12-15: Use Bananaporter #5 in the second outside area to teleport to the platform in the quicksand tunnel. There are Banana Coins here.

#16-19: These are near Funky's Store and the tree, in the second outside area.

Chunky Kong's Golden Bananas

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Golden Banana #1
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For Chunky Kong's first Golden Banana in this level, start by heading to the first hallway in the level. At the start of the hallway, look to the right. Use the vines to get to the next platform, and to the right is a brown wall with two Pineapple Switches near it. Shoot both of them to open the wall, revealing a new room. Go across the walkway in that room. You will notice four symbols on the ground, and a vase at the end of each walkway, with each vase having a symbol on it that represents the same symbols on the ground. However, there is one vase in the center of the platform.

The object here is to pick up the vases, and press Z to drop them onto the symbol on the ground that matches the symbol on the vase. For an example, if you pick up the vase with an O symbol on it, walk up to the O symbol on the floor and drop it down. Do this for all four vases in the room. When you do so, a Golden Banana will come down as your reward.

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Golden Banana #2
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Head to the first outside area, and enter the first temple. Once inside, head just west of the entrance, and go down the path there to a new area. Use some Oranges to get the Kremlings in the barrels out of the way, then stand on the Triangle Pad. Play Chunky's Triangle Trample instrument, and the door next to

you will open. Enter the new room. A Golden Banana will enter a black part of the floor, then that part of the floor will close, enclosing the Golden Banana! A face will open and some Klaptraps will come out of it.

Dispose of them, and the room will flip over. More Klaptraps will appear, so kill them, and the room will flip over again. Kill those Klaptraps, and then you'll be flipped over again. Yet more Klaptraps will appear. Kill them, and the room will flip over again. This time, the Golden Banana will come out!

=====
Golden Banana #3
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Head to the second tunnel in the level. Continue down the tunnel until the path splits to the left. Take that path, and jump into the Kong Barrel after buying the right potion from Cranky. As Hunky Chunky, continue down the hallway as normal. When the path splits to the right, you'll spot a huge boulder. Pick it up, and then head back south. When you see a black platform, jump onto it. A cage will rise. However, if you get off of the platform, the cage lowers again! Place the boulder on the platform by pressing Z, then head north and take the left path when you can. Enter the Bonus Barrel revealed by the cage.

In this Bonus Game, the object is to turn around in the four directions the Kremlings are in, and shoot at them until they fall. Rotate around, and tap B like mad. The Kremlings keep respawning until 45 Seconds is up, then you win the game. However, if a Kremling hits you, you fail the bonus! When you finally successfully clear the bonus, get the Golden Banana that appears.

=====
Golden Banana #4
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Before you can obtain this one, you'll need to get out Diddy. Do so, and head to the second outside area of the level. Once there, head east from where you enter the area, and head up the stairs to find a Kong Barrel. Jump in after buying Diddy's potion from Cranky, and you'll get a Jetpack! With it, fly around the area until you spot a temple with five doors. Land onto the roof of that temple, and pound the nearby Diddy Switch. This will cause a pillar with a face on it to begin spinning around in the middle of quicksand. Get back your Jetpack, and shoot Peanuts into its mouth. It goes faster after each peanut it eats, however! When he is full, one Shooter Switch will appear above each door on the temple you were just at.

Finally, head to the said temple, and enter Chunky's part of the temple. When you enter, you'll immediately see a Pineapple Switch on the nearby wall. Shoot it, and the two walls will lower. Take either path, and go up the stairs. Now, continue north, and eventually, you'll come to another dead end with another Pineapple Switch. Shoot it, and the walls will lower. Now, you have no choice as of now but to take the west path. Do so, and go up the stairs. Shoot the nearby Pineapple Switch, then go south to the previous area. Head through the eastern path this time.

Now, go up the nearby stairs, and enter the Bonus Barrel. In this Bonus Game, you have to move around a cursor-type thing and press A to shoot a melon. Shoot the Kremlings that come out of the melon. You need to score 18 Points to win the game, and have 60 Seconds to do so. Green Kremlings are worth 1 Point, while red ones are worth 2 Points. When you successfully win the Bonus Game, get the Golden Banana and get out of the temple as quick as you can.

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Golden Banana #5
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For Chunky's last Golden Banana, start by entering the temple described above. When you get to the last path that splits between the left and right, take the left path. You'll find a Kasplat with green hair. Kill it, and it will drop Chunky's Blueprint piece! Pick it up, and then head to Snide's HQ as Chunky. As a reward for returning one of Snide's Blueprint, you'll earn a Golden Banana!

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DK Isle
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Golden Bananas Required to Enter Third World: 15

Once you defeat Dogadon in Angry Aztec, feel free to get one of DK's, one of Lanky's, and one of Tiny's Golden Bananas on DK Isle (look above, near the beginning of the Walkthrough, to see how to get them). However, you cannot get DK's until after you have unlocked the next lock on K. Lumsy's prison, which is what we're gonna do next. When you're ready, head back to the Bananaporters, and use the nearby Bananaporter #1 to teleport on K. Lumsy's island. Once on there, enter the area where K. Lumsy is located. Approach his cage, and the key will unlock the lock on his cage! Now a platform will rise, a door will open, and a gate will be removed on K. Rool's island. Exit K. Lumsy's place, and then head to K. Rool's island.

When you're on it, look around for the newly risen platform, then backflip onto it. Make your way up the walkway. After a long walk down the walkway going up, you'll come to Bananaporter #4. Activate it, and use it to teleport back to the main island. Get out Tiny Kong, and swim to the northeastern island, with a Banana Fairy head on it. On that island, go around the island and activate the Bananaporter #5. Jump into the Kong Barrel near the small mouth of the Banana Fairy head, and when you're shrunk, go through the hole. In this place, go north to meet the Banana Fairy Queen.

She will explain to you how her Banana Fairies have flew away, and how she wants you to capture them using a special camera. As a reward for accepting to help her, she'll give you a special powerup for each Kong, which uses one Crystal Coconut each time you use it! Now, exit this place. Return to normal size, and exit the island. Use Bananaporter #4 to teleport back onto K. Rool's island, then jump up the steps and enter the next area. In this lobby, go directly north and B. Locker will tell you to show him the Golden Bananas.

If you have 15 or more Golden Bananas, he'll let you pass. Enter the DK Portal. After the cutscene, you'll enter the third world.

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World #3: Frantic Factory
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NOTE: I recommend getting as many Golden Bananas as possible before attempting to fight the boss. This way, you will not have to worry about not having enough Golden Bananas to enter the upcoming worlds. Also, I recommend fighting the boss after you've gotten all of the Golden Bananas possible in the level. Read the Bosses section to see how to defeat the boss.

Banana Requirement to Reach Boss: 200

Accessing New Areas

From the entrance of the level, go north and you'll see Chunky Kong in another room! He'll call for help, and you'll regain control. Head directly north from where you start, and you'll be in an area with two Kremling robots. You can use Oranges to kill them. Anyway, pound the blue switch in that room, and a valve will open in the tunnel nearby. Go down that tunnel just west of where you start the level, and then jump on the brown pole and climb it to the bottom. Go down the next tunnel you'll come to, and you'll then end up in a new room. This is the Production Room. There are various Kong Switches in this area, so be sure to bring the Kongs here to get some Golden Bananas in this room!

Head east in the Production Room, and go through the next door you'll see. You will end up in another room. In the northwestern part of that room, by all of the boxes, you'll spot a blue switch. When pounded, a gate opens in the very first room of the level. This gate leads to a pole you can climb, which leads to a tunnel leading to Snide's HQ and the Testing Room. If you use the DK Pad in the Storage Room, you'll be blasted up to a barrel-blasting game. When you get to the semifinal barrel, you'll see a red-orangish circle when the barrel moves up.

Shoot through it to enter the last barrel, then shoot through the DK Star. This will cause a lever to appear in a room with the original DK Arcade! This arcade game is required to play and complete, in order to reach K. Rool at the end.

Locating the Production Room

There are several rooms in this level, and you need to enter each one if you are to collect all of the Golden Bananas in this level. You start the level in the Lobby Room, so head west from where you start. Go down the tunnel. After pounding the blue switch in the Lobby (see above), the valve will open at the end of the tunnel, revealing a hole. Go down said hole to another room. Go down the tunnel, and you'll end up in the Production Room.

Rescuing Chunky Kong

To find the room where he's located, you must first head to the Production Room. Once there, head just east of the entrance of the Production Room. After you follow down the path, you'll eventually come to a door. Approach the door and it will open. Go down the tunnel, and you'll end up in another room, which is where you must be if you are to free Chunky Kong from his prison on the ceiling. Now, head just north of where you enter the room, and you'll spot a Tag Barrel. Jump into it, and get out Lanky Kong. Just west of that Tag Barrel is a box you can jump on, by the pipe. Jump on it, and perform an Orang-stand up the pipe.

Then, pound the Lanky Switch on top of the pipe. Doing this will cause the cage Chunky is in to drop. He will then await you to select him in the Tag Barrel!

Be sure to buy his Instrument and Shooter, and his potions from Cranky Kong. And also be sure to head back to Jungle Japes and Angry Aztec to get his share of ten more Golden Bananas!

Locating Candy's Musical Store

Once you're in the Production Room, where Chunky is located, head to the west part of that room. Jump up the stack of boxes, and head through the tunnel there. You'll end up in a new room. In this room, go up the grey ramp, which leads to Candy's Musical Store, and Cranky's Lab! Be sure to get Chunky's instrument here.

Locating Cranky's Lab

Once you're in the Production Room, where Chunky is located, head to the west part of that room. Jump up the stack of boxes, and head through the tunnel there. You'll end up in a new room. In this room, go up the grey ramp, which leads to Candy's Musical Store, and Cranky's Lab! Be sure to buy every potion for every Kong, because they each have one to get (and Chunky has two). Take note that the potion Tiny gets from Cranky is pretty much mandatory for the boss of this world.

Locating the DK Arcade

Head to the room where Chunky was prisoned, in the Production Room. Once you are there, head through the northern tunnel, and climb up the pole there. At the top, jump to the floor, and go down the tunnel. Take the west path, to a new room where the DK Arcade is, at the northwestern corner of the room. This is the original DK Arcade! However, to play it, you must have done two things. You must have completed DK's Barrel-Blasting game for this level, and you must have the Gorilla Grab upgrade (buy it from Cranky in this level). After you do complete the Barrel-Blasting game, a lever appears in this room.

Stand on the footpad, and press B. DK will grab the lever and pull it, then you will begin playing the DK Arcade! Beat it twice, and you'll get the Nintendo Coin, which is required in order to beat the game.

Locating Snide's HQ

After you've pounded the blue switch in the room where you rescued Chunky, go through the opened gate, through the eastern tunnel at the start of the level. Climb the pole there, and jump on the floor at the top. Go down the tunnel, then take the western path. At the end of the path, jump on the pole and climb it down to a new room, which is where Snide's HQ is.

Locating the Testing Room

After you've pounded the blue switch near the stack of boxes in the Production Room, head through the gate that opened (through the eastern tunnel from where you enter this world). Jump on the pole and climb it to the top, then jump onto the floor. Go down the tunnel, and when the path splits, take the east path. Eventually, you'll end up in a room with blocks and with toy enemies everywhere in sight. This is the Testing Room.

Locating Funky's Store

First, head to the Testing Room. From the entrance of the room, head to the northern part of the room. In the corner there, you'll see a tunnel above, and a block. Jump onto the block. A piece of it jumps up, and if you stand on it, it will give you enough height to reach the tunnel. When you're on the moving piece and it goes up, jump to the tunnel. At the end of it, you'll find some stairs. Jump up them to find Funky's Store! Be sure to get Chunky's Pineapple Launcher, and the new Ammo Belt upgrade for all Kongs, which allows each Kong to hold up to 100 shots of ammo!

Locating the R&D Room

At the entrance of the Testing Room, head to the northwest part of the room, from where you enter. You'll spot a door that says "R&D". Go through it, and follow down the path. Go through the door at the end, and you'll end up at a dead end. Climb the pole there to the top, then jump to the floor, and go through the next door. This is the R&D Room. Like every other room, this room is required to get certain Golden Bananas with certain Kongs.

Bananaporter Locations

Bananaporter #1 - The first one is found on top of a ledge, at the entrance of the level. The second one is located in the northwestern corner of the Production Room.

Bananaporter #2 - The first one is found on top of a ledge, at the entrance of the level. You'll find the second one near the entrance of the R&D Room, by the eastern part of the wall.

Bananaporter #3 - From the entrance of the level, head north and go into the small room there. In the eastern part of the room, by the glass, you'll find the first one. The second one is located in the room where Snide's HQ is located.

Bananaporter #4 - In the Production Room, in the room with various switches for the Kongs, you'll find the first one around the big machine thing in the room, near a door. The second one is in the same room as the first one, but you must make your way up the platforms near the Lanky Switch in the room. You'll find the Bananaporter near the top of the room.

Bananaporter #5 - The first one is found in the room where the DK Arcade Game is located. The second one is found in the room where you will find Funky's Store.

Troff 'n Scoff Portal Locations

Troff 'n Scoff Portal #1 - This one is located in the room with the DK Arcade.

Troff 'n Scoff Portal #2 - Inside the R&D Room, you can find this portal on the western side of the wall, on the lower floor.

Troff 'n Scoff Portal #3 - First, head to the room where you rescued Chunky Kong (the second room of the Production Room). On the western side of the northern wall is a portal.

Troff 'n Scoff Portal #4 - In the Testing Room, you'll find this portal on the wall, just east of where you enter the room. Use the piece that goes up and down on the block to be able to reach the portal.

Troff 'n Scoff Portal #5 - In the first room of the Production Room, make your way up the series of platforms which is near the Lanky Switch. On one of the platforms you'll come to is the last portal.

Regular Banana Locations - Donkey Kong

#1-5: At the start of the level, head west and through the tunnel. While you follow down the path, you'll collect a few Bananas.

#6-11: In the hallway leading to the first room of the Production Room, you will find some Bananas.

#12-26: You'll find three Banana Bunches near the entrance to the machine, in the first room of the Production Room.

#27-30: These are found between the two rooms of the Production Room.

#31-45: In the first room of the Production Room, you will find some Banana Bunches inside the High Voltage room, where one of Donkey Kong's Golden Bananas are located.

#46-65: There are some more Bananas for DK found in the second room of the Production Room. They are near the DK Pad.

#66-75: In the room where Cranky's Lab and Candy's Musical Store are located, there is a Banana Balloon that gives 10 Bananas when shot.

#76-85: In the R&D Room, head up to the second platform by using the ladder on the west or eastern side of the room. Then, head through the door with nothing written on it in the middle. In that room is a Banana Balloon. Shoot it for 10 Bananas.

#86-90: Head to the Testing Room. Then, head just east of the entrance, and get

on the last block. When the piece moves up, jump into the tunnel while on the piece of the block. Go down the tunnel to find five Bananas.

#91-100: Head to the tunnel described above, and go down the tunnel. At the end of the tunnel, you'll be in a new room. There's a Banana Balloon, so shoot it for 10 Bananas.

Banana Coin Locations - Donkey Kong

#1-3: These are found at the very beginning of the hallway that leads to the first room of the Production Room.

#4: In the High Voltage room, there is a Banana Coin.

#5-7: In the R&D Room, take the eastern door on the lower platform. Go down the path to find some Banana Coins in the upcoming room.

#8-10: First, head to the Testing Room. Once there, head to the blocks in the room (not the stack of blocks). There are some Banana Coins.

#11-13: In the Testing Room, head east from the entrance of the room and jump on the block next to the tunnel on the wall. When the piece of that block moves up, get on it, and jump to the hallway. At the end of the path is a new room, with more Banana Coins.

Donkey Kong's Golden Bananas

=====
Golden Banana #1
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Start by heading to the room where Chunky is/was imprisoned, in the Production Room. Once there, step on the DK Pad in the middle of the room, and press Z to launch into a Barrel-Blasting game. Shoot from barrel to barrel. When you enter the semifinal barrel, you'll notice it moves up and down, and that when it moves all the way up, you'll see an orange ring. Shoot through this ring to enter the next barrel. If you do not, you'll shoot to a barrel that will shoot you to a barrel you've already been inside. Anyway, in the last barrel, shoot through the DK Star.

Doing this will cause a lever to appear in another room, in front of an arcade machine. This is the original DK Arcade! Head to that particular room (see above to see how to find that room), and after getting the Gorilla Grab potion, step on the footpad next to the lever. Press B while on it, and DK will pull it. The DK Arcade Game now begins! For help on completing it, please see the Donkey Kong Arcade section of this FAQ. When you complete it, a Golden Banana will be your reward.

=====
Golden Banana #2
=====

First, enter the Testing Room. Once there, head to the western part from the entrance of the room. Jump onto the second block, and stand in the middle of it. When it elevates you up, jump into the nearby tunnel. Make your way down the tunnel, and into a new room. You'll notice a big platform with numbers on it. Behind this platform, there is a DK Switch near the glass. Pound it, and the numbers on the platform nearby will rise. You have 60 Seconds to jump on the platform, and pound the numbers 1-16. You have to pound them (using the Simian Slam) in that exact order (like 1, 2, 3, 4, 5, etc.).

After you pound them in that order within the time limit, a Golden Banana appears on the platform, for you to take!

=====
Golden Banana #3
=====

Head to the R&D Room, to start off. Once there, head to the eastern part of it, and climb the ladder there. When you climb it to the top of the next platform, enter through the middle door. Jump down the hole at the end of the path, and you'll end up in the Production Room. Turn around, and shoot the Coconut Switch on the wall, just east of the High Voltage building. The High Voltage door will open, so enter it. Inside that building, there's a lever. Stand on the footpad and press B (after getting the Gorilla Grab potion) to pull the lever. The screen in front of you will turn on, and then a cage will open in the first room of the Production Room, which is required in order to get the next Golden Banana. Then, a Golden Banana appears in a corner on a box, so take it.

=====
Golden Banana #4
=====

After getting the previous Golden Banana, head to the first room of the Production Room. Once there, go around the big machine until you see a conveyor belt. Jump on it, and go through the small alcove into the next room. In this room, you'll see big things slamming onto the moving conveyor belt. Nearby is a Kong Barrel, so jump in to turn invisible. Make your way through the area while invisible, and at the end of the room, you'll see a Golden Banana. Grab it!

=====
Golden Banana #5
=====

First, you must head to the first room of the Production Room. In that room, jump onto the moving platform, and make your way up the series of platforms. Near the top, you will find two spinning things that will come to you, on the machine. When one comes to you, jump to it. It will take you to another platform, so jump to it. Then, go all the way west, and jump to each moving platform. On the next platform, continue west, and make your way across the two spinning log things (they slow down, so no worries there). Then, you will see a Kasplat on a very small platform. Throw Oranges at it until it dies, or play your Instrument to kill it. It's far too risky going on the platform and killing it, as you could EASILY fall off.

Once it's killed, take the Blueprint, and return it to Snide. He will give you Donkey Kong's Golden Banana, which is his last Golden Banana for this level!

Regular Banana Locations - Diddy Kong

- #1-12: In the first room of the Production Room, there are a circle of Bananas around the big machine in that room.
- #13-17: These can be found while going down the path leading to the room where the DK Arcade Game can be found.
- #18-22: In the same room described above, you will find a Banana Bunch on top of Bananaporter #5, on the table.
- #23-27: In the first room of the Production Room, begin going up the elevating platform near the Lanky Switch. On your way up to the top of the big machine, you'll come to two rollers. One has a Banana Bunch on it.
- #28-32: In the room/area described above, a Banana Bunch can be found on top of the second roller.
- #33-37: Head to the same room/area described above. Eventually, you should come to a Diddy Pad, where you'll find more Bananas.
- #38-47: In the R&D Room, enter Diddy's door, where he gets one of his Golden Bananas. In that room is a Banana Balloon that gives you 10 Bananas after you shoot it.
- #48-57: In the same room described above, there's another Banana Balloon.
- #58-67: In the same room described above, there's another Banana Balloon.
- #68-92: In the Testing Room, on your way up the stack of blocks, you will find many, many Banana Bunches.
- #93-95: In the Testing Room, head towards Funky's Store. You'll find very few Bananas on the way to his store.
- #96-100: In the same area/room described above, you'll find a Banana Bunch near Funky's Store.

Banana Coin Locations - Diddy Kong

- #1-3: In the second room of the Production Room, there's three Banana Coins by the Diddy Pad at the northeastern part of the room.
- #4-6: Again, head to the second room of the Production Room. Head through the northern path where the Kasplat is, and climb the pole there. In that new room are some Banana Coins.
- #7-11: In the R&D Room, head up to the second platform, and go through the door in the middle. In that room, there are more Banana Coins.
- #12-16: These can be found by climbing the pole up, in the room where Snide's HQ is located. In the room above Snide's HQ, there are Banana Coins.
- #17-21: In the Testing Room, go through the door that says "R&D" on it. In the

room there, there are quite a few Banana Coins around the walls.

Diddy Kong's Golden Bananas

=====
Golden Banana #1
=====

Start by heading to the first room of the Production Room. In the room with the big machine, go around the walls of this room until you spot a Diddy Switch. Pound it, and a Golden Banana will appear in a small alcove, near the top of this room. So, to get to the top, head around the room until you find a Lanky Switch. Near it is an elevating platform that elevates up and down (you have to activate the room using DK; see his Golden Bananas section). Jump on it when you can, then make your way up, by using the platforms and such. When you come to the middle, and you're on the big machine, look around for a brown ladder. Climb it up.

Continue, and eventually you'll spot Bananaporter #4. Activate it (it can be used as a shortcut to the top if you do so), and then continue west. Jump onto the first elevated platform when possible, then do the same for the next one. Then, jump to the next platform, and continue all the way west. You'll come to two really fast-spinning metal rollers. One slows down, and another one goes very fast, and so on. Make your way across these rollers, and be careful not to fall off! When you make it across, you'll come to a Diddy Pad on the next platform. Using the new potion Cranky gives you, stand on the pad, and hold Z to launch up to your prize.

=====
Golden Banana #2
=====

For starters, enter the Testing Room. Then, after getting Diddy's potion in this level from Cranky, head to the middle of the room, where you'll find a stack of blocks. Somewhere in the corner of these blocks is a Diddy Pad. Find it, then stand on it and hold Z. When you're launched into the air, land on the next part of the blocks. Make your way up the blocks, and when you come to a point where you think it's a dead end, backflip to the left or right and you'll be on more blocks. Continue your way up until you get to the last block, where you'll find a Diddy Pad.

Stand on it, hold Z, and you'll launch into a Bonus Barrel, to begin playing a Bonus Game! This Bonus Game is Peril Path Panic, and you have 60 Seconds to do your objective successfully. What you have to do is shoot a melon at each of the three Klaptraps on each row. Shoot a melon at all of them to make them get stunned for a short time. When you run out of ammo, move the target to the middle and press A to reload. As you continue to shoot Klaptraps, several Banana Fairies will fly by, and go through the hole at the end, on each row.

If a Klaptrap eats a fairy, that's not good! You must let as much as 6 Fairies escape to safety to complete the bonus. Also, after a short amount of time, the Klaptraps you've shot will wake up, so you'll have to shoot them down again. When you successfully complete the bonus, hold Z on the Diddy Pad and you will snag the Golden Banana.

=====
Golden Banana #3
=====

Head to the R&D Room, first off. Then, head either east or west, and jump on the ladder at the end of the path. Climb it, and get on the higher platform. Now, head to the westernmost tunnel-like area. You will see that there is a white glass wall blocking a room, and you'll notice a Guitar Pad nearby. Stand on the Guitar Pad, and play Diddy's instrument to remove the white glass, allowing you to enter the room. Do so. In this room, you'll notice three doors, with numbers labeled on each one of them. You'll also notice number switches on the wall by the northern door. Let's start with the northern door first.

Use a Chimp Charge on the number switches in this order: 3, 1, 2, 4. After you successfully do this, the room will be closed off, and the door with the "3124" numbers on it will open, releasing three enemies. They are two dice enemies, and one eraser-type enemy. Simply cartwheel into them, or anything, to dispose of them. Once you do so, the room will be opened up again. Next, Chimp Charge into the numbers 1, 3, 4, and 2, in that order. Then, the western door will open up, releasing more enemies.

This time, you have to kill a Kremling robot, and two machine-made Zingers. To kill the robot, throw an Orange at it. To kill the Zingers, shoot two Peanuts into each one. Once the enemies are gone, charge into the numbers 4, 2, 3, and 1, in that order. Through the eastern door will come out two Kremling robots. Dispose of them using Oranges. When you do, a Golden Banana will finally come down, so head to the middle of the room and take it!

=====
Golden Banana #4
=====

Again, head to the R&D Room, and climb the ladder to the second platform. Now, go through the middle door, and you'll end up by a hole. Jump down said hole, and you'll end up in the second room of the Production Room, on a high ledge by a High Voltage building. You will also notice a nearby Diddy Switch. Pound it, and some vines will lower by the platform you're on. You have 20 Seconds to swing across them and into the Bonus Barrel, so do it quickly. When you enter the barrel, you begin a Bonus Game. This one is Beaver Bother, a Bonus Game that nearly EVERYONE seems to havetrouble with, but it seriously isn't all that difficult.

To complete it, you have to "scare" the Gnawties into the hole in the middle. Pressing B makes the Klaptrap you're playing as bark, which scares the Gnawties even more. What I always do is, I get behind them, scare them (by pressing B), and when they get to the edge, I stop for a second. Then, I immediately scare them again, and thus, they'll fall into the hole. Using this trick, you should not have that much trouble. This is also one of the easier Beaver Botherers. Also, you have to scare 12 Gnawties into the hole within 60 Seconds.

When you finally get it (don't give up), you'll emerge from the Bonus Barrel, and the Golden Banana will automatically come to you.

=====
Golden Banana #5
=====

Go to the first room of the Production Room. Inside that room, head around the big machine until you spot a Kasplat with red hair. Bash it to death, then take its Blueprint that it drops. After you do this, return to Snide's HQ with the Blueprint, and he'll give you Diddy's last Golden Banana in here for a reward!

Regular Banana Locations - Lanky Kong

- #1-5: From the entrance of the level, jump on the east platform. You'll find five Bananas on Bananaporter #2.

- #6-15: In the first room of the Production Room, enter inside the big machine (must be done with DK to open the machine; see his Golden Bananas for this level for more info). Shoot the Banana Balloon that is inside for ten more Bananas.

- #16-20: In the second room of the Production Room, where Chunky is/was in a prison at, use the Orang-stand to climb the pipe in that room. There are more Bananas here.

- #21-25: You can find these while going down the path to Cranky's Lab, and Candy's Musical Store.

- #26-40: On your way up the big machine in the first room of the Production Room, you'll find three Banana Bunches eventually.

- #41-50: In the first room of the Production Room, you will find a Banana Balloon about half way to the top, near Bananaporter #4.

- #51-75: When you're almost up at the highest point in the first room of the Production Room, you'll find five Banana Bunches near the Diddy Pad.

- #76-80: In the R&D Room, climb one of the ladders to the top platform. There are a trail of Bananas here.

- #81-85: In the R&D Room, on the lowest platform, there's a Banana Bunch on top of Bananaporter #2.

- #86-90: In the same room/platform described above, there's a trail of Bananas.

- #91-100: Again, these are in the R&D Room. Take the northwesternmost path on the lower floor, and play the Trombone on the Trombone Pad to remove the white glass. In that room is a Banana Ballon, that gives you 10 Bananas when shot.

Banana Coin Locations - Lanky Kong

- #1-3: In the first room of the Production Room, there's three Banana Coins inside the machine. You have to use DK to open it.

- #4-6: In the second room of the Production Room, a few Banana Coins can be found on top of the stack of boxes at the northern side of the room.

- #7-9: Again, these are in the second room of the Production Room. Go up the series of platforms, and make your way up the big machine. Some Banana

Coins are near the Tag Barrel you will come to.

#10-14: Head to the R&D Room. Once there, go through the door you entered when you entered the room. In that room are Banana Coins by the hole.

#15-19: A few Banana Coins are found behind the set of stairs, in the Testing Room. They are also behind boxes, which are behind the stairs leading to a big platform.

#20-23: In the first room of the Production Room, you'll find three Banana Coins as you go up the machine. The three are found by the three elevating platforms.

Lanky Kong's Golden Bananas

=====
Golden Banana #1
=====

This one is easy to get, and is nearly mandatory. Simply rescue Chunky Kong (see above; almost at the very beginning of the walkthrough for this stage), and when his cage drops, he'll leave behind a Golden Banana for you! For those of you who are too lazy to look above, I'll tell you how to do it. In the second room of the Production Room, there is a pipe in the northeastern corner, and a box nearby. Jump on the said box, then jump to the pipe, and perform an Orang-stand. Make your way up the pipe, then pound the Lanky Switch at the top. This will cause Chunky's cage to drop down, breaking open. He will then leave behind the Golden Banana.

=====
Golden Banana #2
=====

Begin by heading to the first room of the Production Room. There, after you activate the machine/room using DK, head around the big machine until you spot a Lanky Switch. Pound it, and a Golden Banana will appear at almost the very top of this room. Jump on the elevated platform when it comes down to you, and make your way to the top of the room. Eventually, you'll have to jump on one of the two spinning things, that's connected to the big machine. Do so when you must, then when it carries you to the next platform, jump to it.

Activate Bananaporter #4 if you didn't already, and then head west. Jump on the first elevating platform when it comes to you, and do the same for the last two. Then, jump over to the next platform. Continue west, and make your way across the rollers. One slows down while another one goes very fast. Both of them keep this pattern. When you make it across, ignore the Diddy Pad, and head west. Jump onto the platform on the pipe, then perform an Orang-stand up the pipe. At the top, enter the alcove and get the Golden Banana.

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Golden Banana #3
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First, buy Lanky's potion in this level from Cranky, if you haven't already,

because it's required. Anyway, after that, head to the Testing Room. Once you are there, head to the northern part of the room. Jump up the boxes, then onto the next platform. Once on there, head east, and you'll spot a Lanky Pad. Stand on it, and hold Z to inflate into a fat balloon. When you start floating, head northwest, and enter the Bonus Barrel you'll see to begin a Bonus Game. In this game, you have 45 Seconds to get a match of four Bananas on a roulette.

You have to do this three times. Press A to begin spinning the roulette. Press A again to stop one slot on the roulette. Do not stop it until the slot flips to a Banana, then stop the slot. Do this for four slots each time, and you'll win the bonus! As a reward, a Golden Banana will break out of the Bonus Barrel, and come down to you!

=====
Golden Banana #4
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Enter the R&D Room. Once there, stay on the lower floor, and head northwest. Go through the small entrance there, and you'll spot a Trombone Pad, and a white glass wall guarding a room. Stand on the Trombone Pad and play the Trombone to remove the glass wall, then enter the new room. In this room, do a Simian Slam on the Lanky Switch. This will start a mini-game kind of thing, but you HAVE to pay attention to do it! You will start by seeing Kremlings come out of colored barrels, and you'll hear a burping sound. When they are done coming out, you have to pound the keys on the keyboard that matches the color of the barrel, and you have to do it in the exact order the Kremlings came out of the barrels in.

This can be hard, and requires lots of attention and memory, but you'll do it after a few tries! After some hard work, you will get a Golden Banana for a reward of doing this rather difficult task.

=====
Golden Banana #5
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Again, enter the R&D Room. Once you are there, use the ladder on the left or right side of the room to climb to the platform above. Once on it, go to the eastern side of the platform, and you'll find a Kasplat. Kill it, and it will drop a blue Blueprint piece. Pick it up, and, as usual, return it to Snide's HQ. Snide will give you a Golden Banana for your kindness!

Regular Banana Locations - Tiny Kong

#1-3: From where you enter this world, head east and go down the tunnel and collect the Bananas you'll find.

#4-13: From where you enter this world, head west. Go down the tunnel, and then you'll spot a hole. Jump on the pole there, and climb it down. When you are half way down, you'll notice an opening in the middle. Jump to it, and you'll find two Banana Bunches in this small area.

#14-23: In the room where you can find Snide's HQ, there is a Banana Balloon. Take out the Feather Bow, and shoot it for 10 Bananas.

- #24-33: Head to the first room of the Production Room. After powering up the machine using DK, jump on the elevating platform near the Lanky Switch. Make your way up. When you're half way up, you'll be on the machine, in the middle. There is a Banana Balloon around this part of the machine, so shoot it for 10 Bananas.
- #34-38: After doing the things described above, backflip onto the conveyor belt past Bananaporter #4. On this belt is a Banana Bunch.
- #39-43: Do the same things described above. Another Banana Bunch is on the next conveyor belt.
- #44-48: Do the same things described above. Another Banana Bunch is on the next conveyor belt.
- #49-53: Do the same things described above. Another Banana Bunch is on the next conveyor belt.
- #54-58: Once you make your way up the conveyor belts in the first room of the Production Room, you'll see a Bonus Barrel on a far away platform from you. Using Cranky's potion in this level, fly all the way to that platform. Just west of the platform with the Bonus Barrel is another platform. Fly to it, as well, and grab the Banana Bunch in the middle.
- #59-68: Head to the R&D Room. In there, head east on the lower floor, and then go through the door there. Follow down the path to find these Bananas.
- #69-75: There are a few more Bananas, if you take the eastern path from the entrance of the level. At the end of the path, climb the pole to the top, then jump to the floor. Go down the path, and follow the tunnel northeast, to find lots of Bananas!
- #76-85: You will find a Banana Balloon in the room where Funky's Store is located. Shoot it to get 10 Bananas.
- #86-90: In the Testing Room, jump up to the northern platform. There, go to the northwestern part of the platform, and you'll find a Banana Bunch by the hole there.
- #91-95: Head to the same room/platform described above, then use the Kong Barrel at the eastern side of the platform to become miniature. Go through the hole to the west, and you'll enter a new room, collecting another Banana Bunch.
- #96-100: In the DK Arcade Game room, jump up the stack of boxes and platforms at the eastern side of the room, and you'll find yet another Banana Bunch at the top.

Banana Coin Locations - Tiny Kong

- #1-5: From the entrance of the level, head east and down that hallway. Go through the gate (after opening it via a switch in the second room of the Production Room), and in that room are some Banana Coins.
- #6-10: In the second room of the Production Room, head directly north, and go through the path there, into a new room. In that room, there are a few more Banana Coins lying by the walls.

#11-15: In the first room of the Production Room, after turning on the big machine, make your way up towards the top of the room. Half way up, you will find a Tag Barrel, with Banana Coins near it.

#16-18: In the same room described above, use Bananaporter #4 as a shortcut to the top of the room. After you jump on the conveyor belts, you'll have to fly over to a ledge far away with a Bonus Barrel. Just west of that platform is another platform. Fly to it to find some Banana Coins.

#19-23: Head to the Testing Room. Then, look around for a door that says "R&D" on it. Go through it, and go down the path. In the room where the pole is, there are some more Banana Coins.

Tiny Kong's Golden Bananas

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Golden Banana #1
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Start by heading to the DK Arcade room, which is located by going through the northern area, in the second room of the Production Room. Once there, look east from the entrance of the room. You'll see a Kong Barrel. Jump in to shrink into miniature Tiny. Now, head north of where you shrunk, and you'll find a box by a table. Backflip onto the box, then backflip onto the table. Now, proceed north, and eventually, you'll come to a low box and a high box. Backflip onto the lowest box, then onto the highest one, then onto the table.

Continue north, and you'll find a hole at the end of the path. Proceed through it, and then Tiny will automatically walk through the hole, to a Golden Banana. The cage will open, so go south and claim your prize, then exit the hole.

=====
Golden Banana #2
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First, enter the first room of the Production Room. After activating the big machine in this room using DK (see his Golden Bananas section above), look for a Tiny Switch. Pound it, and a Bonus Barrel appears in this room somewhere. Now look for a Lanky Switch. There is an elevating platform near it. Jump onto it, then make your way up the area. In the middle of the machine is a ladder you have to climb. Eventually, you'll find Bananaporter #4 on a far away platform. When you are on that platform, go west, and use the three elevating platforms to reach another platform. Continue, and then backflip onto the first conveyor belt. Do the same for the next three (just jump to them), then jump to the next ledge you'll see.

On a far away platform, there is a Bonus Barrel. Fly to it, then go inside it to begin a Bonus Game. In this Bonus Game, you will see the five Kongs, and a Golden Banana, on two different rows (there are three Kongs on one row, and two Kongs and a Golden Banana on another). The object is to shoot the Golden Banana ten times to win the Bonus Game. For each Kong you hit, the Hit Count for the amount of times you have to hit the Golden Banana increases by one. After a few seconds, the screen will turn black, then the room will be revealed, and the Kongs and Golden Banana will have switched places/rows. Also, you only have a

full 60 Seconds to do all of this.

So, simply aim for the Golden Banana and shoot it to score a point, if you hit the Golden Banana. After the Hit Count reaches zero, you win the Bonus Game! A Golden Banana will emerge from the barrel, so take it.

=====
Golden Banana #3
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Enter the Testing Room. Once you are there, head to the northern side of the room, and jump on the stack of boxes there, then onto the platform. On that platform, head east, and you'll spot a Kong Barrel. Jump into it, and you will shrink! Now, head all the way west, to another area. There is a hole to the north, so go through it, and you'll be in a new room. Resize yourself, and then you'll see a Tiny Switch, along with a dartboard by the wall. Pound the Tiny Switch, and the dartboard opens up. Now a mini-game of sorts begins.

To do this mini-game, you must take out your Feather Bow, and shoot one thing on the spinning board that matches the image on the eastern part of the board. So, for example, the first image shows an Orange. Find the Orange on the wheel that is spinning, and shoot it. The image will change on the right side, and the wheel will get faster. Repeat the same process as you've been doing. If you shoot the wrong thing on the dartboard, the board will slow down, and you'll have to shoot the previous image.

When you successfully do this objective, an alcove above the dartboard will be opened, and a Golden Banana will be released. Also, a Banana Fairy will appear in the room where Funky's Store is.

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Golden Banana #4
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Head to the R&D Room. Then, on the lower floor, head all the way east, and enter through the last door to the right. Go down the path, and then at the end of the path, you'll be in a new room. Enter the nearby Kong Barrel to shrink, and then go west and through the hole. Follow down the path to a new room, then follow the black part of the floor to another hole. Go through it, and then you will be in a mini-game of some sort. You have to race a car, in a car. You have to collect 10 DK Coins, and race him in two laps. At the end of the last lap, you must have 10 DK Coins or more, and you must be in the lead.

Hold Z to accelerate, use the Control Stick to go to another side of the track, and press A to fire a missile going in the direction of your current lane. If you bump into a TNT Barrel during the ride, you lose coins! The opponent can and maybe will also bump into the TNT Barrels, getting stunned for a little. It is a good idea to fire your missiles and hit the race car, when you really need to. Use them wisely, as you only have three! Run through the DK Stars to gain a boost of speed. When you successfully go through two laps, have 10 or more DK Coins, and are in first place, you win the race, and get a Golden Banana.

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Golden Banana #5
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Enter the second room of the Production Room. Then, head all the way north, and

enter that room there, to find a pole and a Kasplat. Kill the Kasplat, and it will drop a purple Blueprint piece. Pick it up, then head back to Snide's HQ. As a reward, Snide will give you Tiny's last Golden Banana for this level!

Regular Banana Locations - Chunky Kong

- #1-5: From where you enter this level, jump on the platform to the left. There is a Banana Bunch by Bananaporter #1.

- #6-15: From where you enter the level, head left and go down the hallway there. At the end of the hallway, there is a Banana Balloon. Shoot it, and you get 10 Bananas.

- #16-20: From the start of the level, head north and into that room there. There are some Bananas in the seperate room where Snide's HQ is.

- #21-30: First, head through the western hallway from the start of the level. Then, at the end of the hallway, jump on the brown pole. Climb it down to the bottom, then go down the hallway to find more Bananas.

- #31-35: In the second room of the Production Room, look around for a pipe in a corner. Under that pipe is Bananaporter #1, along with a Banana Bunch.

- #36-40: Enter the second room of the Production Room. Go through the eastern path in the room to spot a gate. Perform a Primate Punch at the gate, and it will break, revealing a room. In that room, there is a Banana Bunch on one of the platforms, which are raised by Primate Punching the Chunky Switch on the wall in that room.

- #41-45: Head to the same room described above. There is another Banana Bunch on another one of the platforms.

- #46-50: Head to the same room described above. There is another Banana Bunch on another one of the platforms.

- #51-70: There are more Bananas in the first room of the Production Room. Head there, and then make your way to the top of the room, after activating the machine using DK. Jump on one of the spinning things connected to the big machine. As you spin around, you'll find four Banana Bunches, for you to collect.

- #71-80: Head to the R&D Room. Then, use the ladder on the east or western side, and climb it to the top of the platform. Now, look around for another ladder, and climb it as well. Punch down the gate using the Primate Punch, then stand on the Triangle Pad, and play the Triangle Trample to remove the white glass wall. In that new room, shoot the Banana Balloon for 10 Bananas.

- #81-85: In the same room described above, you'll find a trail of five Bananas by the westernmost wall.

- #86-90: In the same room described above, you'll find a trail of five Bananas by the easternmost wall.

- #91-100: First, head to the entrance of the level. Then, head east, and down the path there. After opening the gate there by pounding a blue switch in the second room of the Production Room, go through the gate and

climb the pole there. Go down the hallway there, then take the left path. At the end of the path, in that room is a Banana Balloon. Shoot it for 10 Bananas.

Banana Coin Locations - Chunky Kong

#1-5: From the start of the level, head west and go down the path there. At the end of the path, in that room are a few Banana Coins around the hole.

#6-8: From the start of the level, head north and into that room there. There are some Banana Coins in the seperate room where Snide's HQ is.

#9-11: First, head to the second room of the Production Room. Then, go through the northermost pathway, where you'll be in an area with a Kasplat, and a pole. Climb that pole to the top, then jump on the platform. Head north, and then you'll come to a gate at the end of the path. Punch it down using the Primate Punch. In that room are some Banana Coins.

#12-16: In the second room of the Production Room, look for a pipe in the corner of the room. Below that pipe is Bananaporter #1, along with a few Banana Coins around it.

#17-20: In the first room of the Production Room, make your way up the big machine after activating it (see DK's section of Golden Bananas). After that, you'll come to four rotating things on the middle of the machine. There are four Banana Coins here.

#21-24: Head to the R&D Room. After pulling the lever in the eastern room using Donkey Kong, two cages will open on the upper floor, revealing another part of the floor. In the second hole, there are more Banana Coins.

#25-26: In the Testing Room, head to the westernmost side. There are blocks that have pieces go up, as platforms. There are also lots of alcoves. In those alcoves are Banana Coins, so use the blocks as platforms, so you can reach them.

#27-28: In the Testing Room, head to the back part of the room. There are blocks that have pieces go up, as platforms. There are also lots of alcoves. In those alcoves are Banana Coins, so use the blocks as platforms, so you can reach them.

Chunky Kong's Golden Bananas

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Golden Banana #1
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First, you MUST buy the Primate Punch potion from Cranky Kong in this level, as it is required to get Chunky's Golden Bananas in here. Once you do that, head to the second room of the Production Room (where you released Chunky from his prison). Enter the easternmost path, and you'll come to a gate blocking your way into the room ahead. Perform a Primate Punch on it to knock it down, then enter the room. In that room, head north, and you'll see a Chunky Switch that

is sticking out of the wall. For now, head east, and you'll see a box with a ? Mark on it. Jump onto it, and ground pound it to reveal a Chunky Switch.

Pound that switch to break open another box that you cannot yet reach, which reveals a Golden Banana. Now, head west, and punch the Chunky Switch on the wall with a Primate Punch. Doing this will raise the three platforms in the center of the room for a short time. Jump on the lowest one to the highest, then jump to the stack of boxes and claim your Golden Banana.

=====
Golden Banana #2
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You must first activate the big machine in the first room of the Production Room, using Donkey Kong (see his Golden Bananas section for more info). After that, head to the Chunky Switch in the room, and pound it. A Golden Banana will appear at the very top of the machine! You have 99 Seconds (plenty of time) to make it there and get the Golden Banana. So, head to the Lanky Switch, and jump on the elevating platform near it. Make your way up there (you could just use Bananaporters #4 to instantly get up there). When you get to the middle of the machine, look for a ladder and climb it. Now, eventually you'll have to jump on one of the two spinning things connected to the top of the machine.

Do so, and then make your way north without falling off. When the Golden Banana is revealed, jump onto the top of the machine, and get your prize!

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Golden Banana #3
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Start by heading to the second room of the Production Room. Once you are there, head directly north, and go through the path there. You'll be in a small room with a Kasplat, and a pole. Jump to the pole, and climb it to the top. Then, jump to the floor, and head north. Ignore the left path in the tunnel, and continue north until you come to a gate. Primate Punch it to knock it down, which will reveal a new small area, with a Bonus Barrel. Jump into the Bonus Barrel to begin a Bonus Game. This is the Stash Snatch game, where you must collect all of the DK Coins spreaded throughout the maze, then touch the checkered flag to end the game.

So, you must collect 6 DK Coins and touch the checkered flag in 60 Seconds. The correct path is: north, east, north, west, south, east, west, south, north, and west. If you followed these exact directions, you should see the checkered flag, and should have collected all of the DK Coins. If so, touch the flag to end and win the Bonus Game. Collect the Golden Banana that comes out of the Bonus Barrel when you exit the bonus.

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Golden Banana #4
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Enter the R&D Room. Once you are there, climb the ladder on the west or eastern side, to the top platform. Then, head east and you'll find another ladder. Get on it and climb it to the top, and you'll be in a new pathway, with a white glass wall and a Triangle Pad nearby. Stand on the Triangle Pad and play the Triangle to remove the glass wall, revealing a new room. Jump down the ledge, and then go north to find a treasure chest with a Chunky Switch sticking out of

it. Use a Primate Punch on the switch. Doing this will cause the room to close up, and the treasure chest to open.

It will spit out some toys. Simply keep beating down the toys; they're not hard at all. Eventually, lots of toys will come out, and fuse into one big toy! A Kong Barrel will also appear in the room. Step inside to become Hunky Chunky. Now, to defeat the huge toy, simply do an arm spin at it, and quickly run away before it can swipe at you (in other words, run up to it, press B, and then quickly escape). Then, after a few punches, the toys will fall apart, die, and a Golden Banana will be your reward. Use the ladder on the left side of the platform at the start of the room to get out of the room.

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Golden Banana #5
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Head to the Testing Room. Once there, look around near the stack of blocks to find a Kasplat. Bash it to death, and it will drop Chunky's Blueprint piece! Pick it up, and then head to Snide's HQ. As a reward for returning another one of his Blueprint pieces, he'll give you a Golden Banana, which is Chunky's last Golden Banana for the level.

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DK Isle
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Golden Bananas Required to Enter Fourth World: 30

After you're done with Frantic Factory, head to K. Lumsy's island again. Walk up to his cage to open a lock on it. However, nothing will happen. For now, exit his island. There are a few Golden Bananas you can get on this island, ever since you've gotten Chunky, and the new abilities for the Kongs in the last level. I recommend you get them before moving on. Regardless, whenever you feel you are ready and have 30 or more Golden Bananas, head back to K. Rool's isle, but do not get on it. Instead, dive underwater, and swim around until you spot an opening. Go through that opening.

In this next level lobby, swim north, and surface when you can. Jump onto the platform, and then jump onto the next two platforms. Show B. Locker your Golden Bananas, and he will let you through if you have 30 or more. Head through the DK Portal to begin the next world!

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World #4: Gloomy Galleon
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NOTE: I recommend getting as many Golden Bananas as possible before attempting to fight the boss. This way, you will not have to worry about not having enough Golden Bananas to enter the upcoming worlds. Also, I recommend fighting the boss after you've gotten all of the Golden Bananas possible in the level. Read the Bosses section to see how to defeat the boss.

Banana Requirement to Reach Boss: 250

Accessing New Areas

From where you enter the level, head north and down the path. Immediately, you will see the path split to the right, leading to a water-filled room, with a bridge and a cannon inside. To access this room, continue north, and you'll get to a Tag Barrel. Get out Chunky, and head back to the split path near the start of the level. Shoot the two Pineapple Switches by the gate there to open the gate, allowing you to gain access to that room. Also, if you go back to the Tag Barrel, you'll notice the path splits to the north, west, and east. The east path takes you to the Lighthouse area, but at the end of the path, you will find two Coconut Switches.

You must shoot these switches with DK to open the gate, so you can access that area. The west path from the Tag Barrel leads to the main area, where you can get a lot of Golden Bananas and such. However, at the end of that path, there are two Peanut Switches. Bring Diddy there, and shoot the switches to open the gate, allowing you to access that area as well. Also, just north of the Tag Barrel is an open area with platforms and Launcher Barrels and such, which you will also need to go into to get some stuff needed. By the way, that enemy with the big club you'll encounter on the way to the main area can only be killed by an instrument, or by using the special shockwave power.

Locating Cranky's Lab

First, head to the first Tag Barrel in the level. Take the northernmost path, and then head west in that area. Continue down the path, and then you'll come to a Launcher Barrel at the northwestern corner of the room. Enter it, and you will be blasted up to a high platform where Cranky's Lab is. However, there is no use for Cranky in this level, as he has no new potions to give to any of the Kongs. But, he DOES have one good use. Assuming you've gotten 5 Banana Medals in the last three levels, you will have 15 Banana Medals at this point. Cranky will allow you to play his Jetpac game, which you need to play and break the high score of 5000 Points in order to win the Rareware Coin, which you HAVE to have in order to complete the game.

However, if you want to buy a potion from Cranky in future levels, you have to press B to reject his request of playing the Jetpac game. Then, he will sell the current Kong a potion, if he/she has anything to buy.

Raising and Lowering the Water Level

Head to the Lighthouse Area, to start off. Draining and raising the water level is required to get some Golden Bananas in this level. Anyway, once you're in the Lighthouse Area, dive underwater. Now, swim north, to the platform sticking out, where the Lighthouse itself is. While underwater, swim near the top of the platform sticking out of the water. You should see an Up Arrow Switch. If you see a Down Arrow Switch instead, go around the other side of the platform. Swim into the Up Arrow Switch to raise the water level, which you'll need to do in order to gain enough height to get onto the platform with the Lighthouse.

If you swim into the Down Arrow Switch, the water level will lower, which is what it was by default when you first entered this level. You'll find yourself raising and lowering the water level a lot, if you are to get all of the Golden Bananas in this level.

Locating Snide's HQ

Start by entering the Lighthouse Area. Once there, make sure the water level is raised. If not, raise the water level in that area, then swim east of where you enter this area. You'll see a small area. Jump to it, and you'll see Snide's HQ right there! You can activate Bananaporter #3 and use it as a shortcut back here (after activating both Bananaporters first, that is).

Locating Enguarde

Yes, you get to play as the swordfish, like in the DKC series. Anyway, start by taking the left path in the main hall. Enter the big area there, full of water. In that area, dive underwater, and then swim north towards the sunken ship. You will find a Tag Barrel, and an Animal Box. Only Lanky can enter it, so make sure you have him out! If not, get him out. As Enguarde, you must enter First Person view. When you do so, look up, and out of the water. You will see a DK Star. Now, you must start from the entrance of the room, then swim down, and directly up, to emerge from the water. Aim for the DK Star.

You must go directly through the DK Star three times (not consecutively). Doing this will cause a gate through an entrance underwater to open, in the area you are currently in. Also, Enguarde is in two different locations. For the second Enguarde, take the Lighthouse path in the main hallway. Once there, swim south of where you enter, and you'll see a Tag Barrel and an Animal Box. Enter the Animal Box as Lanky to become Enguarde.

As Enguarde, swim all the way north to find an Enguarde Picture. Simply peck it using B, and it will break open, revealing a new room with one of the Troff 'n Scoff Portals in the level.

Locating Candy's Musical Store

Take the western path at the beginning of the level. Then, at the end of the path, use Diddy to shoot the two Peanut Switches, to lower the gate. You can then enter that area, so do it. Then, from the entrance, swim north, then go slightly east, and continue north, swimming down the path. You'll come to a lone platform. Continue north from there, and you'll find another platform with Candy's Musical Store on it! For 5 Banana Coins, you can get a whole new instrument upgrade, where you can now play your instrument fifteen times before needing a refill.

Locating Funky's Store

Enter the main area (take the western path in the main hallway). In that area, swim to the northeast. After going slightly east, go north and swim down that path. You will eventually come to a floating platform with Bananaporter #5. Simply ignore it, and continue north. Eventually, you'll come to a platform

where Funky's Store is. However, Funky serves no purpose in this level, other than to refill your shooter with some ammo.

Troff 'n Scoff Portal Locations

Troff 'n Scoff Portal #1 - From the start of the level, head north, and down the hallway. You'll come to a split path, where it will split to the north, west, and east. Take the northern path, and into the room there. Go to the eastern part of the room, and enter the Launcher Barrel there to be shot up to the top of the boat. Use the nearby vines to make it across, then walk across the planks to the east. The portal is there.

Troff 'n Scoff Portal #2 - In the Lighthouse Area, dive underwater, and swim to the western side of the area. You should spot a big hole, eventually. Swim directly down this hole, where you'll find another portal.

Troff 'n Scoff Portal #3 - After you break apart the Enguarde Picture in the Lighthouse Area, go through that tunnel that is revealed. Another portal is in that small room.

Troff 'n Scoff Portal #4 - In the second watery area (the left path in the main hallway), swim all the way northeast. Continue doing it, and you'll come to Funky's Store, and several platforms with Instrument Pads on them. Behind the Instrument Pad platforms, underwater, you will find a portal.

Troff 'n Scoff Portal #5 - For this one, head to the second watery area. In that area, swim all the way northwest, towards the half sunken ship. Dive underwater, and go behind the ship, and look on the floor at the bottom. There is the portal there.

Bananaporter Locations

Bananaporter #1 - First, head to the main hallway, at the beginning of the level. Take the northern path to a new area, where you will spot Bananaporter #1 nearby. The second one is found in the Lighthouse Area. The water level MUST be raised. In that area, jump onto the platform where the Lighthouse is. Around that platform is Bananaporter #1.

Bananaporter #2 - For the first one, head to the main hallway at the beginning of the level. Then, go north into the area there. On top of the stack of boxes to the right is the Bananaporter. For the second one, take the left path in the main hallway. In that water area, go northwest and swim towards the shipwreck. You will find a lone platform floating, with the Bananaporter on top of it.

Bananaporter #3 - The first one is found in the northern area of the main hall.

In that room, use the first Launcher Barrel you'll see to launch to the top of a ship, where you'll see nearby vines. Swing from each one until you get to a platform where this Bananaporter is. The second one can be found on the platform with Snide's HQ, in the Lighthouse Area.

Bananaporter #4 - Head to the main water area (take the left path in the main hallway). In that area, swim north of where you enter the area, and you'll find a floating platform. Bananaporter #4 is on this platform. The second one is found in the room with the coins and the treasure chest, in the main water area. Look at the 'Locating Enguarde' section of this level above to see how to access that area. Make your way up the stack of coins in the northeastern corner. After completing the Bonus Game there, the Bananaporter will appear.

Bananaporter #5 - In the Lighthouse Area, get on the platform where you find the Lighthouse, with the water raised. On that platform, go around it until you spot this Bananaporter. The second one can be found in the main water area. Swim to the northeast, where you'll find a floating platform. The Bananaporter is on the platform.

Regular Banana Locations - Donkey Kong

- #1-20: While you're inside the Lighthouse, start climbing up the platforms that lead to the top of the room (see Donkey Kong's Golden Bananas section). On the way to the top, you'll find four Banana Bunches.
- #21-30: Inside the Lighthouse, you'll find a Banana Balloon floating around the room. Shoot it for 10 Bananas.
- #31-40: Outside the Lighthouse, go onto the platform where the Lighthouse is located. Around this platform is a Banana Balloon, which will give you 10 Bananas when shot.
- #41-55: In DK's Baboon Blast game for this level (found on the platform where the Lighthouse is), you'll find some Banana Bunches as you blast to each barrel.
- #56-65: Head to the Lighthouse Area. Once there, break the Enguarde Picture in that area (see the 'Locating Enguarde' section above). In the newly revealed room, swim around the walls to find more Bananas.
- #66-75: Enter the northern area in the main hallway. In that area, head east and under the big ship. Follow the path to a new room with three treasure chests. There is a Banana Balloon in this room, so shoot it for 10 Bananas.
- #76-90: Head to the main water area (the left path in the main hallway). Once there, swim to the middle of the area, then dive underwater and swim all the way down to the bottom. Near the big sunken ship are many platforms and treasure chests. Under one of the platforms are three Banana Bunches for DK!
- #91-100: In DK's area of the sunken ship (see his Golden Bananas section), you will find some Bananas at the entrance. Follow down the path to find

a trail of 10 Bananas.

Banana Coin Locations - Donkey Kong

#1-2: Two Banana Coins can be found in the Baboon Blasting game for this level, which is found on the platform where the Lighthouse is. While you blast from each barrel, you'll find and snag two Banana Coins.

#3-6: In the main water area (take the left path in the main hallway), head northeast to a floating platform with Bananaporter #5. On the next one across from the one with Bananaporter #5 are some more Banana Coins.

#7-9: Head to the same water area described above. Once there, swim underwater down to the ocean floor, by the big ship in the middle. Use Enguarde to break open the many chests spreaded throughout the floor near the ship. One chest will reveal some Banana Coins.

#10-12: Head inside Donkey Kong's part of the sunken ship (see his part of the Golden Bananas). Once inside, swim around until you find these.

Donkey Kong's Golden Bananas

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Golden Banana #1
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Start by heading to the Lighthouse Area. When the water level is raised, get on the platform where the Lighthouse is. Go around that platform, and eventually, you'll spot a green DK Switch. Pound it, and the entrance to the Lighthouse will open up. Now, climb the brown ladder near the entrance, then climb it to the entrance, and walk inside. Once inside, you'll immediately see a brown ladder. Climb it up to the platform, then jump on the first platform you'll see there. Then, look to the right. When the platform moves out, jump to it, then to the next platform. Do the same for each platform until you see one that moves up and down.

Now, for this one, jump to it when possible. As it moves up, you'll see another platform. Stay on the platform you're on until you're able to jump to the next platform. Then, do so. Once you do that, the platform will move up. Jump to the next one, as well. Then, jump to the next moving platform when possible. You will find one that slides in and out as you go up and down. Jump to it, then to the top platform. You'll see a nearby lever. Walk up to it, and stand on the footpad. Press B to begin pulling it. Doing this will cause the Lighthouse to be activated, and for a boat outside to be released through a big brown door.

That boat is needed in order to get some Golden Bananas. Anyway, when you are done pulling the lever, a Golden Banana appears at the bottom of the room after the Lighthouse activates. Jump down to the bottom of the room, and get the Golden Banana on the ground.

=====
Golden Banana #2

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You must enter the Lighthouse Area, first off. Once you do that, jump onto the platform with the Lighthouse, with the water raised. Then, look around the platform for another higher platform (there's two; one has a DK Pad on it, which is the one you'll want to go on). On the platform with the DK Pad, stand on it, and press Z to launch into a barrel-blasting game. Shoot to the bottom barrel at the start, not the top. Otherwise, you'll go in circles and end up back in the first barrel. Then, shoot to the first barrel you'll see, not the second one.

After that, you'll come to a barrel that moves around towards the left. You will come to a barrel; ignore it. Ignore the second barrel you'll come across, then shoot to the third one. Finally, shoot through the DK Star in the final barrel. Doing this will cause a seel to be released from a cage in the area with the Lighthouse. It'll end up on a platform in the main water area, and a gate near it will open, revealing a new area. Anyway, once that happens, head to the main water area. Then, swim to the north from where you enter.

You'll see a cave in the distance. Swim to it, and you'll end up by the seel you just released. Listen to his speech; he challenges you to a race, and will tell you the controls of racing him. He will also leave behind a Golden Banana, so grab it.

=====
Golden Banana #3
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Do everything that was described above. Once you do so, jump on the platform with the seel, then jump to the cave behind it and enter the cave. Once you are inside, you'll have to race the seel for a Golden Banana! In case you forgot how to accelerate (the seel told you before the race), hold Z. The object is to collect 10 DK Coins, and to beat the seel in the race. However, you have to drive through the checkpoints around the water. You CAN make sharp turns around these checkpoints if the seel is ahead of you, to get ahead of it. However, if you miss five checkpoints, you lose and have to restart.

If you ram into the boxes, you lose a few coins, so be careful. After you get past the second lap and have 10 or more DK Coins, and are ahead of the seel, you will get a Golden Banana.

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Golden Banana #4
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First, head to the main water area. Once there, swim northeast to an area with several platforms that have Instrument Pads on them. One has a Bongo Blast Pad. Stand on it, and play the Bongo Blast. Doing this will cause a gate to open on the big ship in the middle of the area. You only have 60 Seconds to get to where this gate was located! Hurry and swim there. Swim around the walls of the ship until you see an opening, then head inside. Once inside the ship, swim down the path until you reach an open area. To the left is an open gate, with a Bonus Barrel in the room. Swim to it and enter the barrel.

In this Bonus Game, you have 60 Seconds to shoot the Golden Banana 15 times on one of the platforms. If you shoot a Kong, you lose one point! The Golden Banana and the Kongs will switch places often, so be careful. After you score 15 Points, you win the bonus! Also, select the melon in the middle to reload

your ammo. Get the Golden Banana that appears in the ship, then simply make your way out of the ship by going through the entrance.

=====
Golden Banana #5
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Before you can get this one, you MUST have already opened the new area as Enguarde, in the main water area (see the 'Locating Enguarde' section above). Once you do that, swim through that tunnel, and you'll end up in a room with lots of coins, and a treasure chest. Now, in the northeastern corner is a Diddy Pad on one of the coins. Stand on it and hold Z as Diddy to spring to the top. Make your way up, and you'll find a Bonus Barrel at the top. Complete the Bonus Game, and Bananaport #4 will appear. Head to the first one and use it as DK to teleport to the top of the coins, where a Kasplat is waiting.

Bash him down, get the Blueprint, and return to Snide. He will give you DK's last Golden Banana as a reward!

Regular Banana Locations - Diddy Kong

#1-10: First, head to the Lighthouse Area. Once there, go onto the platform with the Lighthouse, and look around for another platform (there's two). One has a Kong Barrel. Jump inside to get on Diddy's Jetpack! Fly up to the top of the Lighthouse, where you'll find two Banana Bunches around the Lighthouse.

#11-20: Do the same things described above in the same area, but don't go to the top of the Lighthouse. Instead, fly around the area until you see a black cage. Land on it, and then look around for a Banana Balloon. Shoot it to get 10 Bananas.

#21-30: Take the northernmost path in the main hallway. Once you do so, head all the way west until you spot a cannon. Enter it, and as you shoot up, you'll collect two Banana Bunches.

#31-40: Head to the main water area. Once there, swim to the northeast. You will come to several platforms sticking up, with Instrument Pads on each one. Get onto the top platform and look around for a Banana Balloon. Shoot it for 10 Bananas.

#41-60: Again, head to the main water area. Then, swim directly north of where you enter the area, and then go underwater. Swim towards what appears to be a hole. However, when you get closer, you'll see a gate covering the hole. Around this cage are four Banana Bunches.

#61-64: First, enter Diddy's section of the sunken ship in the main water area (see his Golden Bananas section). Once you're there, you'll find a trail of Bananas as you go along the path.

#65-74: These are found in the same area described above. In the main area of the ship, you'll find more Bananas throughout the room.

#75-84: In the main water area, swim northwest to find a ship half-buried into the ground. Swim near that ship, dive underwater, and then head towards the bottom of the ground, around the ship. There are Bananas here.

#85-90: Head to the main water area once again. First, you must do Enguarde's task for this room (see the 'Locating Enguarde' section above). After you do that, swim through the northernmost tunnel underwater, in that area. As you swim down the path, you'll find five Bananas.

#91-100: Head through the same tunnel described above. In that new room, you will see a treasure chest to the north. Around it is a Banana Balloon. Simply stand on one of the stack of coins in the room, take out your Shooter, and shoot the Balloon for 10 Bananas.

Banana Coin Locations - Diddy Kong

#1-5: First, take the northern path in the main hallway. In that room, head west until you spot a barrel. Enter it, and you'll be shot up to a small platform with Cranky's Lab on it. Around this platform, you will find five Banana Coins.

#6-8: In the Lighthouse Area, go onto the platform where the Lighthouse is at. There's two platforms around the platform you're on. One of them has a Kong Barrel by it. Jump in, and you'll get the Jetpack. Fly around the whole area, until you see a black cage. Land on it, where you'll find three Banana Coins waiting.

#9-13: Start by heading to the Lighthouse Area. Once there, dive underwater, and swim towards the northeastern part of the area. You should come to a seashell-like thing, if you keep searching. In front of that seashell, you will find more Banana Coins.

#14-17: Head to the main water area. Once there, head underwater, and swim to the northeast, to several platforms with Instrument Pads on them. Swim behind that platform, and you'll find Banana Coins.

#18-20: In the main water area, you must first transform into Enguarde (see the 'Locating Enguarde' section of this level). Then, swim to the northern part of this area, where you'll come to a cage underwater. It's at the bottom of the floor. Break the treasure chest there by pecking it, which reveals Banana Coins. Come back here as Diddy and collect them.

Diddy Kong's Golden Bananas

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Golden Banana #1
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First, head to the Lighthouse Area. Once there, head onto the platform with the Lighthouse, and look around towards the east, near Bananaporter #5. There is a platform there. Jump onto it, and hop into the Kong Barrel to get a Jetpack. Now, fly directly up, and onto the top of the Lighthouse. You'll find a Guitar Pad. Play Diddy's Guitar Gazump while standing on the pad. Doing this will make a cage in the main water area open, and a big mechanical fish will arise from the hole! Now, you have 99 Seconds to enter the fish.

However, it's easier than you may think. Drop down off of the Lighthouse, and then use Bananaporter #5 as a shortcut to the area with the fish. From where you teleport, dive underwater, then head a little west, then north. You'll spot the fish. Swim towards it, and when its mouth opens, swim inside it. Inside the fish, you'll see a Zinger, along with two platforms, and a heart with a fan spinning around it. Eventually, the yellow fan stops spinning, and reveals a thing (sometimes two things) you must shoot.

Shoot one of the things the fan uncovers, and a countdown timer commences. You have exactly 100 Seconds to shoot all of the things on the heart three times. You have to shoot each one three times, in other words. However, when the fan stops spinning, the maximum amount of things that's on the heart that will be shown at once is two. When you shoot one of them once, it turns yellow. Shoot it again, and it will turn white. Shoot it one last time, and it will bust. You have to break each thing on the heart. Once you do that, a Golden Banana will appear, so grab it. Just head south to exit the fish.

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Golden Banana #2
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This one is also located in the Lighthouse Area, so head there. Before Diddy can get this one, DK will have to have activated the Lighthouse. Now, jump onto the platform with the Lighthouse on it, then jump on the eastern platform to find a Kong Barrel above it. Jump in, then with the Jetpack, fly onto the ship floating around the water. You should spot a Diddy Switch. Stand by the pole next to the switch, then perform a Simian Slam. As the boat moves, Diddy should either hit the switch, or touch it before the slam ends.

When the switch is pressed, a cannon attached to the boat will shoot out a Golden Banana. It will end up on the top of the Lighthouse. So, go back to the platform with the Lighthouse, and get back in Diddy's Jetpack. Fly to the top of the Lighthouse, and get the Golden Banana.

=====
Golden Banana #3
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Start by heading to the main water area. Once there, swim all the way northeast until you see several platforms sticking up (the water MUST be drained). If the water isn't drained, drain it. Then, jump onto the lowest platform to find a Guitar Pad. Stand on it, and play the Guitar Gazump. Doing this will cause a gate to lower on the big ship underwater, in the middle of the area. You now have 60 Seconds to enter the ship, so swim northeast, and then dive underwater. Swim to the big ship in the middle, then look around the sides for an opening. When you find one, head inside.

Once inside the ship, follow along the path until you reach a big room. Then, swim directly north to spot a Bonus Barrel. Swim inside to begin a Bonus Game. In this Bonus Game, you have to collect 8 DK Coins in a matter of 60 Seconds. However, it's more difficult than you may realize. If the starfish underwater hit you, you will be stunned for at least three seconds. Start by diving under the water, then swim around the walls, collecting the coins there. Then, go to the bottom of the barrel, and collect the coins around the walls.

Also, there's one in the middle, at the bottom of the floor. Collect it, and you will see that you still have one to collect, but you'll see it nowhere in sight! Where is it, you ask? It's simple. Swim all the way to the surface, and

look around for a lowered vine. Jump on it, then jump to the next one. Keep doing this and you'll collect the last DK Coin, completing the bonus. When you successfully complete the bonus, get the Golden Banana that appears.

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Golden Banana #4
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You must first open up the new area in the main water area, using Enguarde (see the 'Locating Enguarde' section of this level above). Once you do so, head underwater in the main water area, and swim through the northernmost tunnel. Then, follow along the path, and go into the new room there. Once there, head to the northeastern part of the room, and you'll see a stack of coins. Jump on the lowest part of the stack (the water must be raised), and you will find a Diddy Pad. Stand on it, and hold Z to launch in the air. Land on the higher part of the stack. Now, make your way up, then you'll come to another Diddy Pad. Launch up, and land on the highest part of the stack of coins.

You'll find a Bonus Barrel above you, so jump inside to begin a Bonus Game. In this Bonus Game, you have 70 Seconds to navigate your way through a maze, and avoid being caught by the searchlights! There is a certain path you have to take to get through the maze, obviously. The correct path is, from where you start: north, west, north, north again, east, and east again. If you take this path, you should find the checkered flag at the end, so step on it to end the Bonus Game! When you get out, get the Golden Banana that appears. Also, upon completing this bonus, Bananaporter #4 appears on the stack of coins.

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Golden Banana #5
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First, head to the Lighthouse Area, with the water lowered. Now, in that area, swim to the southwestern part of the area, where you'll see a small area. Jump to it, and you'll meet a Kasplat there. Beat him down, and take the Blueprint he drops. With the water raised, head to the northeastern part of the area, and enter Snide's HQ in that small area. As a reward for returning his Blueprint to him, you get a Golden Banana!

Regular Banana Locations - Lanky Kong

#1-5: From the entrance of the level, you will see a trail of single Bananas. Simply follow the path and collect these Bananas.

#6-25: Take the northern path in the main hallway, when the path splits between three areas. Then, head west, and go north of the Launcher Barrel. After punching the gate there as Chunky, shoot the two Banana Balloons inside that area for 20 Bananas.

#26-35: Head to the main water area. From the entrance of it, stand on the floating box, and look north. Shoot the Banana Balloon there to get ten more Bananas.

#36-40: Again, head to the main water area. Once there, swim all the way to the northeast, where you'll find some platforms sticking up. On one of them is a Trombone Pad. A Banana Bunch is on top of it.

- #41-55: First, enter Lanky's part of the sunken ship (see his Golden Bananas section for more info). Once inside, swim into the main room of the ship, and search around. You'll find lots of Bananas.
- #56-60: In the main water area, swim near the Enguarde Crate. Under it (the crate is at the top of the sunken ship in the middle), there is a Banana Bunch there.
- #61-65: Enter Lanky's part of the half-buried ship in the main water area (see his Golden Bananas section). Inside that ship, there's more Bananas.
- #66-70: Enter the same place described above. Inside, there is a Banana Bunch you will find through little searching.
- #71-75: First, enter the room where there are lots of stacks of coins (see the 'Locating Enguarde' section of the level above, to see how to access this room). Once inside, head to the western part. As you go up using the Lanky Pads, you will find separate Bananas atop the stack of coins.
- #76-80: Head to the Lighthouse Area. Once there, dive underwater, and swim directly south of where you enter the area. Once you see a floor, you will find an Enguarde Crate. Below it is a Banana Bunch,
- #81-100: Head to the same area described above, and swim into the Enguarde Crate. With Enguarde, swim to the left and right of where the crate was, to find some treasure chests. Peck them with B to break them open, revealing Bananas. After breaking all of the chests in that area, turn back into Lanky and collect the Bananas.

Banana Coin Locations - Lanky Kong

- #1-3: Enter Lanky's part of the sunken ship, in the main water area (see his Golden Bananas section). Once there, swim around the ship until you find some Banana Coins.
- #4-5: Head to the main water area. Become Enguarde (see the 'Locating Enguarde' section of this level), and head just south of where you transformed into Enguarde. Circle around the area, and you'll find several treasure chests lying around. Peck them with B to destroy them. One will reveal some more Banana Coins for you!
- #6-9: Enter Lanky's part of the half-buried ship (see the Golden Bananas part for Lanky). Inside are some more Banana Coins (use Enguarde to break open the treasure chests to reveal the coins).
- #10-12: First, go to the Lighthouse Area. Once there, swim all the way north. You'll notice an Enguarde Picture, that can only be broken using the swordfish himself (see the 'Locating Enguarde' section). Head into the new area that's revealed, and you'll find more Banana Coins.
- #13: Head to Lanky's part of the half-buried ship (see his Golden Bananas part of this level). Once there, go through the hole revealed by Enguarde after pecking the chest. In that hole is a single Banana Coin.
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Lanky Kong's Golden Bananas

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Golden Banana #1

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Start by entering the Lighthouse Area. Once there, swim directly south of where you enter the area, and you'll come to an Enguarde Crate. Swim inside to become Enguarde! Now, go all the way north, then south. You'll be in an area with a seashell. To the left of that seashell is a treasure chest. Peck it open to reveal a Golden Banana. Now, turn back into Lanky and get the Golden Banana!

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Golden Banana #2

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First, take the left path in the main hallway. Once you are there, look to the east. You'll notice a Lanky Switch. Pound it, and a gate will open up on a ship in the main water area. You only have 30 Seconds to enter the ship! Once the gate opens, go north and into the main water area. Now, swim northwest, and dive underwater to find a half-buried ship. Go to the bottom part of it, and then swim through the hole there to enter the ship. Once inside, swim directly north, and follow the Banana path to an Enguarde Crate.

Enter the crate to become Enguarde. Now, swim north, and peck the treasure chest to the far right to reveal a hole. Swim through it, and then swim through the end of the hole to spot a Golden Banana. Turn back into Lanky, and snag the Golden Banana. Now make your way out of the ship the same way you entered.

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Golden Banana #3

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Head into the main water area, with the water level lowered. Once there, swim to the northeast, where you'll come to some platforms sticking up. Once you see that, swim behind the big platform to find a small ledge with a Trombone Pad. Stand on the pad, and play the Trombone. Doing this will cause a gate to open on the sunken ship in the middle of the area. You only have 60 Seconds to enter the ship, but that's more than enough time. Swim north, towards the middle of the area. Then, swim to the left wall of the ship. You should find a hole you can enter, so enter it.

Inside the ship, swim along the path, and you'll end up in a large room. From where you enter that room, swim west, and take the Golden Banana you'll see. That was rather simple, wasn't it? Now simply make your way out, via the same way you entered.

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Golden Banana #4

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Again, head into the main water area. After opening the gate through the tunnel underwater using Enguarde (see the 'Locating Enguarde' section above), dive underwater, and swim north from where you enter the main water area. Proceed through the tunnel, and into a new room. In this room full of coin stacks, head

to the west, where you'll see a stack of coins, and a low part of the stack you can jump on (ONLY if the water level is raised). Jump on it, and stand on the Lanky Pad. Turn into a balloon by pressing Z, then float up higher on the stack of coins.

Now, deflate onto the higher stack, then make your way up to the next Lanky Pad you will find. Inflate into a balloon, float up, and then deflate on the west part of the stack. Now, backflip onto the higher stack, then inflate into a balloon while standing on the Lanky Pad. Float up, once again, and then deflate onto the higher stack. Make your way up to the top, then enter the Bonus Barrel at the very top. You have to play the Searchlight Seek Bonus Game. The room will turn dark, and you have 60 Seconds to hit four Klaptraps.

However, it's simple, really. Move around with the Control Stick. When you see the edge of the head of the Klaptrap, press Z to fire a melon. You'll likely hit it. Using this strategy (for every future Searchlight Seek game, too), you will likely win pretty fast. Once you win, take the Golden Banana that comes out of the Bonus Barrel!

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Golden Banana #5
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Make sure the water level is raised, first of all. If or when it is, head to the very start of the level. Take the eastern path you'll most likely see, and shoot the two Pineapple Switches as Chunky. After the gate opens, return here with Lanky, and swim into the new room there. Jump onto the narrow walkway, where you'll meet a Kasplat. Pound it down until it falls, and drops a Blueprint. Pick it up, then head over to Snide's HQ and return the Blueprint. Snide will give you a Golden Banana, as always, as a reward for helping him get a Blueprint piece back.

Regular Banana Locations - Tiny Kong

#1-5: First, head to the main hallway. Where the path splits, take the northern path to a new area. Look around nearby for a Launcher Barrel. Enter it, and you'll be shot up to the top of a broken ship. Now, you will see some vines. Swing across each one until you get to the next platform, then you will find a Banana Bunch by Bananaporter #3.

#6-8: Head to the same area described above. Once there, look to the left. You will see a trail of Bananas you can grab on the walkway.

#9-23: Start by heading to the entrance of the level. Once there, take the east path you'll see. Shoot the two Pineapple Switches as Chunky to lower the gate, revealing the room. Return here with Tiny with the water raised. In that room, swim north and jump onto the walkway. There are a few Banana Bunches near this walkway!

#24-28: In the main hallway, take the eastern path when the path splits in three directions. While going down the hallway, you'll find a few more single Bananas.

#29-32: Do the same thing as described above, but instead of taking the east path, take the western path instead. You'll find more single Bananas.

#33-42: Enter Tiny's part of the sunken ship (see her Golden Bananas section). Once there, follow along the path until you get to a big room. In that room, swim around and you'll find two Banana Bunches.

#43-50: Head to the same area described above. While swimming down the path, you will find a few seperate single Bananas.

#51-60: Enter Tiny's part of the half-buried ship. Follow along the path, and in the big room, swim around until you find two Banana Bunches.

#61-65: Head to the Lighthouse Area. Make sure the water level is raised. Swim to the platform with Snide's HQ (see the 'Locating Snide's HQ' section of this level), where you'll find Bananaporter #3. Above it is a Banana Bunch for you.

#66-75: Go to the same area/platform described above. Once on there, you will find a Banana Balloon floating around Snide's HQ. Shoot it for ten more regular Bananas!

#76-85: Head to the Lighthouse Area, and make sure the water level is lowered. Swim just west of where you enter the area, and you'll come to a small alcove. Jump into it, where you'll find a Banana Balloon floating. Shoot it for 10 Bananas.

#86-90: First, head to the main water area. After opening the gate through the tunnel using Enguarde (see the 'Locating Enguarde' section of this level), swim through the northernmost tunnel underwater in that area. Go through the tunnel, and into a new room. In that room is a big treasure chest. Near it is a Banana Bunch.

#91-100: Head to the same area described above. In the left corner of the room is a Banana Balloon. With the water raised, stand on one of the stack of coins, and shoot the Banana Balloon for 10 Bananas.

Banana Coin Locations - Tiny Kong

#1-3: First, head to the start of the level. Take the eastern path you'll see, and after shooting the Pineapple Switches there using Chunky, go to the eastern corner inside that room. You'll find three Banana Coins.

#4-5: Enter Tiny's part of the sunken ship (see her Golden Bananas section). Once inside, follow along the path until you reach a big room. Now, swim around the ship, and you should find these Banana Coins.

#6-8: Head to the main water area. Turn into Enguarde by swimming into the Enguarde Crate with Lanky, then head south of the sunken ship. Swim left of it to find a treasure chest. Peck it open to reveal some Banana Coins. Return here as Tiny, and pick them up!

#9-13: Head to the Lighthouse Area. Once there, swim to the northwest, and dive underwater. Swim south until you see a seashell. Swim to it, and you'll find some Banana Coins near it.

#14-16: Head to the same area described above. Look around for a Kong Barrel, then swim into it to shrink. Now, swim through the hole in the seashell to enter a new area with a mermaid. In that area are some Banana Coins in the middle of the area.

#17-20: First, go to the main water area. Once there, open up the gate through the underwater tunnel in that area using Enguarde (see the 'Locating Enguarde' section of the level). Swim through the underwater tunnel to the north, then in that new area, swim directly north to a treasure. Near it are some Banana Coins.

Tiny Kong's Golden Bananas

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Golden Banana #1
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First, head to the main hallway. When the path splits between three directions, take the western one. At the end of the path, look to the left to find a Tiny Switch. Pound it, and a gate will open on a half-buried ship in the main water area. You only have 30 Seconds to swim through the hole revealed on the ship! Now, head to the main water area, and swim northwest. Dive underwater, and swim towards the half-buried ship. At the top of the ship is the hole revealed, so swim through it to enter the ship. Inside the ship, swim south, then directly north. Swim through the hole in the wall, and into a new room.

From there, turn left, and swim north past the starfish. You'll come to a Bonus Barrel, so swim into it to begin a Bonus Game. In this one, you must move the target reticle using the Control Stick. Press A to fire at the Kremling that comes out of the hole. React quickly, before the Kremling goes back into the hole. Green ones are worth one point, while red ones are worth two. However, the red ones go back in much faster. You have 60 Seconds to score 22 Points.

Also, when you run out of ammo, move the target to the middle (just stop moving the Control Stick), and press A. After you win the Bonus Game, a Golden Banana will come out of the Bonus Barrel. Take it as yours!

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Golden Banana #2
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Start by heading to the main water area, once again. After opening the gate in the underwater tunnel in this area, using Enguarde (see the 'Locating Enguarde' section of the level), go underwater and swim through the northern tunnel. Swim down the path, and go into the new room there. In this room, swim to the north. At the end, you'll see a large treasure chest. Above it is a Kong Barrel. Enter it, and you'll shrink, so go in front of the treasure chest, and swim through the small keyhole. You are now inside the treasure chest (obviously)! Once you are inside the treasure chest, you must collect pearls that are inside the mouth of the clamshells.

Now, swim north. You'll spot a clamshell in the middle. When its mouth opens, swim inside and touch the white pearl in its mouth to collect it. Now, exit the mouth. There's another clamshell in the northwestern corner, so collect the pearl inside. The others are in the northeastern corner, the southeastern corner, and the southwestern corner. Collect the pearls in each one. After all of the pearls have been collected, Tiny will suggest we visit the mermaid.

What mermaid, you ask? Well, before going into the treasure chest, you could've

visited this said mermaid. She would request you get the pearls for her, which is the reason we came here in the first place. Anyways, when you have all of the pearls, exit the treasure chest. Back outside, make your way out of this area, and head to the Lighthouse Area. Once there, dive underwater, and swim to the northwestern part of the area. Swim south from there, and you'll come to a small area with a seashell.

Swim all the way down into that area, and you'll find a Kong Barrel. Swim into it, and you'll shrink. Now, swim into the small hole in the seashell to enter a new area, where the mermaid lurks. As a reward for returning the pearls to her, she will give you a Golden Banana. Swim to it and grab it!

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Golden Banana #3
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Enter the main water area. Once you are there, make sure the water level is raised. Then, swim to the northeast, where you'll find several platforms that are sticking up. The easternmost one has a Saxophone Pad on it. Stand on it, and play the Saxophone. Doing this will cause a gate to open on the sunken ship in the middle of the area. You have 60 Seconds to enter the ship. Now, swim north, and dive underwater. Swim towards the middle, and then swim along the left wall of the sunken ship. You will spot a hole at the left end of the wall. Swim into it to enter the ship.

Once inside, follow along the path until you're in a big room. Now, swim west from where you enter the room until you reach a dead end. You will see a cell, that has an entrance to it. Go through the entrance, and the view will change into a horrible view. Try to take the Golden Banana, and beware of the starfish that will dash at you to stop you. When you get the Golden Banana, make your way out of the ship.

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Golden Banana #4
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As always, head to the main water area. Once there, dive underwater, and swim all the way southeast. When you see a black pipe-looking thing, swim to it. You will find a Kong Barrel nearby. Enter it, and when you shrink, go to the back of the pipe to find a hole. Swim through it, and you'll be in a new area. In this area, swim all the way north. You will find a Bonus Barrel behind the terminal there, so swim into it to begin a Bonus Game. In this Bonus Game, you have 60 Seconds to smash six flies with your fly-swatter. Press A to smash the ground. Just move the swater near the fly, and press A. If you're lucky, you'll smash it.

Keep trying until six flies are squashed within the time limit, then you'll win the Bonus Game. When a Golden Banana comes out of the Bonus Barrel, take it, then leave this area the same way you entered it.

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Golden Banana #5
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In the main hallway, take the northern path when the path splits between three directions. In that area, enter the nearby Launcher Barrel to be shot up to the top of the ship. Use the nearby vines to swing across to the platform ahead.

Now, go west on that platform, and go across the walkway to meet a Kasplat at the end. As always, beat it down. When it drops a Blueprint, pick it up, then head to Snide's HQ, and return it. As a reward for doing so, you get Tiny's last Golden Banana for this level!

Regular Banana Locations - Chunky Kong

#1-10: Start by heading to the entrance of the level. Once there, turn right, and you'll see a gate. Shoot the two Pineapple Switches near the gate, and the gate will lower, revealing a new room. With the water level raised, swim into that room, and get on the walkway there. Get on the western platform, at the end of the room, and you'll find a Banana Balloon. Shoot it to get 10 Bananas.

#11-12: Head to the main hallway. By the Tag Barrel, you'll see a trail of a couple of Bananas going north into the next area.

#13-17: Head to the same area described above, then head slightly north in the northern area, past the Launcher Barrel. Then, head east and into a new room, where you'll find a trail of Bananas along the way.

#18-22: Head to the same area/room described above. You'll find more Bananas after the first trail of them.

#23-25: Again, head to the northern area in the main hallway. Enter the first Launcher Barrel you see, then you'll be shot up to some vines. Swing across each one, and when you get to the next platform, head east. Go across that walkway to find some more Bananas.

#26-35: Head to the main water area. Once there, swim to the northeast, where you will come to several platforms sticking up out of the water. Jump on the highest one, and look for a Banana Balloon near the ledges. Shoot it for 10 Bananas.

#36-40: Go to the main water area. Once you are there, swim to the northwest, where you'll find a floating platform with Bananaporter #2 on it. Stand on it, and get the Banana Bunch in the air (if you can't reach it, then do a backflip).

#41-50: Get on the same platform described above. Look just north of the ledge you're on, and you'll see a Banana Balloon. Shoot it for 10 Bananas.

#51-65: Again, head to the main water area. Once there, head to the sunken ship in the middle. Dive underwater, and swim down to the floor, by the very bottom of the ship. Swim around it, and you'll find three Banana Bunches under one of the platforms.

#66-90: After activating the Lighthouse, enter the big ship in the Lighthouse Area (see Chunky's Golden Bananas section of the level). Inside the ship, you'll find five Banana Bunches!

#91-100: Head to the Lighthouse Area. Dive underwater, and swim down to where the bottom of the Lighthouse platform is. Around it are 10 Bananas.

Banana Coin Locations - Chunky Kong

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- #1-3: Go to the start of the level. Once there, head east, and shoot the two nearby Pineapple Switches to open the gate, revealing a new room. Near the entrance to the room are three Banana Coins.
- #4-6: Take the northern path in the main hallway. Then, in that area, go north past the Launcher Barrel, and then head east. Follow down the path, and you will see some Banana Coins.
- #7-11: Head to the main water area. Once there, swim all the way northeast, where you will find several platforms sticking up. The highest one has a few Banana Coins on it.
- #12-14: Go to the main water area. Dive underwater, and swim towards the bottom of the sunken ship in the middle. On the left side of the ship, there are more Banana Coins.
- #15-17: In the Lighthouse Area, make sure the water is raised. You will find some Banana Coins near Bananaporter #1, on the platform where the Lighthouse is located.
- #18-20: First, activate the Lighthouse. Once you do that, enter the ship that floats around the Lighthouse (see Chunky's Golden Bananas section). Once inside, you will find these Banana Coins in the last room.
- #21-25: Enter the Lighthouse Area, and dive underwater. Then, swim southwest, to an area with a seashell. Near the seashell, you'll see an alcove in the wall with a Tag Barrel inside. By the Tag Barrel, you will find some Banana Coins.

Chunky Kong's Golden Bananas

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Golden Banana #1
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Go to the Lighthouse Area. Once there, make sure the water level is lowered. If it's not, then lower it. Now, head to the eastern part of the area, where you will find a platform. Jump to it, and in that small area, you'll notice a Triangle Pad there. Stand on it, then play the Triangle Trample. Doing this will cause a gate to open on the sunken ship in the main water area. You only have 60 Seconds to enter the ship! Now, quickly raise the water level again, then head out of this area. Head to the main water area, and dive underwater. Swim towards the sunken ship in the middle.

Swim to the top of it, where you'll find a hole west of the Enguarde Crate. Go inside the hole to enter the ship. Inside, swim to the northwestern corner, where you'll find a Bonus Barrel. Swim into it to begin a Bonus Game. Press A to start a countdown timer, in which case, the four slots will also move. Press A when you see the Banana to stop the first slot. Do this for each slot. You must have all four slots stopped on the Banana, to score one point. You must score three points within 60 Seconds to win the Bonus Game.

When you win the Bonus Game, a Golden Banana will emerge from the Bonus Barrel, so take it as yours to keep.

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Golden Banana #2
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For this one, begin by taking the northern path in the main hallway. Once you do that, head northeast, and go through the passageway there. You'll end up in a room with three treasure chests. Perform a Primate Punch on each one to break them open. One will reveal a Golden Banana! Grab it.

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Golden Banana #3
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Start by heading to the Lighthouse Area. With the water level raised, jump onto the platform with the Lighthouse. After activating the Lighthouse using DK, look around for a platform with a Kong Barrel on it. Jump on it, and wait until the boat floating around comes towards the platform you're on. From there, jump onto it (jump, push up on the Control Stick, and press B). When you're on the ship, go east, and jump to the top of it there. Stand on the edge of the platform, then jump, and press Z to perform a Simian Slam. If done correctly, you should smash the brown wood on the boat, and you'll fall down into a hole.

You'll now be inside the ship itself! Head north, and you'll see that some cannonballs will be fired! Do your best to avoid these. When you reach the end, head east, and perform a Primate Punch on the gate to bust it down, revealing a new room with a spinning thing. You'll see Chunky's face on each piece of the spinning thing. Perform a Primate Punch when you see Chunky's face, and if you hit Chunky's face, the piece will fall off. Do this with each piece.

After you do that, a Golden Banana will appear, so take it. However, Chunky will now get seasick, and the controls will be opposite (up will move down, left will move right, etc)! Make your way out of the ship, and hopefully you won't die on the way out.

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Golden Banana #4
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Head to the very start of the level. Once there, take the east path you'll see, and you'll spot a gate, and two Pineapple Switches. Shoot the two Pineapple Switches, and the gate will open, revealing a new room. With the water level raised, enter the room. Now, go to the east end, and jump on the platform there. Then, pick up the cannonball there, and go north. Jump to the walkway, and avoid the Kasplat, then jump to the next platform. Walk up to the cannon, and the cannonball will enter the cannon. Now you enter the cannon.

You have 40 Seconds to shoot three targets, and you only have 6 Ammo! The first target will appear on the eastern wall, and is pretty easy to hit. Press Z to fire. Only shoot when the target is coming towards where you're aiming. Once that target is hit, another one will appear on the northern wall. When it does, aim up a bit from the target, and move the target to the east. When it's about to go up, shoot, and if you're lucky you'll hit it.

When it is hit, another target will appear behind you, on the southern wall. This is the hardest part. Aim up a lot, aim to the east a bit, and then shoot when the target is gonna move up. If you're lucky, you'll hit it, and if you're

lucky, you'll shoot all three targets on your first try! When you finally do this, a Golden Banana comes down as a reward.

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Golden Banana #5
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Head to the main water area. Swim northeast, and you'll come to several ledges sticking up. On the top one is a Kasplat. Jump to a low one, then to that one. Kill the Kasplat, and he'll drop a Blueprint. Pick it up, and as always, return it to Snide. He will give you Chunky's last Golden Banana for a reward.

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DK Isle
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After you've beaten the bosses in Frantic Factory and Gloomy Galleon, and have at least 50 Golden Bananas, return to K. Lumsy's prison. Once there, approach his cell, and the key will unlock the lock(s) on his prison. In joy, he will go crazy, and break open a rock on the island, revealing a Launcher Barrel. Before you go, be sure to get some Golden Bananas on this island (see the Golden Bananas section near the beginning of the Walkthrough section). When you're ready, head to all of the Bananaporters. Use Bananaporter #3. When you do, go north and enter the Launcher Barrel on the island there. You'll be shot up to a platform with a building.

Enter the building. You can pull the lever in this lobby with DK to switch around the Wrinkly doors. Anyway, approach the portal, and when you can, enter the next world.

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World #5: Fungi Forest
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NOTE: I recommend getting as many Golden Bananas as possible before attempting to fight the boss. This way, you will not have to worry about not having enough Golden Bananas to enter the upcoming worlds. Also, I recommend fighting the boss after you've gotten all of the Golden Bananas possible in the level. Read the Bosses section to see how to defeat the boss.

Banana Requirement to Reach Boss: 300

Accessing New Areas

First of all, there's something you should know. Throughout this level, you will see small red mushrooms. If you jump on these, you'll bounce high up. When you see these mushrooms, they likely lead to something if you jump on them, so try and do it whenever you see one. Also, just northwest of the entrance to the level is a red mushroom. It bounces you up into a Tag Barrel, so you should be noted of that. Just east of where you start is a blocked off tunnel (a gate is blocking the tunnel). Take out Tiny Kong, and head to this gate. On the left and right walls are Feather Switches. Shoot them both, and the gate opens up, allowing you to gain more access to the tunnel.

However, upon going down the tunnel, you'll see another gate blocking the way to a new area of the level. This time, take Chunky Kong to the gate, and shoot the two Pineapple Switches on the wall to open it, revealing the new area. In that area, you can get some Golden Bananas. There's also Funky's Store in this area, too. Just west of where you start the level, there is another tunnel. Go down this tunnel, and you'll be in an open area with a big tower.

In this area, head east of where you enter it, and you'll come to another entrance to another tunnel. However, you'll notice a gate blocking the entrance to the tunnel, and you'll see that there appears to be no switch anywhere in sight! So, backtrack a little bit to the west, and enter First-Person View. Look up above the tunnel, and you'll spot a Grape Switch. Bring Lanky here, and shoot the switch to open the gate. When you go down this tunnel, you'll end up in an area where you have to go in order to get some Golden Bananas.

Changing the Time of Day

You will need to do this a lot in this level, if you want most of the Golden Bananas. Some areas are only accessible in the daytime, while other areas are only accessible in the nighttime. To do this, start by heading to the area you start in. Once there, you'll see a big clock tower to the north. Around this tower, there are Bananaporters and such. Keep going around the tower, and you will find a Launcher Barrel. Enter it, and you'll be shot up to the top of the tower, where you'll see a switch with a sun symbol on it, and a switch with a moon symbol on it.

To turn it night, shoot the Moon Switch. To turn it back into daytime, shoot the Sun Switch. Throughout the level, you'll notice certain areas are not accessible, due to a gate blocking the way (it will also have a sun or a moon symbol on the gate). If a sun symbol is on the gate, you'll have to turn it day to get the gate to disappear, and vice versa for night.

Locating the Mushroom Tower

From the entrance of the level, head west, and you'll find a tunnel. Go down this said tunnel, and you'll end up in another open area, where you'll see a huge tower in the center of the area. This is known as the Mushroom Tower. Get on the platform where it's located, and head inside. Once inside, head towards the Tag Barrel, then turn around towards the entrance of the tower, and look up. You'll see a red wall with all types of Shooter Switches on them! Shoot the switches using all five Kongs, and then some Launcher Barrels will appear across the tower. If you go up one of the ramps north of where you entered this area, you can enter the first Launcher Barrel from there.

Doing this will cause the Launcher Barrel to shoot you up into another one, and you'll be shot to each one. Then, eventually, you'll be shot up to the top of the area. From there, you can take the exit outside, which makes you end up near the top of the tower. Alternatively, you can take one of the ramps behind where you entered the tower, and climb the ladder there up to a ledge. Just follow the path, and you'll keep coming to ladders. Keep climbing them up the ledges, and you'll end up by an exit leading outside.

If you go through the exit, you'll end up outside half way up the tower. You will need to go here if you want to get some of the Golden Bananas. Also, if

you go around this area, you'll find a ladder. Upon climbing it, you'll reach a higher platform, with a DK Pad on it. There's another ladder near the pad. When you climb it, you'll reach another entrance higher into the tower. Upon going inside, you'll find another ladder if you go down the path. Climb it, and then when you get to the second ladder, go around it.

You can climb it that way. You'll have to go a long way up a long path, and will eventually come to a vine. Swing across it to the next pathway, and then continue. You will come to quite a few ladders before you finally make it to the top, where you'll see an exit leading outside once again. Take this exit, and you'll be outside, and near the top of the tower. Once again, you'll need to go here in order to get some Golden Bananas for this level.

Locating Cranky's Lab

Begin by heading to the area where the Mushroom Tower is located. Once there, head around the east or west side of the area. Eventually, you'll see Cranky's Lab up a patch of grass. Head inside with any Kong, and he'll sell you the Super Simian Slam ability! Buy it, and you can then pound blue switches which you will find often throughout this level!

Locating the First Barn

Head east from where the DK Portal is, where you started the level. Keep going until you find a second tunnel. Go through it. At the end of the tunnel, you'll end up in an area where you'll see a platform in the center of the area, with a barn on the platform. Jump to this platform and walk around it to find the entrance. You will need to go in here to get some Golden Bananas.

Locating the Second Barn

Head to the same area described above, but don't go on the central platform. Instead, make sure it is nighttime, and head east from where you entered the area where the first barn is. You'll come to a grass wall leading to a new area. Take that path, and go down the path. You'll see a barn in the center, with pokey vines everywhere! Donkey Kong will need to go here.

Locating Funky's Store

From the start of the level, take the eastern path. Shoot the two Feather Switches to open the gate. Get out Chunky, and go through the tunnel. At the end of it, shoot the two Pineapple Switches there to open that gate, too. In that new area, head all the way north, and you'll find Funky's Store there. This time around, Funky will offer up a new upgrade for every Kong: Homing Ammo, and for only 5 Banana Coins! Pay up, because the Homing Ammo is very useful, and better than the regular ammo you've been having. Red ammo boxes contain Homing Ammo. Once you run out of Homing Ammo, when you fire your gun again, it's just regular ammo.

Locating Snide's HQ

First, make sure it is daytime. If it is, then take the eastern path from the start of the level. Go down the second tunnel you'll find, and when you come out of it, you will end up in an area with a barn in the center of the area. From there, head west around the area until you see two grass walls, which leads to a new area. Take the path where the grass walls are, and you'll find Snide's HQ in the small area there.

Bananaporter Locations

Bananaporter #1 - From the start of the level, head north, and around the clock tower. You'll find this one near the tower. The second one can be found next to the entrance to the first barn.

Bananaporter #2 - From the start of the level, head north, and around the clock tower. You'll find this one near the tower. The second one can be found right next to Funky's Store.

Bananaporter #3 - From the start of the level, head north, and around the clock tower. You'll find this one near the tower. The second one can be found next to the entrance to the Mushroom Tower.

Bananaporter #4 - From the start of the level, head north, and around the clock tower. You'll find this one near the tower. The second one can be found by heading to the area where the Mushroom Tower is located. From where you enter that area, head west, and go through the tunnel you'll come across. You'll end up in an area with a tree in the middle. Head north, and you'll come across it.

Bananaporter #5 - Head to the area where the Mushroom Tower is. In that area, head all the way west. Eventually, you'll see a patch of grass you can walk up (there's actually several of these in this area). At the top of one of them is the first one. For the second one, make your way to the top of the Mushroom Tower (see the 'Locating the Mushroom Tower' section of the level above for help on that). At the top, go around the platform and you'll find the Bananaporter there.

Troff 'n Scoff Portal Locations

Troff 'n Scoff Portal #1 - Head to the area where Snide's HQ is (look at the 'Locating Snide's HQ'), and you'll see a Troff 'n Scoff Portal just left of his hideout.

Troff 'n Scoff Portal #2 - Go to the second barn area (the one that DK has to enter), and go west from where you enter the area (it must be nighttime). Keep going west around this area until you see a Kasplat. North of it is a small

enclosed area with a Troff 'n Scoff portal there.

Troff 'n Scoff Portal #3 - In the area where Funky's Store is located, make sure it is nighttime. If or when it is, then head to the northeastern corner to find a very small area there. The portal is on the wall.

Troff 'n Scoff Portal #4 - Head to the area where the second Bananaporter #4 is located (see the 'Bananaporter Locations' section of the level). In that area, head to the northeastern part of the area, and you'll be in a grassy field. On the northern wall where that field is, there is a portal right there.

Troff 'n Scoff Portal #5 - At the top of the Mushroom Tower, go east or west around the platform. Eventually, you'll see a yellow wall, where there is a portal.

Regular Banana Locations - Donkey Kong

#1-15: Go to the Mushroom Tower. Once there, have the three Launcher Barrels appear throughout the tower by shooting the five Shooter Switches on the red wall, near where you enter. Once you do that, go up to the first barrel, and enter it. As you're shot through three barrels to the top of the tower, you'll collect three Banana Bunches.

#16-30: Go to the middle floor of the Mushroom Tower outside, by using the several ladders on the inside of the tower. The first exit you'll come to takes you to the middle floor outside. Once there, circle around the walkway. You'll collect some Bananas. There's also some up a ladder that is found around this walkway somewhere. Climb up it to find some more Bananas.

#31-40: Get to the fourth floor of the Mushroom Tower outside. Once there, go around the walkway until you find these.

#41-45: At the very top of the Mushroom Tower, head to the southern walkway. You will find two Banana Bunches there.

#46-50: From the start of the level, take the tunnel that leads to the first barn in the level (see the 'Locating the First Barn' section of this level). While going down that tunnel, you'll find these Bananas.

#51-55: From the start of the level, take the tunnel that leads to the area where the Mushroom Tower is located (see the 'Locating the Mushroom Tower' section of the level). As you go down the path, you'll find these Bananas.

#56-60: These can be found on top of the first Bananaporter #5, which is found in the area where the Mushroom Tower is located.

#61-70: First, head to the first barn area. Once there, head to the western part of the area, and take the path there to a big building. Behind that building, there is a Banana Balloon floating in the air. Shoot it for 10 Bananas.

#71-75: Go to the first barn area. Once there, jump onto the platform where the

barn is located. Go around that platform, and you'll find an entrance to the barn. Head inside. Once inside, head to the northeastern corner, where stacks of boxes are. Jump onto the boxes, and then jump onto the box with a ? Mark on it. Pound it, and a switch will be revealed, with a Banana Bunch on the top.

#76-85: Do the same things described above. Once you do that, pound the blue DK Switch to open the gate in this area. Quickly enter the gate, and you'll be in a new room. There's a Banana Balloon in this room, so shoot it for 10 Bananas.

#86-90: First, head towards the second barn in the level (see the 'Locating the Second Barn' section of the level). While going down the path, you will find a few Bananas.

#91-95: Head to the same area described above. Once there, approach the barn, and go around it until you spot a DK Switch. There is a Banana Bunch on the switch, but you'll need to enter the Kong Barrel around the barn to get around safely.

#96-100: Do the same things described above, then pound the DK Switch the last set of Bananas were on, and the barn will open. Make your way around the barn, then enter it when you can. From there, search around in the barn until you see a box with a ? Mark on it. Perform a Simian Slam on it, and a DK Switch will be revealed, with a Banana Bunch on it.

Banana Coin Locations - Donkey Kong

#1-3: Start by heading to the same area you started in. Once there, use the Launcher Barrel around the Bananaporters to launch up to the platform where you can change the time of day. Once you're on it, go around the tower thing there, and you'll find three Banana Coins behind it.

#4-6: Begin by making your way up the Mushroom Tower via the ladders inside. The first exit you'll come to leads outside, half way up the tower, on a circling walkway. Go around this walkway until you find a ladder. Climb it up, and you'll find some Banana Coins around the DK Pad on the ledge.

#7-9: Head to the second barn area. Once there, you'll notice a wall of vines surrounding the barn, which hurts you if you touch them. However, if you go towards the barn, then go around it, you should notice three Banana Coins on top of one part of the vine wall. To get it, keep going around the barn until you find a Kong Barrel. Enter it, and Donkey Kong will be invisible. Now, head to the entrance of the vine area. Go to where the vine wall ends, and backflip onto it. Make your way across to the Banana Coins, and take them.

#10-12: Do the same things as above, but perform a Simian Slam on the blue DK Switch in the vine part of the second barn area. This will open up the entrance to the barn, so make your way over there and enter the barn. Once inside, go all the way to the northern end, and jump into the tub of water there. You'll find some Banana Coins.

Donkey Kong's Golden Bananas

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Golden Banana #1

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Head to the first barn area. Make sure it is daytime, then go into the barn on the central platform. Once inside, head to the northeastern corner of the room, and you'll see a box with a ? Mark on it. Jump onto it, then perform a Simian Slam on it to break it open, revealing a DK Switch. Pound it, and the gate at the start of this area will open, revealing a new room. Head into that room quickly, before the gate closes. You'll see three levers. However, they have to be pulled in a certain order! You can see the order through the second cage in this area, on the wall. It shows some numbers, which indicates what levers you have to pull in what order.

However, using this guide, you won't need to look at the order; I'll give it to you. First, pull the lever in the middle once, then the one on the left twice, and the one on the far right once, then the one in the middle once more. Doing this will cause a Golden Banana inside a cage, on a conveyor belt in this area to move, taking it outside. Pound the nearby DK Switch and exit this area, then exit the barn. Turn it night, and head back to the barn area. Head around the barn until you see a Golden Banana in an open cage. Take it.

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Golden Banana #2

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Start by heading to the second barn area (see the 'Locating the Secret Barn' section of the level in this guide to see how to get there). Once there, go to the barn, then begin going west, around it. You will find a Kong Barrel. Jump into it to turn invisible, then continue going around the barn. You'll find a blue DK Switch around some thorns, that can only be pounded with the Super Simian Slam ability, which is bought from Cranky in this level. If or once you have it, pound the switch. This will open the barn. Now, go back around the barn, then proceed through the entrance.

Once inside, head north a bit, then head east and through the small area there. You'll see a box with a ? Mark on it. Perform a Simian Slam on the top of it to break it, revealing a DK Switch. Pound it, and some vines will appear near the upper platform, along with a Bonus Barrel across the vines. You only have as little as 25 Seconds to enter the Bonus Barrel! Now, go northeast, and you should see a ladder. Climb it to the top, then on the higher platform,

Now, quickly go around the platform, until you come to a vine. Jump to it and swing across each one. You should enter the Bonus Barrel with a few seconds left to spare. You now have to play the Minecart Mayhem Bonus Game. Read the in-game instructions they give to see how to play it (or see the Bonus Games section of the guide). This is a hard Bonus Game, however, as you have to survive for 45 Seconds! Good luck. Once you win the Bonus Game, a Golden Banana will come out of the Bonus Barrel, and you will automatically collect it.

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Golden Banana #3

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First, head to the area with the Mushroom Tower (see the 'Locating the Mushroom Tower' section of this level). Once there, enter inside the tower. Once inside,

look to the east, and you'll see a blue DK Switch on the ground. After getting the Super Simian Slam ability from Cranky, pound the switch. Doing this will cause a Golden Banana appear at the very top of the tower, and you only have 25 Seconds to reach the top! However, it's very, very easy. Since you've most likely shot the five switches to make the Launcher Barrels appear, head up the westernmost ramp until you get to the top of it, then head south and you'll see a Launcher Barrel.

Enter it, and you'll be shot up to the top of the tower, where you'll collect the Golden Banana. That was easy, now wasn't it?

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Golden Banana #4
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Do the same things as you did with Golden Banana #3, but instead of going up the tower via the cannons, do it via the ladders. The first exit you come to will take you outside on a walkway, so go through the exit. Once there, go around the walkway until you see a ladder. Then, jump onto it, and climb it to the top. On this platform, you will see a DK Pad. Stand on it, and press Z to launch into another barrel-blasting game. Shoot through each barrel, and then eventually, you'll see one barrel goes all the way to the left, past one barrel. When you're in this barrel, wait until it goes past the first one.

When you see the second barrel, shoot to it. Shoot through the orange rings you'll see to enter the correct barrel. In the last barrel, you'll see a Bonus Barrel when the barrel you're in moves up. Shoot into the Bonus Barrel to begin a Bonus Game, Peril Path Panic. You have 60 Seconds to save 8 Banana Fairies. Shoot the Klaptraps on each row to knock them out. Let go of the Control Stick, and the target will be on the melon. Press A while it's on the melon to reload. Do this often, and keep shooting the Klaptraps as they awaken.

When one fairy goes through the hole at the other side, one is saved. If a Klaptrap is awake, and a Fairy flies towards it, the Fairy will get eaten! Keep up the pattern you've been doing, and after 8 Banana Fairies are saved, you win the Bonus Game. Once you win, you'll fall back down to the actual level, and a Golden Banana will come down to you.

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Golden Banana #5
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Go to the second barn area (see the 'Locating the Second Barn' section of this level). Once there, don't go towards the barn. Instead, go around the vine wall until you see an enclosed area, with a Kasplat nearby. Bash it down, and when it falls, take the Blueprint as yours. Now, head to Snide's HQ, and return it to him. As a reward for bringing him his Blueprint, you'll get a Golden Banana.

Regular Banana Locations - Diddy Kong

#1-10: Head to the main area (the first area you start in). Once there, look around the grass near the Bananaporters for a red mushroom. Jump on it, and you'll collect two Banana Bunches, and enter a Kong Barrel.

#11-15: Head to the same area described above. Then, look around for the fourth

Bananaporter. There is a Banana Bunch on top of it.

- #16-22: First, enter the Mushroom Tower. Once inside, head up the tower via the ladders; NOT via the cannons. When you come to the first exit, head outside. Once there, go around the walkway until you see a ladder. Climb it, and when you're on the next platform, you'll see another one. Climb that one, too, then go through the next entrance. Inside the tower again, you'll see a green platform in the middle. On that thing, there are some Bananas.
- #23-32: Do the same things described above, but make your way to the very top of the Mushroom Tower. Once there, head outside at the top, and circle around the walkway, collecting the Bananas.
- #33-42: Head to the area where the Mushroom Tower is. Behind the tower is a grassy field with a red mushroom up the field. Jump on the mushroom to collect two Banana Bunches.
- #43-52: Begin by heading to the area where the Mushroom Tower is located. Once you are there, head all the way east until you see another tunnel. Go down it, and you'll end up in a big forest area. Head north, and you'll see a huge tree in the middle. Around that tree, there are Bananas.
- #53-57: Head to the same area described above. Head to the northeastern part of the area, and you'll see a Kong Barrel in the fields. Jump into the barrel to get a Jetpack. Fly to the top of the tree in this area, and you will find a Banana Bunch.
- #58-62: Head to the same area described above. Once there, head north to the big tree. You will find a Banana Bunch on top of Banaporter #4.
- #63-72: Head to the area where Snide's HQ is located. Once there, you will find a Banana Bunch by his hideout. Shoot it for 10 Bananas.
- #73-82: First, go to the first barn area, and make sure it is nighttime. Once there, get onto the platform where the barn is located, then head around the barn until you see a cord-like thing. Jump on it, and climb it to the top. Now, look around for a blue Diddy Switch on the top. With the Super Simian Slam ability, pound the switch to open a door on the building. Hop off the ledge with the switch, and look around the platform for a door, then go through. Shoot the Banana Balloon inside for 10 Bananas.
- #83-85: Head to the first barn area. Once there, head all the way to the left, then take the passage there, to a big building. Once there, head to the left side of the building, and you'll see some Bananas. Simply backflip onto the boxes to get them.
- #86-90: Do the same things described above. On the last box, use the Diddy Pad to launch in the air. You will see a Banana Bunch, so grab it.
- #91-95: Do the same things described above. Once you're on top of the last box, use the Diddy Pad to reach the alcove. Head inside. Once inside, play the Guitar on the Guitar Pad to make Squawks appear, and light your way. Now, go across the narrow walkway, and you will find a Banana Bunch in the middle-left part of the walkway.
- #96-100: Do the same things described above. Inside the house, head to the easternmost part of the walkway, near the end. You'll find a Banana Bunch there. Make your way there and grab it.

Banana Coin Locations - Diddy Kong

#1-3: Head to the very top of the Mushroom Tower, and make sure it is night. Once there, head outside, and circle around the walkway until you find a hole in the walkway. Drop down it, and on that platform, you'll find three Banana Coins.

#4-7: It must be nighttime, first off. If or when it is, head to the area where the second Bananaporter #4 can be found. Once there, head northeast, to a grassy field in that area. You should spot a Kong Barrel nearby. Jump in, and with the Jetpack, fly towards Bananaporter #4. Then, fly up and land on the ledge on the tree there. In that alcove are some Banana Coins.

#8-10: Head to the first barn area. Head behind the barn (don't get on the platform with the barn, however), and you'll see a tall mushroom. You can climb these. Climb it to the top to find three Banana Coins. If they aren't on there, it's the wrong mushroom. Check each one around the area until you find them.

#11-13: Head to the same area described above. Once there, get on the platform where the barn is located, and go around the barn until you find a cord somewhere (it looks like a rop coming out of a grate). Climb it, and when you reach the top, make sure it is nighttime. Head around the roof until you find some Banana Coins.

#14-15: Head to the same area described above. Pound the blue Diddy Switch on top of the roof, and then a door will open. Hop off of the ledge, and look for an entrance. Head inside. In this area, search around until you find some Banana Coins.

Diddy Kong's Golden Bananas

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Golden Banana #1
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First, make sure it is nighttime. If or when it is, head to the first barn area in this level. Once there, get on the platform where the barn is located. Go around the barn until you spot a cord sticking out of a grate in the floor. Jump on it, and climb it to the top. When you're on the roof, jump to the top platform to find a Diddy Switch. With the Super Simian Slam ability bought from Cranky, pound the switch to open a door below you. Get off the ledge, but stay on the roof. Look around for an entrance, then head inside.

Once inside the roof, take out your Peanut Shooter. Get rid of the bat in here by shooting it, as it can get very annoying. After it's gone, look at the big machine in this area, and look at the top of it. You'll see something that says "On". Shoot that, and then the winch will turn on. Now, on the left side of the machine is an Up Arrow Switch. Chimp Charge into this switch, and the winch will be activated outside. The cord will go up, revealing a cage.

A Guitar Pad will also appear outside, at the entrance to the second barn area.

Head back outside, and head to where the second barn is located. Stand on the Guitar Pad and play the Guitar. Doing this will cause the cage to break open, allowing you to take the Golden Banana. Do so.

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Golden Banana #2
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Make sure it is nighttime for this one, too. If or when it is, then head to the area where the Mushroom Tower is. From where you enter the area, head east of the tunnel leading to this area, and you'll come to another tunnel. Go down that tunnel. After you come out of it, you'll end up in a forest-like area. Now, head all the way north, and you'll come to a tree stump with a Guitar Pad on it. Play the Guitar while on the pad. Doing this will cause an owl above you to awaken. He says to come back when you can fly.

Now, head east of the stump you were on, and go to the grassy field there. You will come to a Kong Barrel. Enter it, and with the Jetpack, fly back to where the owl is. Go towards the owl, and he will challenge you. He'll say to fly through his course of rings he'll leave behind around the tree. Follow him, but don't get too close. When you see a ring appear, fly through it, and continue following him. Keep up this pattern and try not to get lost.

If you lose him for too long, you'll have to retry. When you finally do it, the owl will give you a prize. Your 'prize' is a Bonus Barrel at the top of the tree. Fly up there, then enter the Bonus Barrel to begin a Bonus Game. You have 45 Seconds to shoot mass Kremlings that will keep respawning as you kill them. Move in all directions and tap B like mad. If a Kremling hits you once, you have to retry. Just keep this pattern up, though. When you win, a Golden Banana will appear.

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Golden Banana #3
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Head to the first barn area, and make sure it is nighttime, as usual. If it is, then head west from where you enter the first barn area. You'll see another open area with a big building. Go to the left side of it, and backflip onto the boxes there. The last box has a Diddy Pad. Get on it, and press Z to launch in the air. Land in the alcove in the building, and head inside. Once inside, you will see a Guitar Pad nearby. Stand on it, and play the Guitar. Doing this will make Squawks appear with a flashlight. He will light your way. Now, head across the walkway nearby...very slowly and carefully.

Follow the path of the wooden planks, and eventually, you'll come to a small platform with the Golden Banana. Take it. Upon getting this Golden Banana, a Banana Fairy appears to fly around the room.

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Golden Banana #4
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Head to the area where the Mushroom Tower is located. Once there, head behind the Mushroom Tower, and you'll see a red mushroom up a grassy field behind the tower. Jump on it, and you'll enter a Kong Barrel. With the Jetpack, fly to the very top of the Mushroom Tower. You should see a Bonus Barrel in the air, so fly into it. In this Bonus Game, you have 60 Seconds to feed the snakes. Feed

them the melons by putting the target on them and pressing A. If a turtle is screaming "Help!", then feed the snake where the turtle is saying to help him at. Reload by letting go of the Control Stick, and pressing A on the melon.

Just keep this pattern up. If a snake drops a turtle, you lose the bonus. When you successfully win the Bonus Game, you get a Golden Banana.

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Golden Banana #5
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First, go to the Mushroom Tower. Make your way up via the ladders. Once you are up, then take the first exit you'll come across. Now, once outside, go around the walkway until you find a ladder. Climb it to the top, then climb the next ladder ahead to the top. Go through the next entrance there. In here, go north onto the green stuff in the middle to find a Kasplat. Beat it down to the ground, then take its Blueprint and return it to Snide. You'll get a Golden Banana for a reward.

Regular Banana Locations - Lanky Kong

#1-5: Head to the main area where you first start the level in. Head around the Clock Tower until you find Bananaporter #3 with a Banana Bunch on top.

#6-15: Go to the area where the Mushroom Tower is located. Once there, get on the platform that the tower is on, then circle around the tower to find some Bananas.

#16-20: Head to the same area described above. Once there, go to the tunnel leading to the big tree area. However, instead of going inside it, go onto the tall mushroom near the tunnel. Climb it to the top, and you will find a Banana Bunch.

#21-30: Do the same things described above. Instead of going up the mushroom, go through the tunnel. You'll find some Bananas.

#31-40: First, begin by heading inside the Mushroom Tower. Once inside it, look up. You'll see a Banana Balloon, so shoot it for 10 Bananas.

#41-50: Do the same thing described above. Now, go up one of the ramps that lead to the Launcher Barrel. Enter the barrel, and you'll shoot through several and end up at the top. Look around from where you land for a Banana Balloon. Shoot it for 10 Bananas.

#51-55: Head to the very top of the Mushroom Tower, outside. Once on the small walkway, use the Orang-stand ability to climb up the Mushroom Tower, to the very top. Pound the Lanky Switch there to open two doors. Slide back down to the walkway, then locate one of the doors. One of them has a picture of all five Kongs inside. There's a Banana Bunch in here.

#56-65: Do the same things described above. But instead of entering the door with the five Kongs, enter the other door. In that room, you will find two Banana Bunches.

#66-70: If you do the same things described above, you will find a Banana Bunch on the top of the Lanky Switch at the top of the Mushroom Tower.

- #71-75: First, head to the first barn area. Once there, get onto the platform where the barn is located, and go around the barn until you spot a Lanky Pad. Use it, and as you float, you'll collect a Banana Bunch.
- #76-80: Do the same things described above. While floating, float to the lower part of the roof, and deflate onto it. If it is nighttime, look around the side of the roof to find an alcove. By the entrance to the alcove is a Banana Bunch.
- #81-85: Do the same thing described above, but this time, enter inside the small alcove. You will find a Banana Bunch inside this small room.
- #86-89: Do the same things described above, but don't enter the alcove. While you are floating, float to the lower part of the roof, and deflate onto it. There are a few single Bananas on this roof.
- #90-92: Do the same thing described above, but instead of using the Lanky Pad, go around the barn. You'll come to a cord-like thing, sticking out of the grate (unless you raised the grate as Diddy). Jump onto the cord, and climb it to collect some Bananas.
- #93-95: First, head to the first barn area. Once there, head east of where you enter the area, and you'll come to another tunnel. Go through this tunnel. At the end of the tunnel, you'll end up in a forest-like area. Now, head to the northwestern part, and follow the path to a Trombone Pad. On the way there, you'll find some Bananas.
- #96-100: Do the same things described above. When you find the Trombone Pad, you'll find a Banana Bunch on top of it.

Banana Coin Locations - Lanky Kong

- #1-3: First, head to the area you first started the level in. Once you are there, head to the west, until you see a well. Near it is a tall red mushroom. Climb it to the top, and you'll see some vines. Swing across these, and you'll be on top of the mushroom of the well. There are three Banana Coins on there.
- #4-6: Head to the area where the Mushroom Tower is located. Once there, head on the platform where the Mushroom Tower is, and then head left of where the entrance is. You'll come to a pole with three Banana Coins around it.
- #7-9: Go to the area where the second Bananaporter #4 is located. When you're there, go all the way north, and under the big tree to find these.
- #10-12: Go to the same area described above, but head to the northwestern part of that area. Go behind the orange pumpkin-looking thing, and you will find some more Banana Coins.
- #13-15: Head to the first barn area. Once there, get on the platform where the barn is, then go around it and look for an entrance. Head inside. Once you're inside, head to the southwestern corner of the room, and you'll find Banana Coins there.
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Lanky Kong's Golden Bananas

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Golden Banana #1

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Make sure it is nighttime. If it is, then head to the first barn area. Then, go on the platform where the barn is located, and near the entrance, you'll see a Lanky Pad. Stand on it, and then press Z to inflate into a balloon. When you float up, you'll come to a roof. Deflate onto it, and look around on the side for an opening. Then, go through the opening and you'll be inside the roof. When you're inside the roof, head to the middle of the room to find a Lanky Switch. Pound it, and then a vent will open.

Three bats will come out of the vent, so take out your shooter and shoot them all down (Homing Ammo works well here). When they're dead, another vent will open, and a Golden Banana will come out.

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Golden Banana #2

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Head to the area where the Mushroom Tower is located. Once there, head inside the Mushroom Tower, and make your way to the very top (use the cannons for a great shortcut). When you're at the top, take the exit leading outside. Once you're outside, go to one red part of the roof, and perform an Orang-stand. You can walk up the roof from there. Walk to the top, and you'll see a Lanky Switch that requires the Super Simian Slam ability to pound. Pound it with the Super Simian Slam. Doing this will cause two doors to open on the walkway below.

This is HARD to do, however, as you have 10 Seconds to enter one of the doors! Quickly (and I mean quickly) drop off of the top of the mushroom, and hope you land by one of the doors. The best way to do this, is: locate a door before going to the Lanky Switch. Orang-stand up the mushroom from where the door is, then pound the switch, and slide off of the mushroom the same way you got on it. Then, you can enter the door from there. This guide is going to assume you entered a door with three red mushrooms inside, and some really fast Zingers.

In that room, jump on one of the mushrooms to be launched really high in the air. The Golden Banana is in the middle. Get rid of the Zingers using the Homing Ammo, then use the mushrooms to launch into the air. Take the Golden Banana when you launch in the air.

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Golden Banana #3

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Do the same things described above. However, do it by the second door this time (you'll probably be able to tell the difference). In case you've forgot already, here's a good way to do it: climb up the mushroom using Lanky's Orang-stand ability, from where the door is. Pound the Lanky Switch at the top, then drop down from where you got up on it. You'll be by the door, so head inside. Once inside, you'll see that the second door contains several different colored mushrooms, and that it has a picture of all of the five Kongs on a white board.

That board shows arrows pointing at different Kongs, in a certain order. It shows DK first, so that means you must pound the yellow mushroom first, since it resembles his Banana/Banana Coin color. The order you must pound the few mushrooms in is: yellow, red, purple, green, and blue. Once you pound them in this order, a Bonus Barrel appears in the middle of all of the mushrooms. Jump inside to begin a Bonus Game. In this Bonus Game, only aim for the Golden Banana. Do it quickly, too, otherwise it will switch positions before you hit it. If you hit a Kong, you lose one point.

You have to score 5 Points to win the Bonus Game. Let go of the Control Stick and the target will go on the melon. Press A while the target is on the melon to reload. Shoot the Golden Banana until you have to score no more points, and you will win the Bonus Game. For winning, a Golden Banana appears from the Bonus Barrel. Take it.

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Golden Banana #4
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Go to the first barn area. From where you enter the area, head east, and you will eventually come to a tunnel. Go through it, and at the end of it, you'll be in a new, forest-like area. Now, head to the northwestern part of the area, and follow the path down to a checkered flag thing. You'll see a Trombone Pad nearby. Stand on it, and play the Trombone to awaken the rabbit near you. He will challenge you to a race. When it begins, get in Orang-stand mode (though it is not required), and race him around the logs that have arrows pointing at them. The correct ones you'll need to go to are the ones that are moving, and pointing at the log. Jump over these.

The first race of this rabbit isn't exactly hard. Race him around the entire track, and when you reach the last log and jump over, and reach the checkered flag, you win (if you came in first place and didn't miss a log). However, you get no Golden Banana; instead, you get three Banana Coins! If you awaken him again, he'll challenge you to a rematch. However, you cannot get it if you have not yet accessed the sixth world: Crystal Caves. You need the SUPER Orang-stand ability before you can even attempt to race him again.

When you get the upgrade from Cranky in Crystal Caves, awaken the rabbit again. This time around, the race is pretty dang hard. A Kong Barrel will appear at the start, which you will HAVE to jump in, in order to even be able to compete against him. He goes at an insanely fast speed, this time. Jump at the edges of the flags on the logs. Towards the end of the race, there is a very great shortcut you can take, where the rabbit will turn around to the east, then go back around to the log.

You can use this to your advantage by simply going north. Quickly jump through the log, and hopefully, you will win the race at the end. If you run out of Crystal Coconuts, there are several around this one area that you can collect. After you finally win against the rabbit, he'll give you a Golden Banana.

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Golden Banana #5
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Start by going to the area with the huge tree, where the second Bananaporter #4 is located. Once there, head north of Bananaporter #4. You'll come to a Kasplat you must kill. So, kill him, and he'll drop a Blueprint piece, like always. Get the Blueprint, then head back to Snide's HQ. As a reward for returning another

one of Snide's Blueprints, he gives you a Golden Banana.

Regular Banana Locations - Tiny Kong

#1-5: From the start of the level, head east. The last tall mushroom there has a Banana Bunch on top of it.

#6-10: Head to the area where the Mushroom Tower is located. Once there, enter inside the Mushroom Tower. Once inside, look around for a nearby Tiny Switch. There is a Banana Bunch on top of it.

#11-20: Head to the same area described above. Make your way up the tower, via the ladders. Proceed through the first exit you come to, and you'll end up on a walkway outside. Once there, head around the walkway until you come to a Kasplat. Near it is a Banana Balloon. Shoot it, and you'll get 10 Bananas.

#21-25: Go to the area where the second Bananaporter #4 is. Once there, head all the way north in that area, and you'll come to a small tree thing. Continue north, and behind the tree thing, you'll find a Kong Barrel. Enter it to shrink, then head back in front of the tree. There is a stump near it. Jump on it, and play the Saxophone on the Saxophone Pad. Squawks will come down and take you into the tree. You'll find a Banana Bunch near the hole.

#26-33: Go to the same place described above. Once there, you will find several separate Bananas lying around the brown tree.

#34-38: Start by heading to the area you started in. From the DK Portal, head east, and go down the tunnel there. You'll end up in an area where Funky's Store is located. On the way, you'll find a few Bananas.

#39-43: Head to the same area described above. From the entrance to the area, go west, and you'll spot a tall mushroom. Climb it to the top, and you will find a Banana Bunch.

#44-48: Head to the same area described above. From the entrance to Funky's Store, go west, and you'll spot a tall mushroom. Climb it to the top, and you will find a Banana Bunch.

#49-53: Head to the same area described above. From the entrance to Funky's Store, go east, and you'll spot a tall mushroom. Climb it to the top, and you will find a Banana Bunch.

#54-70: Head to the area where the first barn is located. From there, jump into the water around the barn. Dive underwater, and you'll find a bunch of single Bananas going around the water.

#71-80: Go to the second barn area. Once there, go around the wall of vines, and you'll come to an enclosed area. In that area, there is a Banana Balloon. Shoot it for 10 Bananas.

#81-85: First, head to the first barn area. Once there, enter inside the barn. When you're inside, head to the northeast corner of the room. You'll see a hole that only shrunked Tiny can enter. By the hole, there is a Banana Bunch there.

#86-90: Do the same things described above. However, jump onto the stack of boxes, and enter the Tiny Barrel at the top. Once inside, drop down, and head to the tiny hole. Go through it. In this next room, go to the left side of the room to find more Bananas.

#91-95: Head to the same room described above. Once there, look around the room for a moon symbol above an entrance (it will have web across it, if it is currently daytime). Near the entrance is a Banana Bunch.

#96-100: Do the same thing described above, but make sure it is nighttime. If it is, go through the entrance. You'll be in a room with a giant spider. In this room, there's a Banana Bunch.

Banana Coin Locations - Tiny Kong

#1-3: To find these Banana Coins, start by heading to the main area; the area you started the level in. Once there, head to the western tunnel, which is the tunnel leading to the Mushroom Tower. Near the tunnel, there is a tall mushroom. Climb it to the top, then jump and fly onto the top of the tunnel, where you'll find three Banana Coins.

#4-8: Head to the area where the Mushroom Tower is located. Then, enter the tower itself. Inside, make your way up the tower via the ladder, then when you come to the first exit, go through it. You'll be outside on a walkway. Go around the walkway, and then you'll see a Kasplat. There is a circle of Banana Coins near the Kasplat.

#9-11: Go to the area where Funky's Store is located. Once there, head to the western part of the area, and you'll see a big dirt pile. To the east of it, you'll see a Kong Barrel. Right next to the Kong Barrel, there are Banana Coins lying by the wall.

#12-14: Head to the area where the first barn is located. In the tunnel leading from the first barn back to the main area, you will find some Banana Coins there.

#15-17: Go to the area where the first barn is located. This time, enter inside the barn. Inside, head to the northeastern part of the room, and you'll find some Banana Coins near the tiny hole.

Tiny Kong's Golden Bananas

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Golden Banana #1
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Start by heading to the area where the Mushroom Tower is located. Once you are there, enter inside the Mushroom Tower. Then, look around near the entrance, and you'll find a blue Tiny Switch by one of the ramps. After getting the Super Simian Slam ability, pound the switch. Now, a Bonus Barrel will appear atop a ledge, and we only have 40 Seconds to reach the Bonus Barrel! Make your way up the tower via the ladders, quickly. When you come to the second one, climb it, then jump to the western ledge. Quickly make your way across, then fly across

the several ledges, and enter the Bonus Barrel.

In this Bonus Game, you have 45 Seconds to collect 14 DK Coins. I'll tell you how to get each of them, one by one. From the start, head to the northeastern part of the area, where you'll spot a red mushroom. Jump on it, then land onto the top of the tree. Now, jump onto the vine, and swing across each one to collect some DK Coins. Now, fly to the other tree ahead, collecting the DK Coin in the air. When you're on the next tree, collect the DK Coin, then jump onto the next vine.

Keep doing this, and swing from each vine until you get to the last tree. Snag the DK Coin off of it. If you successfully got 14 DK Coins within the time limit, you'll complete the Bonus Game. When you emerge from the Bonus Barrel, a Golden Banana will appear.

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Golden Banana #2
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First off, make sure that it is daytime. If it is, then head to the first barn area. Then, head to the entrance of the barn, but don't go in. Instead, go east of the entrance, and go around the barn. You'll find a big door with a crack on it. As Chunky Kong, use the Primate Punch on the door to bust it open, then get inside. Once inside, head to the northeastern part of the room, and you should see a box with a ? Mark on it, near the Tiny Barrel. Do a Primate Punch to it, and the box will break, revealing a hole. This will allow Tiny to be able to enter the area at nighttime.

Now, exit the barn, and get out Tiny Kong. Return to the main area, then turn it nighttime. When it's night, head back to the first barn area. Go around the barn, and eventually, you'll come to a Kong Barrel. Jump inside, and you will shrink. Now, go through the small hole in the wall, left of the Kong Barrel. You'll now be inside the barn at nighttime! Now, head to the northeastern part of the room, and jump up the stack of boxes there. You'll come to an entrance with a moon symbol above it.

This obviously means we can only enter at night, but since it is night, enter inside the entrance you see. In this area, head north, and you'll see a spider web in the middle. Step on the web, and then a giant spider will come hanging down on a web! A baby spider will also appear, and a battle begins. The big spider sleeps while you're busy with the baby ones. Kill them with normal attacks. However, be warned that while the big spider is sleeping, he will spit out some stuff at you. This stuff will cause negative effects on Tiny if it hits you, so avoid it as best as you can!

After all of the baby spiders are taken care of, the big spider awakens. He can still attack you, too. Since his eye is now open, take out your Feather Shooter and shoot his eye. This will score a hit on him. Then, more baby spiders will appear! Do what you did before: kill them, then focus on the huge spider. After quite a few hits on the big spider, the big spider will drop off of the web, and shrink into a normal spider. Hit it one more time to end the battle. For your efforts, you get a Golden Banana.

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Golden Banana #3
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Start by heading to the area where the second Bananaporter #4 is located. When

you're there, head all the way to the northern side of the area. You will come to a big brown tree-like thing. Go behind it, and you'll find a Kong Barrel. Jump inside, and you'll shrink. Now, head in front of the brown thing, and you will see a stump near it. Jump onto it, and play the Saxophone on the Saxophone Pad. Doing this will cause Squawks to appear. He will pick you up, and drop you on top of the brown tree. Now, enter the hole leading to a new area. In this area, you'll see several purple Klaptraps on the center platform.

However, these are not as easy to kill as the normal ones. From where you enter the area, stand there, and throw Oranges at the Klaptraps. This kills them. When they die, get on the center platform. Now, toss an Orange at the purple Klaptrap on one of the platforms across from the center platform. When all of the Klaptraps are dead, a Golden Banana will appear on a ledge. Fly to it and collect it, then take the pink seed on the center platform. You have to have it to get the next Golden Banana. Now exit via the cannon on one of the ledges.

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Golden Banana #4
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You must collect the pink seed (see the above Golden Banana) before you can get this one. Once you have it, head to the area where Funky's Store is located. When you're there, head to the western part of the area, and approach the big pile of dirt (not the DK Dirt Pile; the soil). When you do, the bean you got earlier will automatically be planted, and a giant talking beanstalk appears! A Saxophone Pad also appears near the beanstalk. The beanstalk will tell you to come up and get your reward (the Golden Banana).

Now, head east of the soil, and you'll spot a Kong Barrel. Enter it, then head back towards the beanstalk. Stand on the Saxophone Pad, and play the Saxophone. When you do this, Squawks will pick you up, then take you above the beanstalk. He'll drop you down on the Golden Banana, and you'll collect it!

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Golden Banana #5
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Begin by entering the Mushroom Tower. Once you're inside, make your way up the tower via the ladders. When you come to the first exit, proceed through it, and you'll end up outside, on a walkway. Now, circle around this walkway until you see a Kasplat with purple hair. Destroy the Kasplat, and it will drop Tiny's Blueprint. Pick it up, then head to Snide's HQ. Snide will give you the Golden Banana for returning his Blueprint.

Regular Banana Locations - Chunky Kong

#1-5: From the start of the level, head north and over to the Clock Tower. You will find a Banana Bunch on top of Bananaporter #2.

#6-10: From the start of the level, head to the northeastern part of the area. You will find a well. Jump into it, and you'll find a Banana Bunch above the grate blocking the entrance to the well.

#11-13: Enter the Mushroom Tower, first of all. Once there, begin climbing up the tower via the ladders. As you climb up the first ladder, you will

collect some Bananas.

- #14-18: Do the same thing described above. After climbing the first ladder, go west. There is a Banana Bunch here.
- #19-21: Do the same thing described above. When you come to the next ladder, climb it to find more Bananas.
- #22-26: Do the same thing described above. When you come to an exit leading outside, you'll find a Banana Bunch.
- #27-29: Do the same thing described above. This time, take the exit that leads outside. Once outside, head west around the walkway until you come to a ladder. Climb it, and then climb the next ladder. Go through the next entrance. In the tower again, head east and climb the ladder there. You will collect more Bananas.
- #30-34: Again, do the same thing described above. After collecting the Bananas on the ladder, go across the walkway to find a Banana Bunch.
- #35-37: Do the same thing described above. When you come to another ladder, go behind it. Climb it from there, and collect the Bananas.
- #38-40: As always, do the same thing described above. When you come to yet another ladder, climb it for yet more Bananas.
- #41-45: Do the same thing described above. However, this time, drop down to the previous ledge, and go to the end of the walkway (you'll see what I am talking about). You'll find a vine. Jump on it and swing from each one, until you get to the next platform. There's a Banana Bunch there.
- #46-55: If it is nighttime, go through the entrance on the ledge described above. Outside, on the small walkway, there is a Banana Balloon that's floating around. Shoot it to get 10 Bananas.
- #56-58: Do the same things described in Bananas #38-40. Once you do that, proceed up the walkway some more. When you get to another ladder, climb it for more Bananas.
- #59-61: Do the same thing described above. Once you get to the next ladder that is across the walkway, climb it for yet more Bananas.
- #62-66: Do the same thing described above. When you reach the top floor of the Mushroom Tower, you'll find a Banana Bunch near the exit.
- #67-71: First, head to the very top of the Mushroom Tower, and get outside on the walkway. Now, head around the walkway, and you'll spot a blue Chunky Switch. Pound it, and the door in front of you will open. Enter inside, and you will find a Banana Bunch on top of the Chunky Switch.
- #72-81: Do the same thing described above. In that room, there is also a Banana Balloon floating around. Shoot it to get 10 Bananas.
- #82-86: Head to the area where the first barn is located. Now, go around the entrance to the barn, and you'll come to a door with a crack on it. Use a Primate Punch on the door to bust it open, then head inside. Once you're inside, go to the southeast corner of the room, and you'll see a big box with a ? Mark on it. Use a Primate Punch to break it open, revealing a Triangle Pad. There's a Banana Bunch on this pad.

#87-91: Go to the area where Funky's Store is located. Now, go to where the second Bananaporter #2 is. On top of it is a Banana Bunch.

#92-100: Head to the same area described above. Once there, head to the middle of the area, and you'll find a few mad tomatoes that attack you. You will also see Bananas around the middle, so collect them.

Banana Coin Locations - Chunky Kong

#1-3: First, head to the main area of the level. Once you're there, head to the northeast part of the area, and you'll see a well. Now, go behind that well, and you'll see three Banana Coins.

#4-6: Head to the very top of the Mushroom Tower, outside. Once there, head around the walkway until you spot a Chunky Switch. Three Banana Coins are on the switch.

#7-9: Go to the first barn area. Once you're there, go around the entrance, and you'll find a door with a crack on it. Do a Primate Punch on the said door, and it'll break open, revealing another entrance. Head inside. Once inside, head to the southwestern corner of the area to find three Banana Coins by the wall there.

#10-12: When it is nighttime, head to the area where Funky's Store is located. There, head to the northeastern part of the area, and you'll see an alcove. Enter the alcove, and you'll find three Banana Coins.

Chunky Kong's Golden Bananas

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Golden Banana #1
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Go to the main area; the area you started the level in. Once there, head to the northeastern part of the area, and then you'll see a well. Jump inside it, and you'll see it's blocked by a grate. Perform a Simian Slam on it to break it. Chunky will drop down into the well, and fall into a mine cart on a track. In this mine cart game, it's like the one in Jungle Japes, with Diddy. You have to collect 50 DK Coins throughout the track, and make it to the end with 50 or more coins to get the Golden Banana. Jump to the green bells to make the gates rise, and avoid all of the objects throughout the track.

When you come to the first lever, hold the Control Stick in its direction, and you'll activate it. The gate thing will switch around to the other side, and you'll go to the other side of the track. This has a lot of DK Coins. When you find green guys trying to swing their club at you, jump over their swings. And pull the lever when you see the first one; the rocks will come down and destroy it. Avoid the objects that come down, and the TNT Barrels as best as you can.

If an object or an enemy hits you, you lose a few coins. Be careful, and take your time; don't rush it to get the coins. When you reach the end of the track, if you have 50 or more DK Coins, Squawks will come down, and give you a Golden Banana for a reward of completing the track.

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Golden Banana #2
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Start by going to the first barn area. Once there, go around the barn until you see a door with a crack on it. Perform a Primate Punch on the door, and it will break open, revealing a new entrance. Head inside. Now, once you're inside, go to the southeastern corner of the area, and use a Primate Punch on the big box with a ? Mark on it. Doing this will reveal a Triangle Pad. Stand on it, and play the Triangle Trample. Once you do this, the waterwheel in the outside area will begin spinning, causing a spike log to move, and a conveyor belt to move in the first room of the barn.

Now, when you regain control, look around this area for a steel keg (a silver barrel, in other words). Pick it up when you find it (press B while in front of the barrel), and exit this area. Now, back outside, go around the barn until you find the first entrance. Go through the entrance. Once inside the first room, place the steel keg onto the conveyor belt nearby. It will ride to the spiked log, and then when it touches it, it will explode. Now, pick up the next metal barrel in front of the conveyor belt.

Place the barrel onto the conveyor belt. After it explodes, head north of the conveyor belt. You should see another metal barrel. Pick it up, and then place it onto the conveyor belt. Once you make all three kegs explode via the spiked log, a Golden Banana appears. Take it!

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Golden Banana #3
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Begin by going to the very top of the Mushroom Tower, on the outside walkway. When you're on the top, walk around the walkway until you spot a blue Chunky Switch. With the Super Simian Slam upgrade, pound the switch. Doing this will cause the door in front of you to open, so head inside. When you're inside, you'll see a picture of Chunky's face, and a Chunky Switch in the middle of the area. Pound the switch, and the tiles forming the face will scramble. You now have 60 Seconds to reform the picture.

Take out your shooter, and shoot the tiles on the picture to flip it over. Make all of the tiles resemble Chunky Kong's face once again. If you do it within the time limit, a Golden Banana will come down to you!

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Golden Banana #4
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You must first head to the area where Funky's Store is located. Once there, head towards the dirt in the middle, surrounded by what appears to be weeds. A worm will ask you to help carry him to a better spot than the spot he's in. So, head to where Funky's Store is. Just east of it is a Kong Barrel. Jump inside, and you'll become Hunky Chunky. Now, approach the green weed things in the dirt in the middle, only to find out that they're really mad tomatoes! Jump on each one to kill them (only as Hunky Chunky).

After they're gone, walk up to the worm and press B to pick it up. Now, carry it down the tunnel leading to the main area. When you come out of the tunnel

and are in the main area, head west from where you exit, and go to the brown dirt part there. Drop the worm (press Z) onto the green part of the dirt there. It will then give you a Golden Banana for you taking the worm to a sunny spot.

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Golden Banana #5
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Make sure that it is currently nighttime. If it isn't, turn it night. Now, go inside the Mushroom Tower. Make your way up the tower via the ladders. When you come to the first exit, go through it. Outside, go around the walkway until you see a ladder, then climb it. Now, go north, and you'll see another ladder. Use that one, too, then proceed through the next entrance. Make your way up the walkway, and when you come to the ladder at the end of the walkway, go behind it and jump on it from there. Climb it up. Eventually, you'll see a part of the walkway sticking out.

This is a clue you need. Stand on that spot, and you'll notice some vines. Get on the first one and swing across the vines, to the next ledge. Then, proceed through the exit only available during the night. You'll be outside on a small walkway, with a Kasplat. Kill the Kasplat, and when it drops the Blueprint, pick it up. Return to Snide's HQ with the Blueprint, and as a reward, you'll get a Golden Banana.

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DK Isle
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Golden Bananas Required to Enter Sixth World: 65

After you've beaten Dogadon again in Fungi Forest, and have 65 or more Golden Bananas, proceed back to K. Lumsy's prison. Once you're there, approach his cage, and then the lock on his cage will unlock. As always, he'll get happy, and stomp the ground. This will cause a rock to break off of a platform on the main part of the island, revealing an entrance. Another huge rock will also break near K. Rool's island, revealing a huge cannon (this leads to the 7th world, so we'll ignore it for now). If you want to, get some more Golden Bananas on this island before proceeding (look near the beginning of the Walkthrough section to see where they are).

Now, start by heading to the area where there are Bananaporters in a circle. Enter the Tag Barrel and get out Tiny Kong, and then use Bananaporter #2 to teleport to the entrance of the Angry Aztec lobby. Now, head all the way northeast of the Angry Aztec lobby entrance, and go to the very edge of the platform you're on. You'll see another ledge. Fly to it, and then enter through the entrance. This is the Crystal Caves lobby, your next destination. Now that you're inside, head up the ramp to the left, then head up the ramp going north. You'll find B. Locker. He will let you through if you have enough Golden Bananas, so proceed through if or when you can. The sixth world begins!

Also, if you want to reveal the Wrinkly doors in this area, then get out Chunky Kong. From where you enter the lobby, head west, and you'll find a cracked ice wall. Use a Primate Punch on it to break it open, revealing a path. Go down the path, and at the end you'll find a boulder. Pick it up, and then walk back to the entrance of the lobby. Near the entrance, there's a blue switch. Place the boulder onto it, and the ice crystals will lower, revealing Wrinkly doors. You will have to do this each time you enter the lobby, if you want the Wrinkly doors to appear.

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World #6: Crystal Caves
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NOTE: I recommend getting as many Golden Bananas as possible before attempting to fight the boss. This way, you will not have to worry about not having enough Golden Bananas to enter the upcoming worlds. Also, I recommend fighting the boss after you've gotten all of the Golden Bananas possible in the level. Read the Bosses section to see how to defeat the boss.

Banana Requirement to Reach Boss: 350

Accessing New Areas

To be honest, almost every area in this level is accessible, from the first time you even enter this level. There are only some cracked ice walls for you to break, as Chunky. They lead to different areas in the level. I'll just tell you where the ice walls are at. The first one can be found simply north of where you first enter the level. Each breakable ice wall has a crack on the wall. Bring Chunky to these walls, and Primate Punch them to break them. As I said, the first one can be found north of where you enter the level.

Break the ice wall there to reveal a new room. There is also one at the eastern part of this level. If you break it, another room will be revealed. Just keep searching around the level for them (I will explain where they are as you go on with the level with each Kong).

Locating Snide's HQ

From the start of the level, head to where the two Bananaporters are. Get out Chunky Kong, then head east. You will come to an enemy holding a spiked club. Near the enemy is an ice wall, with a crack in it. Use a Primate Punch on it, and it will break open, revealing a new room. Head down the path and you'll be in a room where Snide's HQ is at!

Locating Cranky's Lab

From the start of the level, head northeast. You'll come to two Bananaporters. From where they are at, get out Lanky using the nearby Tag Barrel, and head all the way east. Eventually, you'll come to a steep ramp. Use the Orang-stand to climb it up, then get on the next platform there. You will find Cranky's Lab right there! Be sure to head inside with Lanky, Tiny and Chunky. Tiny's and Chunky's potions are required to get in this level, in order to beat the game.

Locating Funky's Store

You have to walk quite a bit to reach Funky's Store in this level. Start by going to the beginning of the level, where Bananaporters #1 and #2 are. Once there, enter the Tag Barrel, and get out Lanky. Now, head all the way east, and you'll come to a steep ramp. Perform the Orang-stand ability, and then climb up the hill to the top. Jump to the platform, then head towards the entrance to Cranky's Lab. From there, head north and down the walkway, then when you come to an ice wall, head west. You'll see several platforms. Jump to each one, and then go north.

You'll come to several other ledges. Jump up each one, then head north and ignore the Tag Barrel you'll see. You will see several ledges again. Make your way up them, then jump to the next platform. This platform has Funky's Store on it! Be sure to head inside, and buy the Ammo Belt #2 (it automatically is on all Kongs when you buy it), which holds as much as 200 Ammo!

Locating the Igloo

The igloo is an important part of the level, as each Kong has one Golden Banana inside of it! To find it, start by heading to the platform where Cranky's Lab is located. When you're there, head north, and drop off of the platform, and into the water. Now, swim to the north, and into a new area. You'll see a big igloo on the platform there, but you'll notice that there are a few openings in the igloo that are blocked off! The entrances are for each Kong. How do you enter them, you ask? It's simple.

First, go back up to where Cranky's Lab is located. West of his lab, there is a Kong Barrel floating up, above the water. Jump off the platform, and press B while approaching the barrel. You should enter it, and get a Jetpack. Now, fly north, to the area with the igloo. Directly above the top of the igloo, there is a DK Star. Fly through it. Doing this will cause some Instrument Pads to appear around the igloo; one for each Kong. You will need to do this in order to get some Golden Bananas.

Locating the Ice Castle

The ice castle you will need to go to, in order to get some of Lanky's Golden Bananas for this level. Start by heading to where Cranky's Lab is at. Then, head north of the entrance to his lab, and follow down the path there. At the end of the path, where the ice wall is, head west and you'll come to some platforms sticking out of the water. Jump on them, then head north and you'll come to some ledges. Jump up each one, then to the next platform. Now, head west of the Tag Barrel from where you get on the ledge. You'll see an ice castle, with some Lanky stuff around it. Lanky will need to go here.

Locating Candy's Musical Store

You should really head to Candy in this level, because she gives you something really important and needed. Anyways, from the start of the level, head to where Bananaporters #1 and #2 are. From there, head west, and when you come to the end of the platform, drop down into the water. Then, swim all the way north until you come to a waterfall. Swim through it, then jump onto the lower part

of the platform to the west. From there, head north, and you'll find Candy's Musical Store! She will give all the Kongs a third melon if you pay up! You should buy that, obviously.

Locating the Five-Door House

First, head to the area where Candy's Musical Store is located. Once there, go west of her store, and you'll see a big house. It appears to only have two doors, but there's really five. Go to the northwestern corner of the building. There are boxes here, so climb up each one, and then jump onto the higher part of the building. You will see two more doors. In the northwestern part of the platform you're on is a box in the corner. Jump on it, then backflip up to the higher ledge of the building. The last door is here. The Kongs have to enter these doors, by playing their Instruments on the Instrument Pads near each one of the doors.

Locating the Lodge Area

Go to the area where Candy's Musical Store is located. From where you see her store, head east past her store, to a bunch of ledges. Jump up these ledges, then jump onto the platform, where you'll see a Tag Barrel. Go north of the Tag Barrel, and go across the walkway. When the path splits, look at the right and left path. They both lead to lodges for DK and Lanky. The northern path leads to a Kasplat for Tiny Kong. DK, Lanky and Tiny will need to go here for some Golden Bananas.

Stopping the Stalactites from Falling

You know those annoying stalactites that fall randomly, at any time (those brown things that come down when the weird music starts to play)? Well, there is a way to stop this from happening. First, buy the Monkeyport ability from Cranky in this level. When you buy it, head across the walkway north of the entrance to his lab. Then, head north and you'll find an ice wall that's breakable. Take Chunky Kong here, and use the Primate Punch on the wall to break it open, which reveals a new room. You'll be going here soon. For now, head west of the wall to find platforms. Jump across each one, then continue to the north.

Jump up the several ledges at the end of the path, then jump onto the platform with a Tag Barrel. Head across the walkway on this platform, and you'll come to an ice castle. Ignore it, and head west of it and go across the walkway there. You'll find a boulder. Pick it up, then go north and across the wooden plank, to the next platform. Drop the boulder on the Boulder Pad. Doing this will cause a huge circle of ice to break in a certain room, revealing a huge boulder, and a Boulder Pad.

Make your way back to where Cranky's Lab is, then head north of the entrance and across the walkway again. This time, head into the room that was revealed after breaking the ice wall. In the western part of the room is a Kong Barrel. Enter it to become Hunky Chunky. Now, pick up the huge boulder, and drop it on the rotating Boulder Pad. Doing this will make another circle of ice break in

the area with the igloo. Head to the area where the igloo is located, and make sure you are playing with Tiny.

Now, swim north in the igloo area until you see a big open platform with a Golden Banana on it. Swim to it, and then jump on it to find a Tiny Pad. Step on it, and press Z while on it to Monkeyport to the very top of the level. On this platform, there is a huge enemy with a spiked club, which is causing the stalactites to fall in the level. Use a charge up attack (hold B after getting the ability from the Banana Fairy Queen, then release when the orange dots are fully charged) to kill it, and you will not have to worry about stalactites from falling ever again!

Troff 'n Scoff Portal Locations

- Troff 'n Scoff Portal #1 - First, head to the room where Snide's HQ is at. When you're there, head west of the entrance to Snide's HQ. You'll find a portal on the wall.
- Troff 'n Scoff Portal #2 - Go to the area where the two lodge buildings are located. Once there, enter the Tag Barrel, and get out Diddy Kong. Drop off the western part of the ledge with the Tag Barrel, and continue past the ledges until you find a Kong Barrel. Jump inside to get a Jetpack, then fly on top of DK's lodge. There is a portal on the wall by the roof.
- Troff 'n Scoff Portal #3 - Do everything described above. However, instead of flying onto DK's lodge, fly onto Lanky's instead. You'll find a portal on the western part of the wall by the roof.
- Troff 'n Scoff Portal #4 - Go to where Cranky's Lab is located, and make sure you are using Chunky Kong. With him, go north and across the walkway, past Cranky's Lab. You'll come to a cracked ice wall. Use a Primate Punch on it, and you'll reveal a new path. Go down the path, and in that room, look around the wall for a portal.

Bananaporter Locations

- Bananaporter #1 - From where you enter the level, head down the path. You will come to a Tag Barrel, and the Bananaporter. For the second one, head to the area where the igloo is located. Swim west of the igloo to find a platform with the Bananaporter.
- Bananaporter #2 - From where you enter the level, head down the path. You will come to a Tag Barrel, and the Bananaporter. For the second one, go to the area where Candy's Musical Store is located. Head east of her store to find several ledges. Jump up each one, and jump onto the platform with a Tag Barrel. Now, go north and across the walkway to find the Bananaporter.
- Bananaporter #3 - For the first one, head to the area where Cranky's Lab is located. From where his lab is, drop off of the northern

part of the platform, and into the water. Now, swim north, and you'll be in a new area with an igloo. Swim to the north, then swim west of the igloo. You should find a platform with the Bananaporters. For the second one, go north across the walkway, past Cranky's Lab. Then head east, and jump across the ledges. Use the Kong Barrel in this area, and go through the hole. The Bananaporters are at the end of this room (you have to complete the Bonus Game first).

Bananaporters #4 - For the first one, head to the area where Cranky's Lab is located. Now, get out Diddy using the Tag Barrel, and then look north above the water, and you'll see Diddy's Kong Barrel. Jump in to get a Jetpack. Now, fly west of where Cranky's Lab is, and you'll see a small brown pillar sticking out of the water. Directly on top of this pillar, you will find it. For the second one, head to Funky's Store with Tiny.

Go across the walkway, then fly to the eastern ledge and enter the Kong Barrel. Fly back to the previous ledge, and go north through the hole. The Bananaporters are in this room.

Bananaporters #5 - Go to the area where Candy's Musical Store is located. Once there, head west of her store, to a big building. Now, go to the northwestern part of the building, then backflip up the boxes until you get on the higher part of the building. On the western part of the building, make your way on the box, then get on the higher part of the building. Head north from there, and you'll find this Bananaporters.

For the second one, head to the area where Funky's Store is located, and make sure you're using Diddy Kong. Now, go north of his store, and go across the walkway. Then, enter the Kong Barrel you'll see. With the Jetpack, fly west of the Kong Barrel, and fly directly up to find a high platform with a Kasplat on it. The Bananaporters are on that platform.

Regular Banana Locations - Donkey Kong

#1-10: From where you enter the level, head directly north. You'll find an ice wall with a crack in it. Bring Chunky here, and use a Primate Punch to break it open, revealing a path. With DK, head down this path, and at the end of it, you'll find a Banana Balloon. Shoot it for 10 Bananas.

#11-15: From the start of the level, head northeast and down the path. Then, when you come to a Tag Barrel, you'll see a Banana Bunch on top of the Bananaporters #1.

#16-20: Go to the area where Candy's Musical Store is located. Once there, head west of her store to find a big building. Go north towards the house, and you'll see a Bongo Blast Pad near the western door. On top of that pad is a Banana Bunch.

#21-25: Do the same things described above, but stand on the Bongo Blast Pad, and play the Bongo Blast. Doing this will cause the western door to open up, so enter it. Inside this area, you'll find a Banana Bunch if you look around. Beware of the traps on the floor, though.

- #26-30: Head to the area where the second Bananaporter #2 is located. Once you're there, take the western path, and go across the wooden plank. You'll find a Bongo Blast Pad. Play the Bongo Blast while on it, and the door in front of you will open. Head inside. Inside this room, you will find a Banana Bunch.
- #31-35: Head to the area where Cranky's Lab is located. Once there, head north and across the walkway, to find a few seperate Bananas.
- #36-55: Do the same thing described above. In the middle of the walkway, you will find a DK Pad. Stand on it, and press Z to launch into another barrel-blasting game. As you blast through several barrels, you'll find (and probably collect) four Banana Bunches.
- #56-58: Head to the same area described above, but do not launch into the barrel-blasting game. Instead, head all the way north, and you'll come to a cracked ice wall. With Chunky, break it using a Primate Punch, then head inside with DK. As you go down the path, you will find a couple of Bananas.
- #59-68: Head to the same room described above. Once you go down the path, you will be in a small room. In this room is a Banana Balloon. Shoot the balloon for 10 Bananas.
- #69-78: Go to the area where the igloo is located. After making the five Instrument Pads appear, stand on the Bongo Blast Pad and play the Bongo Blast, to open the entrance. Head inside. In this room, you will find a Banana Balloon. Shoot it to get ten more Bananas.
- #79-83: Head to the same area described above. From where you enter the igloo, backflip onto the top of the entrance to find a Banana Bunch.
- #84-90: Head to the same area described above. Make your way through the ice maze. As you progress through the maze, you'll find some more Bananas.
- #91-95: Go to the area where the igloo is located, once again. Once there, get on the platform with the igloo, and you'll find a circle of Bananas around the igloo.
- #96-100: Head to the same area described above. Head west of the igloo, and you should find a platform with Bananaporter #1 on it. On top of that platform is a Banana Bunch on top of the Bananaporter.

Banana Coin Locations - Donkey Kong

- #1-3: From the start of the level, head north, and you'll come to an ice wall. It is breakable with Chunky, so bring him here, and use a Primate Punch on it to break it open, revealing a new path. Take DK here, and go down the path. At the end of it, you'll be in a room where three Banana Coins are by the wall.
- #4-5: Head to the area where the second Bananaporter #2 is. Once there, take the western path and go across the wooden plank, to a Bongo Blast Pad. Then, play the Bongo Blast on the pad, and the door in front of you will open. Head inside. In this room, you'll find some Banana Coins.
- #6-8: Go to the area where Cranky's Lab is located. Once there, head north, and

go across the walkway. In the middle of the walkway, you will find a DK Pad. Stand on it, and press Z to launch into a barrel-blasting game. In this game, you will collect some Banana Coins as you shoot through each barrel.

#9-11: From where Cranky's Lab is at, head north, and go down the walkway. At the end of the walkway, there is a cracked ice wall. Bring Chunky here, and have him Primate Punch it to break it open. Head inside, and in the new room, use the Tag Barrel and get DK. By the northern part of the wall, there's three Banana Coins.

Donkey Kong's Golden Bananas

=====
Golden Banana #1
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Head to the area where Cranky's Lab is located. Once there, head north of the entrance to his lab, and go across the walkway. In the middle of the walkway, there is a DK Pad. Stand on it, and press Z to launch into a barrel-blasting game. In this one, you will find that it is quite difficult to get through. At the start, shoot to the first barrel you'll see. Shoot to the barrels that the Banana Coins and Banana Bunches lead to. Also, shoot through the orange ring you'll see. Towards the end, the barrels get really fast, so be very careful. When you're in the last barrel, you'll see a Bonus Barrel, so shoot into it.

In the Bonus Game, your objective is to rotate the Control Stick, and tap B like mad, killing the Kremplings. Never stop shooting, and always shoot all of the Kremplings as quick as possible. They will respawn, though, but just keep this up for 60 Seconds until you win. If you get hit by a Krempling one time, you lose the bonus. When you win, you'll fall back down to the level, and the Golden Banana will come down to you.

=====
Golden Banana #2
=====

Start by heading to the area where the igloo is located (make sure you have all three melons; trust me, you'll need them). Once there, make sure that you have made all five Instrument Pads appear around the igloo. Once you've done that, look around the igloo until you find a Bongo Blast Pad. Stand on it, and play the Bongo Blast to open the door leading to DK's room of the igloo. When it opens, enter. When you're inside, you'll see that there's a big ice maze, with spikes all over the ice wall! There is also a Golden Banana that we'll need to get, by going through the maze.

Sadly, there IS no Kong Barrel that turns you invisible in here, allowing you to navigate through the maze without any harm whatsoever. So, from where you enter the igloo, head west around the ice wall until you find an entrance. Head through the entrance, and the maze begins moving! Walk very slowly and be very careful, and basically 'follow' the same path the wall is moving in, while slightly proceeding forward. If the wall touches you, you lose a full melon. If you get hit three times (assuming you have three melons), you lose.

This maze can be pretty hard and annoying, but you should make it through after

a few tries. When you make it to the end, take the Golden Banana before the wall will destroy you. Once you have the Golden Banana, simply die to start back at the entrance of the igloo, because it's not worth going through it again (and you would most likely die, anyways).

=====
Golden Banana #3
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Head to the area where Candy's Musical Store is located. When you're there, head west of her store, and you'll see a big house. Head to it, and then head west to the western door. Near the door, there is a Bongo Blast Pad. Stand on it, and play the Bongo Blast. Doing this will cause the door to open, so head inside. Once inside the room, you will notice several parts of the floor will randomly open and close. Be careful. In the corners of this room, there is boxes of Homing Ammo. You will really need this, so pick some up. Throughout this room, there are quite a few Zingers, and they move pretty quickly and constantly drop bombs.

So, take out your shooter, and with the Homing Ammo in your possession, fire like mad. You should hit a few Zingers. Repeat this, and hopefully you will kill all of the Zingers without running out of Homing Ammo. When all of the Zingers in this room are dead, a Golden Banana will appear.

=====
Golden Banana #4
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Go to where the second Bananaporter #2 is located. Then, take the west path, and go across the wooden plank. You'll come to a building, with a Bongo Blast Pad near the door. Stand on the Bongo Blast Pad, and play the Bongo Blast. The door will open, so head inside. Once inside, you will notice a Golden Banana by the window, but it appears that there is no way to reach it! We cannot get it just yet. You will also notice a square thing with ? Mark tiles on the floor, and on the left and right wall. There are also several blue switches in this area. So, what do we do now? Simple.

Go north, and step on the platform in the middle. Perform a Simian Slam on the green ? Mark tile, to reveal a face of Chunky Kong. A countdown timer will then commence. We only have 50 Seconds to complete this! Now, once you've pounded the green tile, head east and Simian Slam the blue switch. This will tilt the room around, and the east wall will be the floor. Now, head to the platform in the middle and jump on it. Pound the green tile there, then pound the two purple tiles there. Then, pound the orange tile. Head west, and then pound the blue switch again to flip the room back over.

Now, get on the platform, and pound the orange tile there. Then, pound the red tile, and head west. Pound the blue switch to flip the room over, then head west and get on the platform. Pound the next red tile, then pound the two yellow tiles. Pound the blue tile, then head east and flip the room back over. Then, go on the center platform again, and finally, pound the blue tile to complete the mini-game. When you successfully complete it, the Golden Banana in this room will come down to you!

=====
Golden Banana #5
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Start by heading to the area where the ice castle is located. Once there, head north to the ice castle, then head west of it and go across the walkway. When the path splits, take the east path, and you'll be on a small platform with a Kasplat. Defeat it, and when it falls, take its Blueprint. Take the Blueprint back to Snide to get a Golden Banana from him.

Regular Banana Locations - Diddy Kong

- #1-5: Head to where Funky's Store is. When you get there, head north down the walkway to find a few single Bananas,
- #6-10: On your way to the Kong Barrel where Funky's Store is, you will collect a Banana Bunch.
- #11-15: First, you must use the first Bananaporter #4 after activating both of them, to teleport to a room only accessible via the Bananaporter (with the exception of Tiny). Around the walls of this room, there are some single Bananas.
- #16-20: For these, head to the area where Funky's Store is located. Then, look north, where the waterfall is. You'll see a Bonus Barrel with a Banana Bunch under it. Head north and across the walkway, then enter the Kong Barrel to get a Jetpack. Fly to the Banana Bunch.
- #21-25: Head to the area where Candy's Musical Store is located at. From there, head west, and then you'll come to a big building. Get onto the second ledge of it, and then play the Guitar Gazump on the Guitar Pad near the door. When the door opens, head inside. In here, head around the room and collect the single Bananas.
- #26-30: Enter the same area described above. Once in there, head around the room some more until you find a Kong Barrel, then enter it. With the Jetpack, fly onto the central platform to find a Banana Bunch.
- #31-35: Head to the same building described above, but enter the highest door instead of the lower one. Once inside the door, use the Kong Barrel in that room to get a Jetpack, then fly to the first candle in the room. A Banana Bunch is on the candle.
- #36-40: Head to the same room described above. Once there, use the Jetpack to fly to the second candle, to find another Banana Bunch.
- #41-50: Enter Diddy's part of the igloo, in the area where the igloo is. Once inside, look around for a Banana Balloon. Shoot it for 10 Bananas.
- #51-55: Head to the same area described above, but do not enter the igloo. Instead, enter the Kong Barrel that is across from Cranky's Lab, then fly to the igloo area. Once there, fly around the area until you see a high ledge with a Banana Bunch.
- #56-60: Do the same things described above, and make sure you still have your Jetpack on. Then, fly around the area, and above the big ice dome that holds a Golden Banana and a Tiny Pad. You'll find a Banana Bunch.
- #61-65: Do the same things described above, and make sure you still have your Jetpack on. Then, fly above the igloo to find a DK Star, with a Banana

Bunch inside of it.

#66-70: Do the same things described above, and make sure you still have your Jetpack on. Then, fly around the igloo area, and fly above the ice dome holding a Golden Banana. You'll find a Banana Bunch above it.

#71-75: Fly to the first Bananaporter #4 using the Kong Barrel across from Cranky's Lab. With the Jetpack, fly all the way west, and you'll see a big pillar sticking out of the water. On top of Bananaporter #4 is a Banana Bunch.

#76-80: Do the same thing described above, but use Bananaporter #4 to warp to a new room. When you land on the second Bananaporter, you will collect a Banana Bunch.

#81-90: Do the same thing described above. When you warp to the new room, stand on Bananaporter #4 again. As you warp, hold Z. When you warp to the tall pillar, take out your shooter and look around. Shoot the Banana Balloon you'll see for 10 Bananas.

#91-100: Head to the area where Candy's Musical Store is located. From her store, head west and to the large building. Head to the northwestern corner of the building, and jump from the boxes to the higher ledge. Make your way to the highest ledge, by using the box in the corner after getting on the second ledge. Look around for a Banana Balloon, then shoot it for 10 Bananas.

Banana Coin Locations - Diddy Kong

#1-4: Start by heading to the area where Funky's Store is located. Once there, look north of the entrance to his store, and follow down the path there. When you come to the Kong Barrel, enter it, and with the Jetpack, fly west to the ice castle. Land on top of it and take these Banana Coins.

#5-8: Go to the area where Candy's Musical Store is located. Once there, head west of her store to find a big building. Approach it, then head to the northwestern corner of the building. Jump up the boxes, then onto the higher ledge of the building. Look around for a Guitar Pad, then play the Guitar Gazump on the pad, and enter the opened door. In here, look around for a Kong Barrel, and enter it. With the Jetpack, fly into all four corners of the area to find some Banana Coins.

Diddy Kong's Golden Bananas

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Golden Banana #1
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Start by going to the igloo area. First, make the five Instrument Pads appear, if you haven't already (see the 'Locating the Igloo' section of this level). Once you've done that, head around the igloo until you find a Guitar Pad. Stand on it, and play the Guitar Gazump. Doing this will open the entrance to the igloo, so head inside. Once inside, you'll see a circle of barrels. Walk forward

and the entrance will close, and a countdown timer of 50 Seconds commences. Now you have to throw the barrels in a certain order. First, go into the middle of all of them. From there, pick up the barrel in the northwestern corner, and throw it.

Then, pick up the barrel in the southwestern corner and throw it. For the next one, pick up the southeastern barrel and throw it. Then, throw the northern barrel, then the southern one, then the northeastern one. If you threw them all in this order, you'll get a Golden Banana, and the entrance will open.

=====
Golden Banana #2
=====

First, head to where Funky's Store is located. Once there, head north of the entrance to his store, and go down the walkway. When you come to the Kong Barrel, enter it to get a Jetpack. Now, fly west of Funky's Store. By the waterfall, there is a Bonus Barrel. Fly into it to begin a Bonus Game. In this Bonus Game, you have to kill 7 Enemies and touch the checkered flag within 60 Seconds. Head north and kill the Kasplat, then take the west path and kill the Kasplat. Then, head east of where the Kasplat was, and follow the path. Kill the Kremling there, and then go north.

Kill the next Kasplat, and then take the west path. Kill the Kremling you'll see, and follow down the path until you come to another Kremling. Kill it, and continue to find a Kasplat. Kill it, then head north and you'll find the last Kasplat. Kill it, and then touch the checkered flag to complete the bonus. When you win, get the Golden Banana that appears.

=====
Golden Banana #3
=====

Head to the area where Candy's Musical Store is located. Once there, head west of her store and you'll come to a big building. Now, go to the northwestern corner to find some ledges. Jump up each one, and get on the higher part of the building. Head east, and you'll find a Guitar Pad by the door. Play the Guitar Gazump while standing on the pad to open the door, then head inside. Once you are inside, head forward, and the door will close. Enemies will spawn on the top ledges, and a countdown timer of 50 Seconds will commence. Our objective is to kill all of those enemies within the time limit, which is hard to do.

Go around the big platform, and eventually you'll see a Kong Barrel. Enter it, and with the Jetpack, land on one of the corners with the Kremlings. Kill the Kremling, and then throw an Orange in the corner. You'll kill one of the barrels with Kremlings in them. Throw another one to kill another barrel. Now, take out your Peanut Shooter and shoot the other Kremling on the ledge across. Jump onto the central platform and kill the next two Kremlings in barrels.

Now, throw an Orange to one of the ledges with the big purple enemies. Kill both of them by doing this. If you kill all of the enemies within the time limit, you'll get a Golden Banana for your efforts! You may have to retry this a few times, as it can get a bit hard if you don't know what you're doing.

=====
Golden Banana #4
=====

Go to the same area described above (the five-door house). But instead of going into the first door on the higher ledge, head to the northwestern corner of the higher ledge. Jump on the box there, then onto the highest ledge of the house. You will find another door, and another Guitar Pad nearby. Stand on the pad and play the Guitar Gazump to open the door. Then, head inside. Inside here, head north, and you'll see two big guys with a spiked club. Perform a charged attack by holding B, then release it to release a shockwave. This kills the enemies. When both of them are dead, a Diddy Pad will appear.

Stand on the Diddy Pad, and hold Z to launch into the air. Move towards the left while in the air, and enter the Kong Barrel. With the Jetpack, fly to the candles in the area. Fly over them, and the fire from your Jetpack will light them up. Now, do the same for the other candles. When you do, a cage on the floor will open, revealing a Golden Banana. Take your prize.

=====
Golden Banana #5
=====

Getting Diddy's Blueprint piece in this level takes a lot of time. Start by heading to the area where Cranky's Lab is located. Enter the Kong Barrel across from his lab, and with the Jetpack, fly east of his lab, towards the beginning of the level. When you do, fly to the water. You'll see a big pillar sticking out. Land on it, and activate Bananaporter #4. Now, get out Tiny Kong, and then head to the area where Funky's Store is located. Go north from the entrance to his store, and you'll come to a Kong Barrel (Diddy's Kong Barrel). From there, look east to find a platform. Fly to that platform, and enter the Kong Barrel.

Now, fly back to the previous platform, then continue north. Enter the small hole there, and you'll be in a new room. Return to normal size, and follow the path. You will find Bananaporter #4. Activate it. You'll also notice Diddy's Kasplat. Now, go back to a Tag Barrel and get out Diddy, then enter the Kong Barrel across from Cranky's Lab again. Fly back to the first Bananaporter #4, then press Z to warp to the room Tiny was in. Kill the Kasplat in here, and then take its Blueprint. Return the Blueprint to Snide to get a Golden Banana.

Regular Banana Locations - Lanky Kong

#1-5: From the start of the level, follow down the path. You will find five separate Bananas.

#6-25: First, make sure you have the first Bananaporter #5 activated. If you don't, activate it. With it activated, get out Diddy Kong, and head to the area where Funky's Store is located. From there, head north across the walkway by Funky's Store, and you'll find a Kong Barrel. Enter it, and with the Jetpack, fly to the high western platform. Activate the Bananaporter, and teleport by using the first one with Lanky. On this platform are four Banana Bunches.

#26-35: Head to the area where the ice castle is located. Once there, look around the castle until you find a Lanky Switch. Pound it, and the door of the castle will open. Head inside. In this room of the castle, there is a Banana Balloon. Shoot it for 10 Bananas.

#36-40: Head to the same area described above. Now, look around for another

Lanky Switch, and pound it to open the roof of the castle. Quickly look around for a Lanky Pad, then stand on it and float to the roof. Deflate down into the hole, collecting a Banana Bunch.

#41-50: Now, head to the area where Candy's Musical Store is located. North of her store is a waterfall. A trail of Bananas underwater starts at that waterfall, so swim underwater and get them.

#51-60: Go to the same place described above, but head east of Candy's Musical Store. Then, get on the edge of the platform, and look down at the waterfall. Shoot the Banana Balloon there for 10 Bananas.

#61-65: Go to the same area described above. Instead of going to the waterfall, head up the nearby ledges and get on the platform. Now, take the north walkway, then go to the eastern side of the building. There is a Lanky Pad there. Use it to float up onto the building, where you will find a Banana Bunch on top of the Trombone Pad.

#66-70: Do the same things described above. Then, stand on the Trombone Pad and play the Trombone. Doing this will cause the door of the lodge to open. Drop off of the roof, and head inside. On top of the Lanky Switch in this room is a Banana Bunch.

#71-85: Head to the area where Cranky's Lab is located. Once there, head across the walkway until you find a Lanky Pad. Stand on it, and use it to float in the air. Head north towards the igloo area while floating to find three Banana Bunches in the air!

#85-90: First, head to the igloo area. Once there, make sure you have made all five Instrument Pads appear. Once you've done that, then play the Trombone on the Trombone Pad near the igloo to open the entrance. Go inside, and defeat the enemies to make a Lanky Pad appear. Use it to float up the ledges, where you'll find five Bananas along the way.

#91-100: Head to the same area described above. At the top of all of the ledges, look around for a Banana Balloon. Shoot it for 10 Bananas.

Banana Coin Locations - Lanky Kong

#1-2: Head to the area where the ice castle is located. Once there, look around the castle for a Lanky Switch. Pound it, and one of the switches will cause a door on the castle to open. Enter it, and once inside, you will find some Banana Coins.

#3-5: Go to the area where Funky's Store is located. Then, drop off of the east side of the platform, and into the water. From there, swim towards the big black thing sticking out of the water. Behind it, there are three Banana Coins underwater.

#6-8: Go up to the lodge area, and go to where DK's lodge is. Drop off of the eastern side of the platform, and look in the corner of the platform you are on. There are Banana Coins here.

#9-11: Go to the igloo area. Once there, dive underwater, and swim around the big ice domes. Near one of them, you'll find some Banana Coins.

Lanky Kong's Golden Bananas

=====
Golden Banana #1
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Start by heading to the area where the igloo is located. Make sure that you have made the five Instrument Pads appear by the igloo. Then, head around the igloo until you find a Trombone Pad. Play the Trombone to open the entrance, then head inside. Once inside, two Gnawties will spawn. Just kill them. After you do, two Kremlings will spawn. Dispose of those, and after you do that, a Lanky Pad will appear behind the central platform thing. Go behind it and jump on the Lanky Pad. Float up to the higher part of the platform, then deflate. Now, make your way up the ledges, and then get on the next Lanky Pad.

Float up, and then deflate when you get to the higher ledge. Jump to the top part of the platform, and take the Golden Banana from the top. The entrance to this room will now open.

=====
Golden Banana #2
=====

First, go to the area where the ice castle is located. Once there, go up to the ice castle, and go around it. Eventually, you'll find a Lanky Switch by a door. Pound that switch to open the door, then head inside. In this room, you will notice a platform in the center, with several tiles. Two have a DK Tile and a K. Rool tile. Go north, and a pumpkin spirit thing will begin talking; he's on the chair at the north end. He will wanna play a mini-game of some sort with you. He will tell you how to play it...kind of. Then, the mini-game begins.

When the mini-game starts, he will begin pounding the tiles in the center. You do the same. Try to pounder over the ? Tiles and the K. Rool tiles to make DK Tiles flip over. You have to have more DK Tiles than his tiles (K. Rool tiles) to win the game. You only have a full minute to do this, but it's seriously not very hard. However, I strongly suggest pounding the K. Rool tiles the most. After you win, the spirit will be upset and a Golden Banana will appear.

=====
Golden Banana #3
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Again, head to the area where the ice castle is. Go around the castle some more until you find another Lanky Switch (NOT the one next to the door). Pound it, and the roof of the castle will open, revealing a hole. Go north of the Lanky Switch, and you will find a Lanky Pad. Stand on it, and press Z to inflate. Inflate to the upper part of the castle, then use the next Lanky Pad. Inflate, and float to the top of the castle, above the hole. Then, deflate and enter the hole. You now have to face an old, annoying opponent again.

That opponent is none other than the green beetle you raced with Tiny, back in Angry Aztec! Also, take note that you HAVE to have the Orang-stand Sprint ability bought from Cranky in this level, before you can race him again. He will challenge you to a race, and this time, you have to collect 50 DK Coins and beat him at the end, around this icy and slippery course! When the race

begins, proceed and enter the Kong Barrel. While in Orang-stand Sprint mode, proceed forward.

As you continue to race him, collect as many DK Coins as possible. When you begin going down a slide, be careful not to hit the beetle, or you'll lose some DK Coins! When you get to the part where you have to slide off a ledge and land on another one, in the lava area, hold up on the Control Stick to get across. This race shouldn't be too difficult. When you beat him, he whines, and gives you another Golden Banana.

=====
Golden Banana #4
=====

Begin by going to the area where Candy's Musical Store is located. From there, head east of her store, and jump up the ledges there. Then, go north and across the wooden plank on the platform. Now, go east and around the building until you see a Lanky Pad. Stand on it, and then inflate to the top of the roof. You will find a Trombone Pad. Stand on it, and play the Trombone. Doing this will cause the door below you to open. Drop off of the roof and enter the door. Now, take note that you have to have the Orang-stand Sprint ability for this. Then, proceed south and kill the enemy there. Step on the Lanky Pad and press Z to inflate, then float directly up and enter the Kong Barrel.

While in Orang-stand Sprint mode, head north and touch the blue switch. Doing this will cause a Golden Banana to rise out from the floor at the start of the room. Now you only have 3 Seconds to get the Golden Banana! Quickly (and I mean quickly) run back to the start of the room, and get the Golden Banana. You should get it with barely a second left.

=====
Golden Banana #5
=====

Make sure you have the first Bananaporter #5 activated. Once it's activated, head to the place where Funky's Store is located, with Diddy. Then, go across the northern walkway from Funky's Store, and jump into the Kong Barrel there. With the Jetpack, fly all the way up, then west. Land on the small and tall platform with the Kasplat, and activate the second Bananaporter #5. Now, take Lanky back to the first Bananaporter #5, and use it to teleport to the top of the platform. Kill the Kasplat, and take its Blueprint. Return the Blueprint to Snide to get a Golden Banana.

Regular Banana Locations - Tiny Kong

#1-10: Go to the room where the second Bananaporter #4 is located. Once there, look around in that room for a Banana Balloon. Shoot it for 10 Bananas.

#11-20: Go to the area where Candy's Musical Store is located. Then, go west of her store, and you'll come to a big building. In the northwest corner of the building are some ledges. Jump up them, then look around for a Saxophone Pad. Stand on it, and play the Saxophone to open the nearby door. Head inside, and look around for a Banana Balloon. Shoot it to get 10 Bananas.

- #21-30: Head to the same area described above. Once in that place, look around, and somewhere in the room, you'll find two Banana Bunches.
- #31-40: Instead of going to the big building near Candy's Musical Store, go east of her store. You'll come to some ledges. Jump up them, then onto the platform. Then, go north and across the walkway. Go across the northern walkway, where you'll see a Kasplat. Around that platform is a Banana Balloon. Shoot it for 10 Bananas.
- #41-46: Go to the area where you start the level. Then, drop into the water north of the Bananaporters, and follow the water path north. Underwater are some single Bananas leading towards the walkway where you find Cranky's Lab at.
- #47-51: First, get onto the platform where Cranky's Lab is located. East of the platform with his lab, there is a platform. Fly to it, and then you'll see a nearby hole, and a Kong Barrel. Enter the Kong Barrel, and while you're shrunk, go through the hole. In that room, there is a Banana Bunch near the Bonus Barrel.
- #52-55: Go to the area where the igloo is located. By the platform with the igloo, there are several Bananas underwater. Follow the path of these Bananas and collect them.
- #56-65: Enter Tiny's part of the igloo. Once inside, look around the area for a Banana Balloon. Shoot it for 10 Bananas.
- #66-70: Enter the same place described above. Then, while you're inside that room, you'll find a Banana Bunch.
- #71-75: Go to the igloo area. Now, swim west of the igloo, and you'll see a couple of platforms. One of them has Bananaporter #3 on it. Get on it, and you'll find a Banana Bunch on top of Bananaporter #3.
- #76-80: For these Bananas, you have to be inside the big ice dome to the left of the igloo (see Tiny's Golden Bananas to see how to get in there). Once inside, you'll find a Banana Bunch.
- #81-100: Make your way to the area where you kill that huge enemy that makes the stalactites fall. Once in there, you will find four Banana Bunches around the platform.

Banana Coin Locations - Tiny Kong

- #1-2: From where you start the level, make your way to where the ice castle is. Then, go left of the ice castle, and go across the walkway. Now, take the northern path and look to the right. You'll see two Banana Coins in the air, by the thing sticking out. Fly to the Banana Coins.
- #3-5: Go to the area where Funky's Store is located. Once there, go north and across the walkway. At the end of the walkway, you'll see a hole. There are more Banana Coins by this hole.
- #6-8: Make your way to the area where you have to stop the enemy that is causing the stalactites to fall. From where you Monkeyport into that area, look behind the Tiny Pad to find some Banana Coins.

#9-11: Get on the platform where the second Bananaporter #1 is located. On that platform, go in the water and look behind it. Dive underwater and get the Banana Coins there.

Tiny Kong's Golden Bananas

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Golden Banana #1
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Start by heading to the area where the igloo is located. After making the five Instrument Pads appear, look around the igloo until you find a Saxophone Pad. Play the Saxophone while on this pad to open the entrance to the igloo. Then, head inside. Inside here, kill the enemy nearby, as he will most likely stop you from getting the Golden Banana by smashing you with his club. Once he's gone, pound the target in the middle with a Simian Slam. The door behind you will close, and a countdown timer of 30 Seconds will commence. The target will then begin moving.

You have to pound the moving target using a Simian Slam. Predict its movements, then begin pounding when it's coming towards you. When you hit it, the target will shrink in size a bit, causing it to be harder to hit. Hit it again, and it will turn really small. Pound it again, and the target will disappear. A Golden Banana will then come down to you. You have to collect it for the door to open for you.

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Golden Banana #2
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Go to the area where Cranky's Lab is at. Just east of his lab, you'll notice a long platform by the water. Fly to this platform, and you'll spot a hole inside the ice wall. Near the hole, there is a Kong Barrel. Enter it, and while you're shrunk, go through the hole. Return to normal size, then head down the path to a new room. You'll spot a Bonus Barrel. Jump into the Bonus Barrel, and a Bonus Game will begin. In this Bonus Game, you have to score 5 Points in 60 Seconds. Do not shoot the Kongs; just quickly aim for the Golden Banana and shoot it. Put the target in the middle and press A to reload.

If you hit a Kong, you lose points, and thus, you have to score more points to win the Bonus Game. However, it shouldn't be that difficult. When you complete the Bonus Game, a Golden Banana breaks out of the Bonus Barrel.

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Golden Banana #3
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This time, head to the area where Funky's Store is located. Once there, head north and across the walkway, then when you get to the middle of the walkway, you'll see a small ledge with a Kong Barrel to the east. Fly to it, then enter the Kong Barrel to shrink. Now, fly back to the previous platform, and then continue north. Proceed through the hole you'll find. In this new room, return to normal size, and follow down the path. Ignore Bananaporter #4, and at the northern end of the room, you'll find a Tiny Pad. Stand on it, and press Z to

Monkeyport to the igloo area. You'll be in an ice dome, with a Golden Banana nearby. Take it!

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Golden Banana #4
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Go to the area where Candy's Musical Store is located. Then, head west of her store, and you'll find a big building. In the northwestern corner of that building, there are some ledges. Jump up these ledges, then head east on the higher part of the building. You'll come to a Saxophone Pad by the door. Stand on it, and play the Saxophone to open the door. Head inside. Once inside, go to the edge of the platform, and look at the center platform. Throw Oranges at the three purple Klaptraps from where you stand. When they're dead, get onto the platform. Now, throw an Orange at the Klaptrap in the northeastern corner.

Then, when it dies, throw an Orange at the westernmost platform, and kill the Klaptrap there. When all of the Klaptraps are defeated, a Golden Banana will appear for your efforts.

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Golden Banana #5
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Again, go to the area where Candy's Musical Store is. From where her store is located, head east and follow the path. When you come to some ledges, make your way up them, then get onto the platform there. Go north and across the walkway, then the path will split. Take the northern path up to a platform, where you will see a Kasplat. Defeat the Kasplat, and it will drop a Blueprint. Pick it up, and return it to Snide to get a Golden Banana.

Regular Banana Locations - Chunky Kong

#1-3: Start by heading to the same area you started in. From where you start the level, head directly north to find an ice wall with a crack in it. Use a Primate Punch on the wall, then proceed through the new path to find some Bananas.

#4-8: Head to the same room described above. In that room, you will find a Banana Bunch on the Chunky Pad.

#9-13: From the start of the level, head northeast and to the first Tag Barrel. Left of the Tag Barrel, there is Bananaporter #2. On top of it, there is a Banana Bunch.

#14-18: Go to the area where the ice castle is located. Head west of the ice castle, and go across the walkway. In the middle of the platform, there is a boulder. Lift it to reveal a Banana Bunch.

#19-21: Head to the same area described above. From where the boulder was, head north and across the wooden plank. You'll get some Bananas.

#22-26: Again, head to the same area described above. After crossing the wooden plank, you will find a Banana Bunch on top of the Boulder Switch.

- #27-46: Enter Chunky's part of the five-doorhouse. Once inside, you will find four Banana Bunches near the Bonus Barrel.
- #47-51: Go to the area where Candy's Musical Store is located. From where her store is located, head east. When you come to the ledges, jump up them, then get onto the platform. Go north and across the walkway, and you'll find a Banana Bunch on top of Bananaporter #2.
- #52-54: Head to the area where the first Bananaporter #1 and #2 are at. From there, head east, and eventually you'll come to a cracked ice wall. Primate Punch it to break it open, then follow the path to find some more Bananas.
- #55-64: Head to the same room described above. When you reach Snide's HQ, look around his HQ for a Banana Balloon. Shoot it to get 10 Bananas,
- #65-70: From where Cranky's Lab is at, head north and down the walkway. At the end of the walkway, you'll find an ice wall with a crack in it. Primate Punch it to break it open, then follow the path to a new room. Around the big boulder are some Bananas (see Chunky Kong's Golden Bananas to see how to break the big ice dome around the boulder).
- #71-75: In the same area described above, use the Kong Barrel in the room after breaking the big ice dome. With Hunky Chunky, lift the huge boulder to reveal a Banana Bunch.
- #76-85: First, make sure the first Bananaporter #3 is activated. Then, make the second one appear (see Tiny Kong's Golden Bananas). Once you've got both of them activated, use the Bananaporter to reach a new room. In that room, there is a Banana Balloon. Shoot it for 10 Bananas.
- #86-90: Head to the igloo area. Around the igloo, there is a platform with a big ice dome with some Bananas surrounding the platform. Break the ice dome (see Chunky's Golden Bananas), and get the Bananas.
- #91-100: Enter Chunky's part of the igloo. Once inside, you will find a Banana Balloon in the room. Shoot it to get 10 Bananas.

Banana Coin Locations - Chunky Kong

- #1-3: Enter the room where you find Snide's HQ. In that room, look around and you'll find some Banana Coins.
- #4-6: First, get on the platform where Cranky's Lab is located. Then, drop off of the southern hill that Lanky can climb. When you slide down, you will collect the Banana Coins.
- #7-11: Head inside the room that you can only enter using Bananaporter #3. Obviously, use the Bananaporter to warp to that room. Inside that room, you'll find some Banana Coins.
- #12-14: Go to the area where the igloo is located. Then, look around the igloo area for a platform with a Tag Barrel. Behind that platform, under the water, there are some Banana Coins.
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Chunky Kong's Golden Bananas

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Golden Banana #1

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Head to the start of the level. From where you start, head directly north, and you'll spot an ice wall that has a crack in it. Use a Primate Punch on the wall to break it open, revealing a path. Go down the path to a new room, where you will find a Chunky Pad. Stand on it, and press Z to disappear. Now, the moment you disappear, you'll notice a Golden Banana appear! Take it.

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Golden Banana #2

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Start by going to the igloo area. Once there, make sure you have made the five Instrument Pads appear. Then, look around the igloo until you find a Triangle Pad. Stand on it, and play the Triangle Trample to open the door. Head inside the igloo. Once inside the igloo, you will see a TNT Barrel in the middle, that is going to blow up soon! Apparently, that dumb rabbit from Fungi Forest is tied up to it. Unfortunately, we have to save him if we want the Golden Banana. You have 30 Seconds to do so. You will see several orange flames that walk towards the rabbit.

Simply go around the whole area, and kill them. Make sure that the flames do not touch the rabbit. Just simply keep killing the orange flames, and try your best not to let the rabbit get hurt. After doing this for 30 Seconds, the rabbit gives you a Golden Banana.

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Golden Banana #3

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Head to the area where the ice castle is. Head west of the ice castle, and go across the walkway. When you see a boulder, lift it, and go across the wooden plank to the north. Then, place the boulder onto the Boulder Pad. Doing this will cause an ice dome in the room across from Cranky's Lab to break open, revealing a huge boulder. Now, make your way to Cranky's Lab. Head north of his lab, and go across the walkway. Enter that room, and follow the path until you get to the huge boulder. Somewhere in this room, near the boulder, is a Kong Barrel. Enter it to become Hunky Chunky.

With Hunky Chunky, lift up the huge boulder, and then place it onto the moving Boulder Pad in this area. Doing this will cause an ice dome in the igloo area to break open, revealing a Tiny Pad and a Golden Banana. Now, make your way to the igloo area, then look around for the platform with the Tiny Pad and the Golden Banana. Jump onto it, and then grab the Golden Banana.

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Golden Banana #4

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Go to where Candy's Musical Store is located. Then, head west of her store and head towards the big building. Head east, and you'll see a door. Near the door,

there is a ledge with a Triangle Pad. Stand on the ledge and play the Triangle Trampoline to open the door, then head inside. Once inside, you'll see a Bonus Barrel in the middle, along with spotlights everywhere. There are also four targets. You will see the first target from where you enter. When the spotlight moves off of the target, quickly Simian Slam the target and move away.

For the next one, head northwest. You'll see another target. When the light moves away from the target, Simian Slam it. The next one is located at the southernmost part of the room. Simian Slam that one, too. Once all of the targets have been ground-pounded, a Chunky Pad will appear at the western end of the room. Walk over to the pad safely, and don't get caught by the lights. Press Z while standing on it to turn invisible. Now, head to the middle, and then enter the Bonus Barrel to begin a Bonus Game.

In this Bonus Game, you have to kill 8 Klaptraps within 60 Seconds. Simply look around the whole area and find a Klaptrap, then press Z to shoot it. This isn't very hard to complete. When you complete it, a Golden Banana will come out of the Bonus Barrel.

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Golden Banana #5
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This time, head to the igloo area. Once there, backflip on top of one of the entrances to the igloo, then jump onto the roof of the igloo. On top of this roof, there is a Kasplat. Destroy it, and a Blueprint will be dropped. Pick it up, and as always, head to Snide's HQ and return it for a Golden Banana.

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DK Isle
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Golden Bananas Required to Enter Seventh World: 80

You're getting near the end of the game now. Once you've cleared Crystal Caves, head back to K. Lumsy's prison once again. Approach his cage to unlock the lock on it, and he'll stomp the ground again. The jaw of K. Rool's ship will creak open, but K. Lumsy will pound the ground again, and it will close! I guess that means we must go to the next world, obviously. Now, exit K. Lumsy's prison area and head north of his island. You'll see an island with a huge Launcher Barrel. Enter this barrel, and you'll be shot into the sky.

You'll now be in the lobby of the next world. Now, you can use the Wrinkly doors by jumping into the alcoves in the central platform. Go around the lobby until you see stairs leading to the B. Locker. He'll let you pass if you have 80 Golden Bananas, or more. Enter the DK Portal. and the next world begins!

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World #7: Creepy Castle
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NOTE: I recommend getting as many Golden Bananas as possible before attempting to fight the boss. This way, you will not have to worry about not having enough Golden Bananas to enter the upcoming world. Also, I recommend fighting the boss after you've gotten all of the Golden Bananas possible in the level. Read the Bosses section to see how to defeat the boss.

Accessing New Areas

Just like the previous world, there's not many areas at all that you can't access from when you first start the level. Start by walking over the wooden plank. Now, jump up the nearby steps to the next platform. You will see a brown tree with a DK Pad next to it, if you keep going forward. Just east of that tree is a ladder. If you don't have DK out, climb it to the top. Now, go to the northwestern part of the platform, past the Bananaporters. You will find a Tag Barrel. Jump inside and select DK, then head south and jump to the previous platform. Now, go to the DK Pad, and stand on it. Press Z, and you'll launch into another barrel-blasting game.

This barrel-blasting game is much easier than the last one, and probably one of the easiest in the whole game. Blast to the barrels, and through the orange rings. Make sure you blast through each orange ring. In the last barrel, you'll see a DK Star. Shoot through it, and you'll fall back down to the level. The gate on the tree will be removed, revealing an entrance. DK and Chunky will have to go here in order to get some Golden Bananas.

Locating Cranky's Lab

From where the brown tree is, head east and climb up the ladder there. Now, head northeast and you'll notice a drawbridge. It goes down sometimes, then goes back up, forming the bridge. When the bridge is formed, cross it. Now, follow down the path, and you'll come to another bridge. Cross it, and you'll be back on the walkway. Continue following the path, and you'll find two brown platforms at the end of the path, that move in and out of the wall! Jump to the first one when you can, then quickly jump to the next one, then to the next platform ahead.

Now, continue, and go across the wooden bridge there. You'll come to another wooden plank. Cross it, and continue following the path. You will then find Cranky's Lab up ahead! Head inside, and pay up some Banana Coins, because the potion in this level is the Super Duper Simian Slam, which is required in order to slam the red switches (which are found everywhere in this level). This is Cranky's final potion in the game.

Locating Snide's HQ

Go to where Cranky's Lab is. From there, ignore his lab and head north, and continue along the path like you were before. Backflip up the next three brown platforms you'll come to now, and then you'll find a red Chunky Switch. Ignore it, and continue along the wooden path. You will now see a greenhouse and a brown barn. Ignore these, and continue following the path. Make your way across the moving platform, then jump to the next part of the walkway. Continue, then make your way across the moving platforms at the end. On the wooden bridge, continue heading north.

Follow the path, and you'll be going around the castle, for awhile. This is the

longest path in the level. Eventually, you will reach the top. Now, head north, and you'll find Snide's HQ right there! I hope you've activated all of the Bananaporters while you were climbing up the castle, because if you didn't, it will take awhile to get all the way back up here again!

Locating Funky's Store

From the very start of the level, head across the wooden plank. Then, head up the steps nearby. Now, instead of climbing up the nearby ladder, head north and follow the path. Make your way across the two moving ledges at the end of the path, then jump to the other side of the walkway. Continue north, and you will find some stairs going up. Ignore those, and head west of them. Drop off of the platform you're on down to another platform. Head north, and approach the big brown door. It will open, so go through the entrance there.

Inside this cave-like area, take the northern path where the path splits. Go down the path, and you'll come to a small area where Funky's Store is located! Be sure to head inside and buy the Sniper Scope, which becomes available for all Kongs once you buy it. The Sniper Scope allows you to zoom in with your shooter, and is Funky's last upgrade. You HAVE to have it in order to get some of the Golden Bananas in this level.

Locating Candy's Musical Store

Do the same things described above, as if you're going to Funky's Store. But instead of ignoring the brown stairs before the door leading to the cave area, take the stairs up this time. You will be on a platform with Bananaporter #1 nearby, and an entrance to another area. Go through the entrance. Inside the next cave area, follow the northern path. Continue down the path, and the path will split eventually. Take the left path, and you'll come to an area where you'll see Candy's Musical Store. Enter inside, and buy her final Instrument Upgrade for 9 Banana Coins. This is Candy's final upgrade.

Locating the Lower Catacomb Areas

Enter the cave area that leads to Funky's Store. From where you enter that cave, take the left path. Go down the path to a big skull-looking thing. To the left of that thing is a Peanut Switch, and to the right of it, there's a Pineapple Switch and a Coconut Switch. Shoot the correct switch with Diddy, Chunky or Donkey, and the entrance to the skull will open. Head inside. Diddy, DK and Chunky need to go here to get some Golden Bananas.

Troff 'n Scoff Portal Locations

Troff 'n Scoff Portal #1 - For the first portal, make your way east of where the five Bananaporters are located. Make your way up the path of the castle, and eventually, you'll come to another Bananaporter #2. West of it, there is a

portal on the wall.

Troff 'n Scoff Portal #2 - Go to the area where Funky's Store is located. From his store, head east. You will find a portal on the wall there.

Troff 'n Scoff Portal #3 - Enter the cave area where Candy's Musical Store is located. From there, take the west path to the area where you'll find Candy's Musical Store. Then, head west of her store to find a portal.

Troff 'n Scoff Portal #4 - Head to the entrance of the cave area leading to Funky's Store, but don't head inside the cave. Go southeast of the door leading to the cave, and you will come to a portal at the end of the path.

Troff 'n Scoff Portal #5 - Make your way up the path to the top of the castle. When you come to the second Banaporter #4, look on the western wall to find a portal.

Banaporter Locations - Outside

Banaporter #1 - From where you enter the level, go across the wooden plank, then jump up the steps there. Take the eastern ladder to a platform, where you will find several Banaporters around the area. For the second one, take the steps at the start of the level, then head west and continue down the path. When you eventually come to more stairs, jump up them, and you'll find Banaporter #1 there.

Banaporter #2 - From where you enter the level, go across the wooden plank, then jump up the steps there. Take the eastern ladder to a platform, where you will find several Banaporters around the area. For the second one, head east of the first one, and make your way up the path of the castle. You will come to a Kong Barrel with Banaporter #2 near it.

Banaporter #3 - From where you enter the level, go across the wooden plank, then jump up the steps there. Take the eastern ladder to a platform, where you will find several Banaporters around the area. For the second one, head east and follow down the path going up to the castle. Eventually, you'll come to Cranky's Lab, with Banaporter #3 by the entrance.

Banaporter #4 - From where you enter the level, go across the wooden plank, then jump up the steps there. Take the eastern ladder to a platform, where you will find several Banaporters around the area. For the second one, head east of the first one, and follow the path going up the castle. Eventually, you'll come to a barn and a greenhouse, with Banaporter #4 near them.

Banaporter #5 - From where you enter the level, go across the wooden plank, then jump up the steps there. Take the eastern ladder to a platform, where you will find several Banaporters around the area. For the second one, head east and follow down the path there. When you make your way to the very top of the castle, you'll find Banaporter #5 there.

Bananaporter Locations - Inside the Lower Catacombs

Bananaporter #1 - You will find the first one near the entrance to the area.
For the second one, head down the western path, then take the west path when the path splits again. At the end of the path, you will find Bananaporter #1.

Bananaporter #2 - You will find the first one near the entrance to the area.
For the second one, head down the western path, then take the east path when the path splits again. At the end of the path, you will find Bananaporter #2.

Bananaporter #3 - You will find the first one near the entrance to the area.
For the second one, head down the eastern path. At the end of the path, you will find Bananaporter #3.

Regular Banana Locations - Donkey Kong

#1-5: From where you first enter the level, cross the wooden plank there to find five Bananas.

#6-50: As you follow the path in the castle, follow the trail of Bananas. As you continue to follow the path, and make your way up the castle, you will find a LOT of Bananas. The trail ends once you reach the second Bananaporter #2, sadly.

#51-55: Head inside the cave where Candy's Musical Store is located. Once in there, follow down the path until you come to a small door. Head inside the door. In this room, head north and you'll come to a red DK Switch. With the Super Duper Simian Slam, pound the switch to open the door. Once inside the room, you will find a Banana Bunch.

#56-60: Enter the lower catacombs area as Donkey Kong. Once you're inside, head west and down the path. When the path splits, take the eastern path, and you'll find a Banana Bunch at the end of the path, on top of the second Bananaporter #2.

#61-70: Head to the same area described above. From where Bananaporter #2 is, look at the wall. You will find a Coconut Switch. Shoot the switch, and the wall will lower, revealing a new room. Enter this room, and shoot the Banana Balloon inside for 10 Bananas.

#71-80: Enter inside the brown tree at the start of the level as Donkey Kong. Once inside, head east and shoot the Coconut Switch there to reveal a new room. Inside, you'll see a Banana Balloon near the Kasplat. Shoot it for 10 Bananas.

#81-85: Enter the same area described above. Head north of the Kasplat, and drop into the hole there. Now, get on the nearby raft, and you will find a Banana Bunch.

#86-90: When you're almost up to the top of the castle, you'll come to a red DK Switch. Pound it with the Super Duper Simian Slam, and a door leading

to a library will open (see Donkey Kong's Golden Bananas to see how to get in there). Enter the library, and make your way to a room with lots of enemies. Defeat them to reveal a switch. In this room, you will find a Banana Bunch.

#91-100: Head to the same area described above. Once you defeat the enemies in that room, pound the red DK Switch atop the books to reveal a new room in the library. Enter that room, and you will find two Banana Bunches.

Banana Coin Locations - Donkey Kong

#1-5: From the start of the level, head to where the brown tree is located. Near that tree, there are some Banana Coins.

#6-9: Enter the area where Candy's Musical Store is located. Then, go around the area until you find a small door. Head inside, then in that new room, go north to a red DK Switch. Around it are some Banana Coins.

#10-12: From the start of the level, make your way around to the area that leads to two different cave areas. Go towards the cave leading to Funky's Store, but keep following the path west and ignore the door. At the end of the path is a small platform with a Kasplat on it. On this platform, there's some Banana Coins.

#13-15: Make your way up to the top of the castle. On your way to the top, you will come to the second Bananaporter #2. Near it, you will find three more Banana Coins.

Donkey Kong's Golden Bananas

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Golden Banana #1
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From the start of the level, go down the wooden plank, and then head north and jump up the ledges. You'll see a brown tree nearby. Go in front of it, and after opening it, head inside. Once inside, kill the bats in this room, then look around for a Coconut Switch. Take out your Coconut Shooter and shoot the switch to open the door, revealing a new area. Go down the path in this area, and at the end of the path, drop down the hole. You'll land in some water. Swim north, and eventually you'll reach a new room with a raft nearby. Jump on the raft, and a target will appear on the wall, high up.

You will also notice that there's a Golden Banana directly above you! You HAVE to have the Sniper Scope ability (buy it from Funky) to get this Golden Banana. Stand on the raft, and take out your Coconut Shooter. Zoom in at the target on the wall, and fire a Coconut, and hope it hits the target. Keep trying until it does hit the target. When you hit it, the target will disappear and the water will rise a bit. Another target will appear a little bit more to the west. Shoot it, and the water will rise some more.

Another target will appear on the far eastern part of the wall. Simply shoot that one, too. When you successfully shoot all three of the targets, the water

will rise to its highest point, and you will be able to reach the Golden Banana in the air. To get out of this area, dive underwater and go through the eastern passage. When you come out, you'll appear out of the sewer thing at the start of this level.

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Golden Banana #2
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Head inside of the cave where Candy's Musical Store is located. Once inside, follow along the path as if you were going to Candy's Musical Store. Eventually you'll come to a small door that will open when you approach it. When it opens, head inside. Then, from where you enter the area, head directly north to a DK Switch by a door. Pound it with the Super Duper Simian Slam to open the door, then head inside. Once inside this room, jump onto the central platform and pound the middle tile. You have to pound all of the tiles until each one has a piece of DK's head on it.

In other words, you have to reform a face of Donkey Kong in this tile puzzle. It isn't that difficult to do, nor does it take that long to figure out. When you figure it out, and DK's face is formed on the tiles, a Golden Banana will appear in the middle.

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Golden Banana #3
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Start by entering the cave area where Funky's Store is located. From where you enter that cave, take the west path to a new area. Go down the eastern ramp, and when you reach the lower floor, look east of the skull-like thing to find a Pineapple Switch and a Coconut Switch. Shoot the Coconut Switch to open the entrance to the skull, then walk inside. Once you're inside, head north to the three Bananaporters. Now, take the west path and follow the path until the path splits again. Take the eastern path from there, and when you get to a dead end, look at the wall to find a Coconut Switch.

Shoot the Coconut Switch, and the wall will open, revealing a new room. Head inside this room, and you'll notice three levers to the left and right side. You have to pull them in a certain order, similar to what you had to do back in Fungi Forest. First, pull the lever in the northwestern corner, then the one in the northeastern corner, then the one in the southwestern corner; in that order. When you pull them in that order, the door in this room will open, so head inside the entrance revealed.

You begin the final minecart game, like the one you played in Fungi Forest, as Chunky Kong. Play it the same way you did the other ones. However, this one is kind of different. A 'resident demon' will come out to attack you throughout the course. He will smash the track and such, and sometimes even spit out mini ghost things to come and attack you. Move to the opposite side of the track the ghosts are coming from to avoid them. When you see graves pop up, hop away to the other side of the track. If the resident demon hits you, or his mini ghosts hit you, or the graves, you lose some coins (same for the gates).

When you get to the 'end', you may THINK it's the end, but it's really not! You will fall backwards, and will have to go through the entire course again; this time backwards! Collect any coins you may have missed the first time through, and still be extra careful. When you reach the beginning of the minecart track, and have 40 DK Coins or more, Squawks will appear and give you yet another

Golden Banana for your reward!

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Golden Banana #4
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Go to the area where all of the five Bananaporters are located. From where they are, head east and cross the drawbridge there when possible. Make your way around the pathways and go up the castle. When you're near the top of the castle, you'll find a red DK Switch near the door. With the Super Duper Simian Slam, pound the switch. However, the door in front of you doesn't open! Another door, further down the castle, is the door that opens. You only have 20 Seconds to enter this door. Quickly make your way down the bridge, and you'll find a floating cloud. Jump to it, then jump to the entrance of the library.

Once inside the library, head north, and the path will split. Take the western path, and follow the path to a new room. A wall behind you will close, locking you in the room! Then, some enemies will spawn. Now, go around this whole area, and defeat all of the enemies in the room. Then, after all of the enemies have been defeated, a DK Switch will appear on top of the books in the middle. Jump up these books, then pound the DK Switch. Doing this will cause the wall to open, revealing the previous area.

Head back to that path, then follow the path until you get to the split path again. This time, take the eastern path. Follow the path until you come to a room with books that are alive! There is a small area to the west that holds a Kong Barrel. Jump into it to turn invisible, then make your way north down the hallway. At the end of the hallway, take the Golden Banana, then shoot the Coconut Switch on the wall. The wall will move, revealing an exit for you.

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Golden Banana #5
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First, head to the start of the level. From where you start, head across the wooden plank, and then jump up the steps going up. Then, you'll see a brown tree nearby. In front of it is an entrance, and a DK Pad. If you haven't already, complete the barrel-blasting game to open the entrance, then head inside. Once inside, shoot the Coconut Switch on the wall to open the big wall in front of you, to reveal a new area. In that area, there is a Kasplat. Kill it and take its Blueprint, then return it to Snide for a Golden Banana!

Regular Banana Locations - Diddy Kong

#1-10: Head to the cave area where Candy's Musical Store is located. From where you enter the cave, make your way down the path, as if you were going to Candy's Musical Store. Enter the door you'll come across. In that new area, take the eastern path and pound the red Diddy Switch to open the door. In that area is a Banana Balloon. Shoot it for 10 Bananas.

#11-15: Enter the big skull (the lower catacombs area) with Diddy Kong. Once inside, take the western path, and keep following the path west until you get to the end to find a Banana Bunch.

#16-25: Go to the same area described above. Once you reach the Bananaporter,

look at the wall on the dead end to find a Peanut Switch. Shoot it, and the wall will open, revealing a new room. Head into that room, and use a Chimp Charge on the switches in a certain incorrect order. When a Banana Balloon appears (it could take awhile), shoot it for 10 Bananas.

#26-40: Enter the ballroom as Diddy Kong (see his Golden Bananas). Once inside, use the Jetpack to fly up to the candles, getting Banana Bunches.

#41-50: Head to the same area described above. In the room with the candles, look around for a Banana Balloon. Shoot it for 10 Bananas.

#51-60: Go to the room where the big skull is; the area that leads inside the lower catacombs. Once there, look a little south of that skull to find a Banana Balloon floating around. Shoot it for 10 Bananas.

#61-80: Head inside the cave where Candy's Musical Store is located. Once in there, make your way around the hazy cave until you come to a door. When it opens, head inside. With Chunky, take all three paths in this area, and in each path, look on the left and right walls to find gates. Primate Punch them down. You'll reveal four Banana Bunches for Diddy.

#81-90: Head to where the second Bananaporter #1 is located. Once there, look above the Bananaporter to find a Banana Balloon. Shoot it to get 10 Bananas (you may need to use the Sniper Scope).

#91-95: Outside, use Bananaporter #2 to teleport up to a Kong Barrel. Enter it, and with the Jetpack, fly up to the very top of the castle, but don't land. Instead, fly all the way up from the top of the castle to find a cloud. On this cloud is a Banana Bunch.

#96-100: Do the same thing described above. Instead of flying above the top of the castle, fly to Cranky's Lab, and then fly east of his lab. On top of that brown post at the top, there is a Banana Bunch.

Banana Coin Locations - Diddy Kong

#1-3: Head to the area where the big skull is, leading to the lower catacombs. South of that skull, you will find three Banana Coins.

#4-6: Inside Diddy's room of the lower catacombs area, hit the switches in a certain incorrect order. Eventually, you should see some Banana Coins, if you look at the coffins in the area that open up (it could take awhile, so keep hitting the switches in incorrect orders).

#7-9: Head to the cave where Candy's Musical Store is located. Then, make your way through the hazy cave until you come to a door. Near the door, you will find three Banana Coins.

#10-13: Outside, use Bananaporter #2 to teleport to a Kong Barrel. Jump into it to get a Jetpack, then fly to the drawbridge near the Bananaporters. On the poles of the drawbridge are some Banana Coins.

#14-15: With the Jetpack still on, fly above the first Bananaporter #1. On the left and right windows, there is a Banana Coin above each one (keep flying up, and the next set of windows have the Banana Coins).

Diddy Kong's Golden Bananas

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Golden Banana #1
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Start by heading to the cave where Funky's Store is located. Once inside, make your way to the area leading to the lower catacombs. West of the big skull, you will see a Peanut Switch on the wall. Shoot it, and the skull will open, which reveals the entrance to the catacombs. Head inside. Once inside, head north to the Bananaporters, then take the western path. Keep following the path west, even when the path splits. Eventually, you'll come to a dead end with a Peanut Switch on the wall. Shoot the switch to open the wall, revealing a new room. Enter that room. Once inside, you'll notice a large coffin in the center.

There are four switches around that coffin, too. You have to Chimp Charge into them in a certain order to get the Golden Banana. Now, start by going around the coffin until you see a switch with a 1 on it. Chimp Charge into it. The order is: 1, 2, 3, 4. Simple, eh? Once you Chimp Charge into them in that simple order, a Golden Banana will be released from the giant coffin.

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Golden Banana #2
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Enter the cave where Candy's Musical Store is located. Once in there, make your way around the hazy cave until you come to a door. When the door opens, head inside. In this room, take the eastern path down to a red Diddy Switch. With the Super Duper Simian Slam ability, pound the switch to open the door. Enter the room. You MUST have the Sniper Scope ability to get past this room. If you look very closely on the ground, you'll notice a line on the floor, and a Peanut Switch at the end of this room. However, it's not as easy as it looks. If you go past the line on the ground, the wall with the Peanut Switch moves in to the other side, which means you can't hit it unless you go off the line.

Now, stand near the edge of the line, and take out your Peanut Shooter. Zoom in using the Sniper Scope, then shoot the Peanut Switch. Some chains around this room will lower, and you can use them as vines. Jump to the first one, then jump from each one until you reach the Golden Banana!

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Golden Banana #3
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This time, just head outside instead of inside the cave areas. Now, make your way up the castle, and when you pass Bananaporter #4, you will come to a red Diddy Switch. With the Super Duper Simian Slam ability, pound the switch to open the door to the ballroom. When the door opens, head inside. In this place, follow the path until you get to the main room. Jump to the tiles in the center of the area, and defeat all of the enemies in this room (not counting that guy with the spiked club at the entrance). When all of the enemies are defeated, a Kong Barrel appears in the middle.

Enter the Kong Barrel, and you'll get a Jetpack. Now, fly to the candles in the area, and the fire from your Jetpack will light the candles. After all of the

three candles have been lit, a Bonus Barrel will appear. Fly into it to begin the hardest mine cart Bonus Game. I can't really tell you how to beat it, since there is really no specific way to do it. Just be extra careful, and trick the TNT Barrels into thinking you're going one way, when you're really not. When you win the Bonus Game, get the Golden Banana that appears.

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Golden Banana #4
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Outside, use Bananaporter #2 to transport to a Kong Barrel. Enter the Kong Barrel, and with the Jetpack, fly to the top of the castle. Keep flying up, and you'll find two clouds leading to a tower of the castle. Land on the cloud, and jump to each cloud and then onto the tower. On that tower, there is a Bonus Barrel. Enter the Bonus Barrel to begin a Bonus Game. In this Bonus Game, you have 60 Seconds to swat 10 Flies using your fly-swatter. It may be a little difficult, but you can do it. If you fail, keep trying. Upon winning this Bonus Game, a Golden Banana appears.

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Golden Banana #5
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Enter the cave area that leads to Funky's Store. Once in there, from the moment you enter, you will see a Kasplat. It may not look like it has red hair due to the haziness, but it does have red hair. Kill it, and then it will drop another Blueprint. Pick it up and return it to Snide. As a reward for returning it, he will give you another Golden Banana.

Regular Banana Locations - Lanky Kong

#1-5: Enter the cave area where Funky's Store is located. Follow the path of the trail of Bananas leading to Funky's Store.

#6-30: In the same cave described above, there are a few Banana Bunches you will find on the way to Funky's Store.

#31-40: In the same cave described above, take the eastern path from where you enter. Now, look around the big building thing there, and you'll find a Grape Switch. Shoot it to open the door, then head inside. Make your way to Lanky's room (see his Golden Bananas), and in that room, you'll find a Banana Balloon. Shoot it for 10 Bananas.

#41-50: Enter the cave where Candy's Musical Store is located. Once in there, go down the path as if you were going to Candy's Musical Store. When you come to a door, enter it. In this area, take the western path down to a red Lanky Switch. Use the Super Duper Simian Slam on the switch to open the door. In that room is a Banana Balloon. Shoot it to get ten more Bananas.

#51-60: Enter the same area described above. Once in there, you will also see a second Banana Balloon. Shoot it for 10 Bananas.

#61-90: Outside, use Bananaporter #4 to be teleported near a barn, and a greenhouse. Look around these buildings until you find a red Lanky

Switch. Pound it with the Super Duper Simian Slam to open the door to the greenhouse, then head inside. Once inside, go around the maze. There are six Banana Bunches altogether!

#91-100: At the top of the castle, where Snide's HQ is, there is a Lanky Switch just south of Snide's HQ. Pound it with the Super Duper Simian Slam to open the door. Inside the tower, there is another Banana Balloon. Shoot it for 10 Bananas.

Banana Coin Locations - Lanky Kong

#1-2: Make your way to the door leading to the cave where Funky's Store is. Just west of it is a tree. On top of it, there are two Banana Coins. Get on a higher platform near the tree, then jump to the tree to collect these Banana Coins.

#3-6: Enter the cave area where Funky's Store is located. Once in there, take the eastern path from the entrance. You'll notice a big building. Around it, there are some Banana Coins.

#7-8: Head to the same place described above. Look around the building for a Grape Switch. Then, shoot the switch to open the door of the building. Enter, and make your way to Lanky's room (see his Golden Bananas). In this room, you'll find some Banana Coins.

#9-11: Enter the cave where Candy's Musical Store is located. Follow down the path to her store until you find a door. Head inside the door, and in that new area, take the western path down to a red Lanky Switch. With the Super Duper Simian Slam, pound the switch to open the nearby door. Inside that room, there are Banana Coins.

#12-14: Outside, use Bananaporter #4 to teleport up to a barn, and a nearby greenhouse. Around the greenhouse is a red Lanky Switch. With the Super Duper Simian Slam, pound it to open the door to the greenhouse. Enter inside. On the eastern side of the maze are some Banana Coins.

Lanky Kong's Golden Bananas

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Golden Banana #1
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First, enter the cave area where Funky's Store is located. Once there, from where you enter the area, take the eastern path up to a big building. Around the building, you'll find a Grape Switch. Shoot it to open up the door to the building. Enter the building. Once inside, you'll notice a Kong Barrel, and a Grape Switch. While standing under the Kong Barrel, shoot the Grape Switch. Doing this will cause a gate to open at the western side of this area. Quickly enter the Kong Barrel, because you only have 13 Seconds to reach the gate! Take the western path, and quickly follow the path.

Go through the gate before it closes. In this room, stand on the Trombone Pad and play the Trombone. Doing this will cause vines to lower from the ceiling.

Now, swing across each vine, and then get the Golden Banana on the platform.

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Golden Banana #2
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Enter the cave where Candy's Musical Store is located. Once in that cave, head down the path to Candy's Musical Store, and you'll notice a door eventually. Head inside. In this room, take the western path to a red Lanky Switch. Do a Super Duper Simian Slam on the switch to open the door, revealing a new room. In this room, go north and you'll see a Trombone Pad. Stand on it, and play the Trombone. Doing this will cause several platforms with Lanky Pads to rise from the acid. Now, jump onto the first Lanky Pad, and inflate. Float to the nearest platform, then deflate onto it.

Inflate on that pad, then go to the nearest pad and deflate. Re-inflate again, then float to the last platform, with a Bonus Barrel. Enter the Bonus Barrel to begin a Bonus Game. In this Bonus Game, you have to hit 25 Kremlings in less than 60 Seconds. Aim with the Control Stick, and shoot with A. Reload by pressing A in the middle (on the melon). The green Kremlings are worth 1 Point, and the red ones are worth two. When you win the Bonus Game, a Golden Banana appears out of the Bonus Barrel.

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Golden Banana #3
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Outside, use Bananaporter #4 to teleport near a greenhouse, and a barn. On the right side of the greenhouse, there's a red Lanky Switch. Use a Super Duper Simian Slam on it to open the door to the greenhouse. Enter it. Once you are inside the greenhouse, you will see a Golden Banana at the end of the maze. You only have 40 Seconds to get there! Start by heading northwest. Enter the Kong Barrel in the maze to get in Orang-stand Sprint mode. Make sure you have enough Crystal Coconuts to get through the maze! Now, make your way through the maze. I can't give specific directions, simply because it would be too hard for me to do so.

When you get to the end of the maze, quickly take the Golden Banana if you do not have much time left. Upon completing the maze, a Battle Arena Pad appears in the middle of this maze.

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Golden Banana #4
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First, make sure you have the Sniper Scope ability, which is bought from Funky Kong in this level. It is required to have in order to get this Golden Banana. Now, outside, use Bananaporter #5 to teleport to the top of the castle. You will see a nearby tower. On the tower, there is a door with a red Lanky Switch nearby. With the Super Duper Simian Slam, pound the switch to open the door, then go in the door. Once you're inside the tower, you'll see several enemies. Defeat them all. After all of them are defeated, a Lanky Pad will appear near the middle of the room.

However, it's useless as of now. Stand from the entrance, and take out your Grape Shooter. Look up, and around for a Grape Switch on the wall. Shoot it, then shoot the next one around the wall. Go to the southern part of the room,

and look above the entrance to find another Grape Switch. Shoot that one, too. When you do that, the grate on the floor will open, and wind will come out. You will see a Bonus Barrel in the air. Stand on the Lanky Pad, and float up into the wind. You will get enough height to enter the Bonus Barrel this way.

When you enter the Bonus Barrel, a Bonus Game begins. You have 60 Seconds to lure 15 Gnawties into the hole in the middle. Everyone seems to always have trouble with this particular Bonus Game, but it's seriously not THAT difficult, if you use the right strategy. Walk behind the Gnawties, and press B to scare them. Lure them to the edge of the hole, stop for a moment, and press B. They should fall into the hole quite easily this way. Keep trying until you do it. When you win the Bonus Game, a Golden Banana comes out of the Bonus Barrel. Use the Lanky Pad and float into the steam to get it.

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Golden Banana #5
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For this Golden Banana, head east of the Bananaporters near the start of the level. Cross the drawbridge when you can, then follow the path. As you keep following the path of the castle, eventually you'll find a Kasplat. Destroy it, and as usual, it will drop a Blueprint. Head over to Snide's HQ, and give him the Blueprint to get a Golden Banana from him, as a reward.

Regular Banana Locations - Tiny Kong

- #1-50: Go to the area where the first five Bananaporters are located. From there, head east and cross the drawbridge. As you make your way up the path to the top of the castle, you'll eventually find Bananaporter #2. From there, there are single Bananas going up the path, all the way up to the top of the castle. You will get LOTS of Bananas.
- #51-60: Head to the cave where Funky's Store is located. Inside, head down the path until you reach Funky's Store. When you see his store, look around it until you see a Banana Balloon. Shoot it for 10 Bananas.
- #61-65: Enter the same cave described above. From where you enter the cave, take the eastern path. On the way there, you'll find some Bananas.
- #66-70: Outside, use Bananaporter #4 to teleport near three buildings. Near the easternmost building is a Kong Barrel, and a red mushroom. Enter the Kong Barrel to shrink, then jump on the red mushroom. Land on top of the silo (the small building), and drop inside the hole in the roof. In that room, there is a Banana Bunch.
- #71-90: First, make your way up towards the top of the castle until you come to a door near a Tag Barrel. Near this door, there is a red Diddy Switch. Pound it as Diddy, and the door will open. Quickly enter the Tag Barrel and switch to Tiny, then enter the door before it closes. Make your way to the main room, then go south to find a Tiny Pad. A Banana Bunch is on this pad. Monkeyport to the Museum, then make your way north to another Tiny Pad. Keep Monkeyporting as you find Banana Bunches on each Tiny Pad.
- #91-100: Do the same things described above. When you reach the last room that you can get to via Monkeyporting, you will see a Banana Balloon. Shoot

it for 10 Bananas.

Banana Coin Locations - Tiny Kong

#1-2: Near the start of the level, you will find a big brown tree. Climb the ladder east of that tree, and get on the higher platform. Now, go east a bit, and look northwest of the big tree to see a small brown tree, with two Banana Coins on it. Jump onto a nearby ledge, then fly to the tree. You can grab onto it to get these Banana Coins.

#3-5: Go west of the entrance to the cave area where Funky's Store is. You will find Banana Coins behind a grave.

#6-7: Enter the cave where Funky's Store is located. Once there, take the east path from where you enter, and look around for a Feather Switch. Shoot it, and the door will open. Head inside, and make your way to Tiny's room (see her Golden Bananas). Once inside, you'll find some Banana Coins.

#8-10: In the area where Candy's Musical Store is located, take the western path from where you enter. Fly over the gap and collect these.

#11-12: Outside, use Bananaporter #4 to teleport near a small silo, and two other buildings. Use the Kong Barrel near the silo to shrink, then jump onto the red mushroom by the silo. When you get sprung up, land on the roof of the silo, and drop into the hole. In this place, you will find some Banana Coins.

#13-15: Enter the Ballroom as Tiny Kong (see her Golden Bananas). Once you're inside, go to the main room, and head south. You will find some Banana Coins on the Tiny Pad.

Tiny Kong's Golden Bananas

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Golden Banana #1
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Start by making your way up the castle. After you come across Bananaporter #4, continue up the castle. Very shortly after coming across Bananaporter #4, you will see a Tag Barrel, a door, and a red Diddy Switch. Enter the Tag Barrel, and get out Diddy, then pound the switch to open the door. Do NOT head inside. Instead, get out Tiny, and quickly proceed through the door before it closes. Once inside the ballroom, make your way down the path and to the main room. Go down the ramp to the main part of the room, then head south to find a Tiny Pad. Press Z while on it to Monkeyport into the museum.

Once inside, head south, and you'll notice a big structure. On top of the big structure, there is a Kong Barrel. Backflip onto the top, and then enter the Kong Barrel to shrink. Drop off of the roof, then proceed through the small hole in front of the building. You will be in the Testing Room of Frantic Factory, and will have to race that car again! Accelerate by holding Z, and steer with the Control Stick. Collect as many DK Coins as possible, and be sure to go through the checkpoints (you HAVE to). However, you CAN avoid some of the

checkpoints, but if you avoid any more than five, you have to restart.

Avoid the boxes around the area, and try not to avoid too many checkpoints. The race isn't too difficult, but if you lose, simply keep trying. You need to end the race and be ahead of the opponent, with 10 DK Coins or more to get the Golden Banana. When you beat the car in the race, it will give you yet another Golden Banana for you!

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Golden Banana #2
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Enter the cave where Candy's Musical Store is located at. Once inside, head north to the Tag Barrel, then look west to find a huge gap, with a Bonus Barrel on the other side. Jump from the edge, and quickly fly to the edge of the next platform. It is pretty irritating to do, but you can do it. The annoying part is, if you die, you start back at the start of the level! When you finally make it across, enter the Bonus Barrel to begin a Bonus Game. In this Bonus Game, you have 60 Seconds to keep the turtles from falling off of the snakes' tail. Just keep feeding each snake over and over. When you win, a Golden Banana will appear out of the Bonus Barrel.

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Golden Banana #3
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Make your way into the cave where Funky's Store is located. Once you enter that cave, take the eastern path to a building. On one of the sides of this building is a Feather Switch. Shoot the Feather Switch to open the door of the building. Then, head inside. Once inside, head down the path, then take the eastern path. When you come to a gap, fly across it to the other side. Now, continue, and you will come to a dead end with a red Tiny Switch. With the Super Duper Simian Slam, pound the switch. Doing this will cause hands to rise from the acid.

You will also notice a Golden Banana on the last hand, at the northern end of the area! Now, start by hopping onto the first hand. The hands will sometimes go back into the acid, and the acid kills you in one hit, so be careful. When the hand you're currently on begins to sink, another near one should rise, so jump to it. Just keep up the jumping, and be careful until you make it to the last hand with the Golden Banana on it.

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Golden Banana #4
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Outside, use Bananaporter #4 to teleport near a barn, a greenhouse, and a small silo. Near that silo is a Kong Barrel, and a red mushroom. Enter the nearby Kong Barrel, and while shrunk, jump on the red mushroom near the silo. Land on the roof of the silo, and then drop into the hole in the roof to enter a new area. In this area, you will see tons of flies around the area. If you want to do things the hard way, pick up the boxes of Homing Ammo throughout this area, and shoot them all down. The easy way is...play your Instrument, and all of the enemies will die. A Golden Banana will appear when they are all dead.

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Golden Banana #5

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First, from the start of the level, head north and go across the wooden plank. Now, jump up the steps, and then continue north, and make your way down the path until you see some stairs. Ignore them, and head west of the stairs to find a lower platform. Jump to it, then head north and ignore the door. Just keep following the path, and eventually, you'll come to the end of the path. On a platform across, there is a Kasplat. Jump to the platform and kill it, then take its Blueprint. Return the Blueprint to Snide, and he will give you a Golden Banana as a reward.

Regular Banana Locations - Chunky Kong

- #1-30: Enter the cave where Candy's Musical Store is located. Once there, you will find a trail of Bananas throughout the whole cave.
- #31-50: In the area where Candy's Musical Store is located, keep going down the path until you come to a door. Head inside, then take one of the paths. One of them leads to a red Diddy Switch. To the left and right of that switch is a gate. Primate Punch them to reveal an alcove with a Banana Balloon in each one. Shoot them for 20 Bananas.
- #51-60: Outside, use Bananaporter #4 to teleport near a barn, a greenhouse, and a small silo. Walk up to the barn, and Primate Punch the part that has an X-shaped thing on it. This will reveal an entrance, so head inside. In this area is a Banana Balloon. Shoot it for 10 Bananas.
- #61-70: Enter the cave where Funky's Store is located. From where you enter the cave, take the western path down to a big skull-looking thing. On the eastern part of it, there's a Pineapple Switch. Shoot it to open the entrance to the skull, then head inside. Now, take the eastern path. At the end of it is a Pineapple Switch. Shoot the switch to open the wall, revealing a new room. Primate Punch the coffins in here, and you will find two Banana Bunches.
- #71-75: Enter Chunky's part of the big tree at the start of the level (see his Golden Bananas). Inside, you'll find a Banana Bunch.
- #76-85: Head to the same area described above. As you keep going down the path, you'll reach a Pineapple Switch. Near it is a Banana Balloon. Shoot it for 10 Bananas.
- #86-95: Go up the path of the castle, and eventually you'll come to a red Chunky Switch. With the Super Duper Simian Slam, pound the switch to open the door. Head inside, and follow down the path until you get to the main room. In this room is a Banana Balloon. Shoot it to get ten more Bananas.
- #96-100: Enter the same area described above. Then, lift up the boulder in this museum (see his Golden Bananas to see how to find it). When you lift it, a Banana Bunch will be revealed.

Banana Coin Locations - Chunky Kong

#1-3: Enter Chunky Kong's part of the big tree at the start of the level (see his Golden Bananas). Once inside, as you go down the path, you'll find some Banana Coins.

#4-6: Head north of the big brown tree, and get on the walkway there. Look on the western wall by the cliff to see three Banana Coins. The only way to get these is to sacrifice your life; jump off, and collect them.

#7-9: Head to the entrance of the cave where Funky's Store is, but don't go through the entrance. Instead, head east of the entrance, and go behind the first grave you see, and you'll find some Banana Coins.

#10-12: Enter Chunky's part of the lower catacombs area (see Chunky's Golden Bananas). Once inside, Primate Punch the far eastern coffin to reveal some Banana Coins.

#13-15: Enter the cave where Candy's Musical Store is located. Once in there, make your way down the path until you come to a door. Enter the door. In that area, head all the way east to a red Lanky Switch. To the left and right of the switch is a gate. Primate Punch both of them. One of them will reveal Banana Coins.

#16-18: Enter the same cave described above. Once inside, make your way to Candy's Musical Store. Just west of her store, there are Banana Coins.

#19-22: Use Bananaporter #4 outside to teleport near a brown barn. Primate Punch the doorway you'll see, and it will break open, revealing an entrance. Head into the entrance. Once inside this area, you will find some Banana Coins.

#23-25: Inside the museum (see Chunky's Golden Bananas), head to the main room, and head to the western part to find some Banana Coins.

Chunky Kong's Golden Bananas

=====
Golden Banana #1
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From the start of the level, make your way to the big brown tree that DK has to open by playing the barrel-blasting game. Enter the tree. Once inside, head west, and you'll spot a big brown wall. Primate Punch it to break it, revealing a new room. You HAVE to have the Sniper Scope ability for this next part. Now, from the entrance to the new room, take out your Pineapple Launcher. Zoom in at the Pineapple Switch, and shoot. When the Pineapple hits the switch, the bars will lower ahead, revealing a Bonus Barrel. Enter the Bonus Barrel to begin a Bonus Game, which is Beaver Bother!

If you need help with this Bonus Game, please refer to the strategy I gave in Lanky Kong's Golden Bananas for this level, because Chunky's is the same thing. When you beat Beaver Bother, a Golden Banana will appear.

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Golden Banana #2
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Enter the cave where Funky's Store is located. Once inside that cave, take the western path from where you enter. You will find a big skull-looking thing. To the right of it is a Pineapple Switch. Shoot the Pineapple Switch, and then the skull will open. Head inside. Once inside, head down the path to the three Bananaporters, then take the eastern path. When you reach a dead end, you'll see a Pineapple Switch. Shoot it, and the wall will open, revealing a new room. In this room, you will see several cracked coffins. You can Primate Punch these to break them, revealing certain items.

The second one to the right reveals a Bonus Barrel, so Primate Punch it. Enter the Bonus Barrel to begin a Bonus Game. You have to play Searchlight Seek this time, which you should pretty much know how to do by now. Upon winning the Bonus Game, a Golden Banana appears. Also, take note that in this room, if you jump on the lower ledge, then onto the huge coffin, you can Simian Slam it. It breaks it and causes enemies to spawn. Nothing happens when they're defeated.

=====
Golden Banana #3
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Outside, use the first Bananaporter #4 to teleport near a barn, a greenhouse, and a miniature silo. On the barn, there is a door that cannot be opened in any way. Primate Punch the door to bust it down, revealing a new area. Head inside the area. Once inside, head to the ? Mark Box in the middle, and then perform a Primate Punch on it to break it open, revealing a Chunky Pad. Stand on the Chunky Pad and press Z to disappear. Now, take out your shooter and kill all of the enemies. When all of the enemies are defeated, a Golden Banana appears.

=====
Golden Banana #4
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Use Bananaporter #3 outside to teleport near Cranky's Lab. North of his lab, there are some ledges. Backflip up the ledges to spot a Chunky Switch near a door. With the Super Duper Simian Slam, pound the switch to open the door. Enter the door. Inside the museum, head down the path until you get to the main room. In the middle of the room, there is a black platform. At the western side of the room, there are three shields. Primate Punch all of them, in any order.

Once you do that, a mouth will open to the north. Head to it, and pick up the boulder in the mouth. Place the boulder on the black platform, and a Golden Banana will be revealed. Head to the mouth that opened, and take it.

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Golden Banana #5
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Start by entering the cave where Funky's Store is located. Head north and down the path. Eventually, you'll come to a split path, and a Kasplat with green hair will be there. Destroy the Kasplat and take its Blueprint, then return the Blueprint to Snide. As a reward for returning another Blueprint, he will give you a Golden Banana!

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DK Isle

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Golden Bananas Required to Enter Eighth World: 100

Okay, as the above note implies, you need 100 Golden Bananas before you can venture into the final level of the game. Now, if you do not have 100 or more Golden Bananas, proceed back to the previous levels, and get some Golden Bananas until you have 100 or more. Also, make sure you have every upgrade from every Kong throughout the levels, and make sure you have the third melon. We want to go in prepared! Whenever you're ready, enter inside the room where K. Lumsy's prison is at. Approach his cell to unlock another lock.

There appears to be another lock on his cage! In happiness, he will stomp the ground, and make the jaw of K. Rool's ship open up. This time, it does not close back up. Now we must infiltrate the evil King's ship! Now, get out Tiny Kong, as she is the only way we can enter the mouth of the ship. Go on the King's ship, and go around it until you spot a Tiny Pad. Press Z while on it to Monkeyport to the top of the ship. Go around the ship until you see the mouth open, then fly into it. This is the Hideout Helm lobby.

Before you proceed any further, I strongly suggest getting each and every Blueprint in the game, and returning all of them to Snide. Why? Because, in the next world, you will need them. Trust me, they play a very important part in the final world. When you're ready, activate Bananaporter #1 nearby. This is the only lobby with Bananaporters in them. Now, enter the Tag Barrel to the right, and get out Chunky Kong. Stand on the Chunky Pad on the edge of the platform, and some vines will appear.

Swing across each one over to the next platform, and show B. Locker 100 or more Golden Bananas. With the required amount or more, he will let you pass. Before entering, activate Bananaporter #1 there, and teleport back to the entrance of the lobby. Get out Lanky Kong, and then teleport back to where B. Locker was. Finally, enter through the door, and the final world begins. After the cutscene is over, K. Rool will activate the Blast-o-Matic machine!

Snide will tell you that he can disable the Blast-o-Matic's firing sequence using the Blueprints you have given him throughout your journey. The time limit you have in the level depends on the amount of Blueprints you've collected. If you've collected all 40 Blueprints, you will have 50 Minutes to disable the Blast-o-Matic, which is WAY more than enough time to disable it.

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World #8: Hideout Helm

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There are no Golden Bananas in here, no stores, no nothing, except for two Bananaporters which you need to use to get out of this place later. Head north and activate Bananaporter #1. If you do not have Lanky out already, there is a Tag Barrel in a small area to the west. With Lanky Kong, continue by using an Orang-stand and climbing up the next two hills. Now, head to the northwestern part of this room, and enter the Tag Barrel there. Get out Chunky Kong, and head to the northern part of the room. Take out your Pineapple Launcher, and shoot the Pineapple Switch. Doing this will cause the wall to open, which will reveal a new room.

Now, in this room, go to where the lava is, and swing across the vines to get over to the other side. Proceed north, and go to the northwestern part of the room. Enter the Tag Barrel, and get out Tiny Kong. Head to the northeastern part of the room to find a Kong Barrel. Enter it to shrink. Now, while you are

shrunk, head to the northern part of the room. Go through the small hole in the pipe there. You will end up inside the room with the Blast-o-Matic! Head west, and enter the Tag Barrel. Get out Donkey Kong, and then go around the big Blast-o-Matic until you find a lever.

Stand on the footpad, and pull the lever. Doing this will cause several DK Stars to appear around the Blast-o-Matic. You only have 60 Seconds to fly through each star with Diddy. Head around the Blast-o-Matic and enter the Tag Barrel you will come to, then get out Diddy Kong. Enter the nearby Kong Barrel, and with the Jetpack, quickly fly through each DK Star. After you've flown through each DK Star, all of the doors in this area will open. Now Chunky has another job to do.

Enter the Tag Barrel near the Blast-o-Matic again, and get out Chunky Kong. With him, head east of the Tag Barrel, and jump up the stairs there. Use a Primate Punch on the gate to break it open. Now, head out of this small area, and then head west of the Kong Barrel that gives you the Jetpack with Diddy. You will see several steps going up. Jump up these steps, then head north and into the small area there. Punch down the gate with the Primate Punch. Now, head south and out of this small area, then head north of the last gate you punched down. You'll be on the middle of the Blast-o-Matic.

Head around the Blast-o-Matic until you see some ledges. Jump up the ledges, and punch down the gate in the area there. Drop off of the middle of the Blast-o-Matic. Now, head far to the west of the Tag Barrel and Kong Barrel. You will find another area with a gate. Primate Punch it down. You'll notice it has a Bongo Blast Pad! So, head back to the Tag Barrel and choose DK. Head all the way west, and past the Kong Barrel. Go north into the small area there, and stand on the Bongo Blast Pad. Play the Bongo Blast while standing on the pad. Doing this will cause the white glass wall to be removed.

A new room will be revealed, so enter the room. Go north, and you'll notice a K. Rool Barrel on each side of the electric powering up the Blast-o-Matic. You will also notice a Banana Medal in the electricity. However, be warned: after you complete the two Bonus Games in the K. Rool Barrels, the electricity will disappear, and you can take the Banana Medal. If you plan on getting 101%, take the medal. This applies to each electricity in this level. If you wait to collect them, and come back later, there is a chance that the Banana Medals will be transparent, and you won't be able to collect them again. Ever.

Anyway, enter the western K. Rool Barrel first. You'll have to play some sort of special Bonus Game. Backflip into the barrel, and then blast into the red targets throughout the room. Do this for three targets. You have 60 Seconds to do this. When you complete the Bonus Game, the barrel breaks. Enter the east barrel now. In the next Bonus Game, you play as Rambie. You have to destroy 18 Kremlings in 60 Seconds. Be careful, because if you touch the power pylons in this room, you will fail the bonus. When you win the Bonus Game, the second barrel will break, and the first barrier of electricity will be disabled.

Now, a Triangle Pad will appear in another room. Take the Banana Medal, and exit this room. Head back to the Tag Barrel and get out Chunky Kong. Now, head east of the Tag Barrel, and jump up the ledges. In the small area, stand on the Triangle Pad and play the Triangle Trample to remove the glass wall. Enter the room, and enter the western K. Rool Barrel. This Bonus Game is very, very easy. You have 20 Seconds to find a Kremling inside one of the boxes. Enter the Kong Barrel nearby to become Hunky Chunky, then go around the area and Primate Punch all of the boxes. When you find the Kremling, kill him to end the bonus.

Enter the next K. Rool Barrel. In this Bonus Game, stand on the box you start on, and use the Sniper Scope to shoot down all of the enemies. Do not touch the

floor. After you shoot the required amount in 30 Seconds, the second barrier of electricity will be disabled. A Saxophone Pad will appear. Take the Banana Medal in the room, then head back to the Tag Barrel. Choose Tiny Kong, and then head west of the Tag Barrel. Jump up the ledges, and enter the small area. You will see the Saxophone Pad. Stand on it, and play the Saxophone. This will cause the white glass wall to be removed.

Enter the room, and enter the western K. Rool Barrel. In this Bonus Game, you have 30 Seconds to fly through 3 DK Stars, and touch the blue switch at the end. You CANNOT touch the ground, or you'll fail the bonus. You have to land on the boxes. Fly through the stars and land on the boxes, then fly to the blue switch. When you complete the Bonus Game, the barrel breaks. Enter the one to the east. This Bonus Game is VERY easy. You have 30 Seconds to use the red mushrooms to fly through the DK Stars. Use the mushrooms in the area to be able to reach the 3 DK Stars. After you've beaten the Bonus Game, the next barrier of electricity will be disabled.

A Trombone Pad will appear next. Now, take the Banana Medal and head back to the Tag Barrel. Get out Lanky Kong, and then head back to where Tiny's area is. Head west of that area, and head around the middle of the Blast-o-Matic. Jump up the ledges, and then stand on the Trombone Pad. Play the Trombone to remove the white glass wall, then enter the room. Enter the western K. Rool Barrel. In this Bonus Game, you have to enter the Kong Barrel, and then sprint your way through the maze. You have to touch the blue switch at the northern end of the maze, then touch the checkered flag at the eastern end. You only have a matter of 25 Seconds to do this.

It's too hard for me to give you specific directions, but it's not too hard to complete. When you complete the Bonus Game, enter the next K. Rool Barrel. In this Bonus Game, you have to take out your Shooter, and kill 3 Mechanical Zingers in 30 Seconds. It can be a bit annoying, but really easy if you have some Homing Ammo. When you beat the Bonus Game, the barrier of electricity will be disabled, and a Guitar Pad will be revealed. Take the Banana Medal, then go back to the Tag Barrel once again. Get Diddy out, and then enter the Kong Barrel to the west.

With the Jetpack, fly all the way north to the ceiling, then fly north and through the small area there. Land there, and stand on the Guitar Pad. Play the Guitar to remove the white glass wall. Enter the western K. Rool Barrel. In this Bonus Game, you have to keep bashing the Kremlings, until you bash the one that makes the switch activated in this room. Keep hitting the Kremlings and killing them until you hear a chime noise. The switch is activated when you hear that noise. You only have 30 Seconds to do this! Now, when the switch is activated, do a Simian Slam on it to clear the Bonus Game.

Enter the last K. Rool Barrel. In the last Bonus Game, you have to enter the Kong Barrel, and shoot the four switches on the wall. So, enter the barrel. With the Jetpack, fly around the area, and shoot the four green switches you will find on the wall. When all four switches have been shot, the cage in the center will go up, revealing a blue switch. Simian Slam the switch, and you'll win the Bonus Game. You only have 40 Seconds to do all of this. After you've completed the Bonus Game, the final barrier of electricity will be disabled, and the Blast-o-Matic will be disabled! Now we must go find the evil King K. Rool himself, in his lair.

When the Blast-o-Matic gets disabled, you'll notice a door open. Also, we are no longer timed since we have disabled the Blast-o-Matic. Anyway, exit this area after taking the Banana Medal. Now, head all the way east of the Tag Barrel. Near the lever you pulled earlier with DK, you'll see some steps going up. Jump up these steps, and follow down the path. In this room, you will see

Bananaporter #1 to the north. Activate it. Near the Bananaporter, you will notice a door with a Battle Crown on it, that says "4".

What this means is, you'll need 4 Battle Crowns or more if you are to proceed any further. If you do not have enough Battle Crowns, go back to the other worlds and get some. When you have enough, approach the door and it will open up, then a cutscene will commence. Obviously, K. Rool heard you coming, and has also found out that his Blast-o-Matic has been disabled. He will then retreat, and elevate up into a control room. He will then prepare a ship for liftoff! Now, when you regain control, go down the path. You will end up in the room that King K. Rool always stays in, but obviously, he's not there!

We were so close, but now I'm afraid we must chase after him. In this room, there is a door with the Nintendo Coin and the Rareware Coin on it. To win the Nintendo Coin, you have to play the DK Arcade in Frantic Factory, and beat it twice. The second time you clear it, the Nintendo Coin will be your reward. For the Rareware Coin, you need to have at least 15 Banana Medals. Then, visit Cranky in any of his labs, and play his Jetpac game. Successfully get more than 5000 Points, then take the Rareware Coin that appears.

You may already have both of these items, but if not, go back and get them. Once you've gotten them, approach the door and it will open. Take a picture of the two Banana Fairies in this room, then take the final Boss Key from this small room! Now, make your way back to the previous room, and use Bananaporter #1 to teleport to the entrance of this world. Exit this world.

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DK Isle
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Our next step is to now free K. Lumsy of his giant prison, at last. Exit the lobby by using Bananaporter #1, then jump off of K. Rool's ship. Make your way to K. Lumsy's prison, then approach his prison. The last lock will be unlocked on his prison, and he will be freed! Then, K. Rool will lift off his ship, and take off towards DK Isle! Then, K. Lumsy steps on DK Isle, and chases K. Rool's aircraft. He then trips on a boulder, and swipes the aircraft. K. Lumsy falls into the water, and K. Rool's aircraft crashes into the ground.

When the cutscene ends and you regain control, head outside, and teleport back to the main part of the island using Bananaporter #1. Now, use Bananaporter #3 for a shortcut. You will be near K. Rool's aircraft, and will notice a hole in the top. Drop in with any Kong. Once inside, you'll notice that you're in nothing other than...a boxing ring! Yep, you read that right. You will see a talking microphone, and then K. Rool will appear. After a bit of talking, you will have to face K. Rool in the final battle. Read the Bosses section to see how to take care of him once and for all.

When you defeat King K. Rool, enjoy the ending that you are given. If you got 101%, you'll get a special ending after the first, main ending. However, if you do not have 101%, you'll only get the first main ending. The second ending may not be worth getting 101% over, but it is simply fun to get 101%! Enjoy the ending, regardless, and congratulations on completing Donkey Kong 64!

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V. Bosses

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In this section, I will list all of the bosses in the game, along with info about how to defeat them and such.

Army Dillo (1st Fight)

Required Kong: Donkey Kong

Found: Jungle Japes

Times To Hit: Three

Boss Strategy: The first boss fight isn't exactly hard. The battle will start with an armadillo in a metal shell rolling towards you. He'll reveal himself, laugh, and hide again. Now the fight begins. He will start by shooting a few fireballs out of the two cannons on his sides. Avoid these simply by running, then after a few shots, he'll reveal himself. He'll look around, and laugh. This is your chance to hit him. Pick up the TNT Barrel nearby, and throw it directly at him. If you hit his face, you score a hit! He'll then hide in his shell again, and roll around the area. Then he'll stop, and fire more fireballs at you. When he reveals himself again, throw the TNT Barrel at him. Do this three times altogether, and you'll win! He'll retreat, and leave behind a Boss Key. Grab it.

Dogadon (1st Fight)

Required Kong: Diddy Kong

Found: Angry Aztec

Times To Hit: Three

Boss Strategy: This boss isn't very much different at all than the first one. He starts by flying around the room, then he starts throwing fireballs at you. After quite a few fireballs, he will land and stop for a moment. Now's your chance. Pick up the nearby TNT Barrel in the middle of the platform, and throw it at him. When it hits him, he'll fall backwards into the lava. He'll bust out of the lava, and come back for more! This time, he'll throw fireballs at you, then fly to another side and throw more at you! After two sets have been thrown, throw the TNT Barrel at him again. Now he'll come back, and throw three sets of some fireballs at you! When he lands, throw the TNT Barrel at him once more, and he'll fall into the lava again. He'll leave behind a key that will land on the platform, so get it.

Mad Jack

Required Kong: Tiny Kong

Found: Frantic Factory

Times To Hit: Five

Boss Strategy: Alright, this boss fight can be quite a pain, if you don't know what you're doing. Also, before taking on this boss, I strongly advise you to buy Tiny's potion from Cranky, which allows her to fly, which you will need for this battle. Anyway, before the actual battle begins, you have to start it yourself. Jump onto the big platform, and walk north. A spotlight will light up a white tile, so step on it. The tile you're on, along with all of the other ones, will rise, revealing platforms. Now, when Mad Jack appears, the battle begins. He will begin by hiding in his box. Now, immediately fly to another platform. He will follow you, by hopping to the platform you were previously on.

As he goes to leap to your platform, fly to another one. Keep up this pattern until he stops, and pops out of his box. Then, look at the color of the tile he's on. He will begin throwing some fireballs at you, which could easily knock you off of the arena, so watch out! Remember the color of tile he's on, and begin to fly across the platforms. There is a blue switch on one platform for each color tile. So, there's a switch somewhere on a white platform, and a blue one. Jump on the colored tile that's the same as the one Mad Jack is on, and pound the switch.

This will cause electricity to fry him, damaging him! He will then hide inside his box again, and begin the hopping process. Also, if you fall off, you can stay on the platform that gets elevated up. Mad Jack will follow you, and will hop around on the four nearest platforms to you. Eventually, he'll stop. The platform doesn't move until you jump off. This is a neat trick. Anyway, when he stops, attempt to damage him again. After three hits have been inflicted on him, he will switch to a new attack. He will use an eye laser on the platform you're on, so switch platforms fast! When that laser hits the platform, an electric wall covers that platform.

After four hits have been dealt on him, he will cloak himself, and will then be invisible! Now he moves at a VERY fast speed, and the only way you can predict where he will move is by looking at the stars on the platform he's on. Finally, after the fifth blow, the platform he's on will drop, and he will also drop, and shatter to pieces, meaning you win the battle! Then, a key will fall to the lower part of the arena, and the platforms will lower. Grab the Boss Key!

Puftoss

Required Kong: Lanky Kong

Found: Gloomy Galleon

Times To Hit: Five

Boss Strategy: This is indeed a strange boss fight. You have to fight a giant Puftup in this boss battle, but since you're only in a boat, you're probably wondering what the heck you do. Go around the boss and around the whole area (hold Z to accelerate), and

you'll find a DK Star sooner or later. Go through it, and a pole will arise from the water. Another DK Star will appear as well. So, do the same thing you did before: go around the whole area, and find the DK Star, then go through it. However, in the process of doing this, Puftoss will spit fireballs at you! Also, you only have 30 Seconds to go through each DK Star. After you've gone through four DK Stars, the five pillars will create electric, zapping Puftoss, which scores a hit on him.

Now, after you go through the next DK Star, you'll only have as little as 25 Seconds to go through the next one. Also, Puftoss will now slam the water, which creates a big blue shockwave that's hard to avoid. Stay at the farthest part of the walls to avoid it safely. The countdown timer goes down by 5 Seconds each time you hit him. After the third hit, he'll spit fireballs at you, send the shockwave at you, AND cause fireballs to fall from the sky! After the fourth hit, he'll do all those attacks, and also spit out Puftups after you. Five hits ends the fight.

Dogadon (2nd Fight)

Required Kong: Chunky Kong

Found: Fungi Forest

Times To Hit: Three (Varies near the end of the fight)

Boss Strategy: Yep, you have to fight that huge dragonfly again, that you fought as Diddy in Angry Aztec. Only this time, he's after Chunky! He has changed a bit as far as attacks come, too. He will start off the battle like he did in Angry Aztec; he will throw a set of fireballs in your direction. Run around the arena to avoid these. After this, he will land, and stop for a moment. From there, pick up the nearby TNT Barrel and throw it at him to score a hit. He will then throw two sets of fireballs at you, and land again (avoid the shockwave he creates). Hit him with the TNT Barrel again once he lands, and then he'll throw three sets of the fireballs at you.

He will then land again, and spit a huge wall of fire at you. Just let it hit you; it's not worth avoiding. Throw the TNT Barrel at him again, to score another hit. Dogadon will land again after the third hit, and pound the central platform. It will then begin sinking into the lava! He will then fly and throw three sets of fireballs at you, once again. He will land then, too. Throw the TNT Barrel at him, and you'll stun him. A Kong Barrel will appear, so enter it to become Hunky Chunky. While he's still stunned, quickly run up to him and repeatedly punch him (I find that Primate Punches work, too).

After a few whacks are given to the dragonfly, he will start flying once again. He will throw one set of fireballs now. Avoid these, then toss the TNT Barrel at him again. Continue the same pattern you did before: become Hunky Chunky, and repeatedly punch him to death. After giving him a set of punches around three times, you should win, and defeat this huge dragonfly; this time for good. However, you should know that at the end of the fight, if you do not give him enough punches, the platform

WILL sink into the lava completely, and if you touch the lava, you immediately lose all of your health.

Army Dillo (2nd Fight)

Required Kong: Donkey Kong

Found: Crystal Caves

Times To Hit: Four

Boss Strategy: Now that mad armadillo is back; the one you fought in Jungle Japes! Let's finish it off for good, this time. He will start by rolling into the area where DK is. He'll then arm his cannons and begin shooting fireballs at you. Avoid these, just like you did last time you fought him. When he reveals his head, throw the nearby TNT Barrel at him to score a hit. He will then hide in his shell, and roll around the area. He will then stop, and disarm his fireball cannons, and arm his hovering cannons!

He will then hover in the air, and land on the ground, creating a big green shockwave. Simply backflip over it to avoid it. Then, he'll get out his fireball cannons again and start rolling. He will eventually stop, and start shooting fireballs again. When he quits doing that, and reveals his head, throw the TNT Barrel at him again. When you hit him, he'll roll around again, then hover in the air.

This time, he'll slam the ground twice. Backflip over the waves that are created, then he'll roll around again. When he stops, hit him with the TNT Barrel again after he shoots fireballs at you. Now, his fireball cannons will break off, but unlike last time, he's not done yet! Now he'll begin rolling once again. When he stops, he will arm his hovering cannons, and then hover and create three waves.

Avoid these, and then he'll roll again. When he stops, he'll arm a huge cannon at the top of his shell! He will hover, and shoot tons of fireballs towards the ceiling. Then, the fireballs will fall down from the ceiling. Avoid them as best as you can. When all of the fireballs are gone, he'll fire a huge missile at you. It follows you wherever you go.

Lure it to the TNT Barrel and it will explode, then when the barrel respawns, pick it up and throw it at Army Dillo. His entire shell will fall off, then he will vanish into thin air, and you have defeated him for good.

King Kut Out

Required Kong: Lanky Kong

Found: Creepy Castle

Times To Hit: Nine

Boss Strategy: Despite you having to enter this boss battle as Lanky, you can really fight it with any Kong. When the battle starts, you'll notice a Tag Barrel in the middle. You cannot enter it, though. If you lose a Kong, another Kong comes out of the Tag Barrel. The last Kong is DK. Anyway, for the strategy. When King Kut Out appears on one side of the castle walls, a barrel where he is at will be lit up. Enter this barrel quickly before he moves. You will hit him. Now, swim back to the central platform.

He will fire a certain set of lasers at you (two). Avoid these, and he'll appear at a random spot again. Quickly enter the correct barrel to hit him once again. Get back on the platform, and then avoid the lasers again. Hit him one more time. Three successful hits will make him lose an arm, but it's not over just yet. The hardest part is coming up now!

Get back on the platform again. He will have popped up by the time you even get back in the water, so wait until he goes up against the walls again. However, you'll notice TWO lights, not just one! That's right, there's two of them now! And, you have to take a wild guess as to which one is the right one. One is an illusion, and the other one is real. If you go straight through the boss, that's the fake one, and you lose a Kong.

When you hit the real one, avoid the set of lasers again. Then, try to hit the real King Kut Out again. Once you do this three times altogether, its right arm will fall off. Now, he will slam up against the castle walls at a very fast speed. Stand by the barrel nearest to the wall he is about to slam against, then very quickly enter the barrel before he moves. Repeat this two more times to end the battle!

King K. Rool

Required Kong: Any

Found: DK Isle

Times To Hit: ???

Boss Strategy: You should know, first of all, that every round lasts exactly three minutes (3:00). I've never ran out of time, but I'm sure that if you run out of time, you lose the round. When the round starts, you'll have to play with DK first. K. Rool will run around the ring and stomp the ground, creating a shockwave. Avoid this, and after he creates three shockwaves, four barrels will appear; one in each corner above the turnbuckle. Now, jump onto a turnbuckle and climb it to the top, to enter the barrel.

He will then begin punching. When he stops punching, he will appeal to the crowd for a moment, by saying "Yeah! Thank you!". While he's doing this, launch out of the barrel to hit him. Enter another barrel, and hit him again when he quits punching. After two hits, he'll create triple shockwaves! Enter another barrel, and after his third set of punches, IMMEDIATELY fire. You should hit him again. In the last barrel, count seven sets of punches, and after the seventh time, fire out to hit him, and KO him, ending the round with DK.

Next up is Diddy Kong. When the round starts, he will throw his glove at you like a boomerang (it's kinda difficult to avoid). After two throws, a Kong Barrel will appear. Enter it, and then with the Jetpack, fly up to the lights in the area. The light K. Rool is under will have a target on each side of the light. Shoot both targets, and the light will fall onto his head. When he moves under another light, he'll begin throwing his glove again. Keep avoiding it.

Fly to the next light he is under, and shoot the targets. When they're both down, you'll hit him again. Keep this up, and after four successful hits have been dealt to him, the round ends, and Diddy wins. Lanky has his turn next. In Lanky's round, K. Rool will still have a light on his head from last round, so he does not know where you are, really. On the west, east, south and northern side side of the ring, four platforms will appear with numbers on them (avoid K. Rool for awhile and they'll appear).

Lanky's arm punch goes much further out than normal in this battle. When you hit the switch on the thing sticking out, a platform rises and a Banana Barrel appears. Pick it up, and four Trombone Pads will appear. Now, throw the Banana Barrel in a spot in the ring. A Banana Peel will appear. Stand on one of the Trombone Pads, and when K. Rool is near the Banana Peel, play the Trombone. If done correctly, he'll dash towards you, but if you positioned yourself, K. Rool, and the peel right, he will trip on the peel.

This gives K. Rool one hit with Lanky. Hit the other switches to get other Banana Barrels. It takes four hits for the round to end, and for you to win. After Lanky wins, the Kremlings will pull the light off of K. Rool's head, and Tiny's round will be next. When the round begins, avoid the shockwaves K. Rool sends. He'll massage his back, but then begin sending more waves out. After avoiding these, he'll massage his back again, but won't stop. A Kong Barrel will appear.

Enter it, and while shrunk, enter the hole in K. Rool's shoe. While inside his shoe, his toes will attempt to attack you. Avoid the attacks, and the far left toe will rise. Quickly take out your shooter and shoot the toe (forget about aiming). When you hit the toe, he will fall down, and you'll have to avoid his shockwaves again. When you enter his shoe again, you'll have to shoot the next toe twice. Just keep up this same pattern. The thrid toe must be hit thrice, and the fourth one four times.

After you've done this, K. Rool will fall. Then, it is Chunky's turn. This is the final round. K. Rool will begin by bouncing off of the ropes, and a blue Chunky Switch will appear. Avoid K. Rool, since he's invisible (you CAN see the shadow). Pound the Chunky Switch, and four Chunky Pads will appear. Stand on one of the pads, and press Z to turn invisible. K. Rool will be visible, and then a Kong Barrel will appear. Enter the barrel to become Hunky Chunky.

Now, K. Rool will dash at you. Hold Z, and when he's close to you, use a Primate Punch on him. If you used it at just the right time, you'll punch him back to the corner. Stomp the Chunky Switch again and turn invisible on another Chunky Pad.

Enter the Kong Barrel again. This time, K. Rool will move a bit faster. On the third hit, he will go fast while invisible. On the fourth hit, he'll be invisible, and move slowly in a zig-zag direction. Hit him four times to end the fight. Congratulations!

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VI. Battle Arena Pads
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In this section, I will list all of the Battle Arena Pads, along with info about how to find them, and how to complete them and such. Throughout every level is one Battle Arena Pad. If you find the said pad, stand on it and press the Z Button to be transported to a Battle Arena, where you must defeat some enemies and survive until the time limit runs out. If you win, a crown appears in the middle of the stage. Jump into said crown to collect it. If you lose, you can always try again. There are two pads in DK Isle, however. Also, take note that you must have at least four Battle Crowns to beat the game.

DK Isle Battle Arena Pad Locations

Bish Bash Brawl

Location: DK Isle

Time Limit: 60 Seconds

Difficulty: Easy

How To Find: You cannot find this Battle Arena Pad until after you've rescued Chunky from his prison in Frantic Factory. Once you've done that, head to DK Isle, and then make your way atop K. Rool's island. Once you see some vines, jump to the first one, and swing from both vines until you're on the next platform. Then, go east and into the next area. In this room, you'll see Snide's HQ, and a boulder covering the Battle Arena Pad to the east. Pick up the boulder, and throw it to reveal the pad. Step on it and press Z to warp to the Battle Arena.

How To Complete: In this arena, you have to fight a skeleton, a Kremling, and a Kasplat at the same time. Simply kill the Kremling by taking it out with a normal attack, and do the same for the skeleton. The Kasplat can be a problem, because its shockwave can knock you off of the arena, so be careful! After 60 Seconds have passed, the remaining enemies die automatically, and the crown appears. Jump to it to obtain it and clear the Battle Arena!

Forest Fracas

Location: DK Isle

Time Limit: 60 Seconds

Difficulty: Normal

How To Find: Once you can enter the Fungi Forest lobby, enter the lobby. Now, look up on the ceiling. You'll notice a red mushroom rotating around the ceiling. Get out Diddy, and shoot the mushroom with the

Peanut Shooter. The mushroom will change into a yellow color. Get out Donkey Kong, and shoot the mushroom. It will change into a blue color. Shoot it with Lanky, and it will turn into a green color. Shoot it with Chunky, and the mushroom turns purple. Shoot the mushroom with Tiny, and the mushroom will disappear. A door will now open, revealing a Chunky Pad. When you can use the pad, get out Chunky, and head to the northeastern part of the area.

Stand on the Chunky Pad, and press Z to turn your body invisible. Now, head south, and then jump onto the big platform there. While you're invisible, you'll notice a Battle Arena Pad. Stand on it, and press Z to warp into the Battle Arena.

How To Complete: This may be minorly annoying if you aren't careful. You will have to battle a Kasplat, a Kremling, and two skeletons during this Battle Arena. Simply continue to hit all of the enemies, and make sure you focus on the Kasplat the most. The wave that the Kasplat sends can knock you off easily, so be careful. Just keep killing the enemies until you win.

Jungle Japes

Beaver Brawl

Location: Jungle Japes

Time Limit: 30 Seconds

Difficulty: Easy

How To Find: This one can be found in the main area of the level. It's found right next to Funky's Store (see the Walkthrough if you don't know of Funky's whereabouts in the level).

How To Complete: The name implies what you fight. A lot of beavers (Gnawties) are what you have to kill for thirty seconds. Simply just keep bashing them, but be careful not to get hit by them or fall off of the stage! After thirty seconds are up, and you've bashed Gnawties for that long, snag your crown!

Angry Aztec

Kritter Karnage

Location: Angry Aztec

Time Limit: 30 Seconds

Difficulty: Very Easy

How To Find: You must free Lanky before you can get this Battle Crown. Buy his shooter from Funky Kong, then enter the first temple (located in the first outside area; shoot the Grape Switch to the east on the wall to open the door). Inside, dive underwater (after melting the

central pool using Diddy), and swim east through the passage. Swim north and through another passage, to a new room. After getting the Golden Banana here (see the Walkthrough), the water in the room will drain, revealing the Battle Arena Pad.

How To Complete: This one is very simple. All you have to do is fight Kremlings without falling off or dying for 30 Seconds. Simply bash them to death for 30 Seconds, then jump to the Battle Crown.

Frantic Factory

Arena Ambush

Location: Frantic Factory

Time Limit: 45 Seconds

Difficulty: Normal

How To Find: First, you must have the Gorilla Grab ability for DK, by buying the potion from Cranky in this level. Once you have that, head to the R&D Room. There, stay on the lowest platform, and go all the way east, and through the door there. At the end of the path, you will find a lever in the next room. Stand on the footpad, and then press B to pull the lever. Two cages in the previous room on the upper platform will open on the floor, one revealing a Battle Arena Pad. Head back to the previous room, and go north. Jump on the ladder, and climb it up to the next platform. Drop down the first hole, and step on the pad. Press Z to teleport to another Battle Arena, where you must fight more enemies!

How To Complete: In this arena, you have to fight 2 Kremlings and a Kasplat at the same time. Be careful in this one, because the Kasplat can easily knock you off by punching you or by sending a shockwave at you. After 45 Seconds are up, you win.

Gloomy Galleon

More Kritter Karnage

Location: Gloomy Galleon

Time Limit: 45 Seconds

Difficulty: Very Easy

How To Find: You must have Chunky out, and you must have the Primate Punch ability, which is a potion bought from Cranky. Once you have it, take the northern path in the main hallway, where the path splits between three directions. Head all the way west in that room, and you'll see a Launcher Barrel. Go north of that barrel to find a gate, guarding a small room. Primate Punch the gate down, then enter that room. Stand on the pad and press Z. You will warp to the Battle Arena.

How To Complete: You shouldn't have any trouble at all with this one. You only have to fight four Kremlings at once. Simply beat them down, and be careful not to get caught in a circle of them, or it could be over for you. Aside from that, however, this isn't that difficult. When you win, get the crown that appears.

Fungi Forest

Kamikaze Kremlings

Location: Fungi Forest

Time Limit: 60 Seconds

Difficulty: Hard

How To Find: First, make sure it is nighttime. If or when it is, head to the top of Mushroom Tower. Once there, walk around the walkway until you come to a hole, which is only available at night. Drop down it and you'll be on a small platform with a Battle Arena Pad on it. Stand on it, and press Z to transport to a Battle Arena.

How To Complete: Alright, this is probably, by far, the hardest Battle Arena yet. You have to fight 1 Kremling, and 2 Kasplats at once. This is way more difficult than it sounds. The two Kasplats will both smash the arena to create waves, but the Kremling isn't a problem at all. The shockwaves created by the Kasplats can easily knock you off of the arena, if you aren't careful. Just take your time and you'll end up winning.

Crystal Caves

Plinth Panic

Location: Crystal Caves

Time Limit: 70 Seconds

Difficulty: Hard

How To Find: You must first enter DK's lodge area. Once you're inside, pound the western switch to tilt the room to the left. After it tilts, head north of the central platform, and you'll notice a Battle Arena Pad there. Stand on it, and press Z to warp to the next Battle Arena!

How To Complete: This is pretty much the same thing as the one in Fungi Forest, only you have to survive for 70 Seconds this time around! As I stated for the one in Fungi Forest, just kill the Kremling, and always make sure you're focusing on the two Kasplats the most, as they will cause the most harm. Their shockwaves will easily knock you off, if you aren't careful. Make sure that the Kasplats do not get much chances to attack, and be extra careful until you win this fight.

Creepy Castle

Pinnacle Palaver

Location: Creepy Castle

Time Limit: 80 Seconds

Difficulty: Normal

How To Find: Outside, use Bananaporter #4 to teleport up to a greenhouse. On the east side of the greenhouse is a Lanky Switch. Pound it, and the door of the greenhouse opens. Once you're inside, make your way to the end of the maze and get the Golden Banana. Upon getting the Golden Banana, a Battle Arena Pad appears at the center of the maze. Make your way there and transport to the Battle Arena.

How To Complete: This one's actually not so difficult, because Lanky seems to be able to handle Kasplats nicely. There are two Kasplats, and one skeleton that you must defeat during this Battle Arena. Simply circle around the arena (NOT the edges), and press B to do an arm spin. Constantly stun the Kasplats, and NEVER let them send out a shockwave, or it may be over. After doing this for a whopping 80 Seconds, you win.

Hideout Helm

Shockwave Showdown

Location: Hideout Helm

Time Limit: 90 Seconds

Difficulty: Hard

How To Find: After you've disabled the Blast-o-Matic, enter the Tag Barrel in the main room and choose Diddy Kong. Now, enter the Kong Barrel, and with the Jetpack, fly to the very top of the Blast-o-Matic. You will notice a Battle Arena Pad on top of it. Press Z to warp to the final Battle Arena!

How To Complete: This is probably the hardest Battle Arena in the whole game. There are three Kasplats, and a Kremling throughout this whole Battle Arena. Constantly stun the Kasplats, and never let them send their shockwaves at you, or it's most likely over for you. Be extra careful, and just keep up the same pattern until a long 90 Seconds are up, and you win!

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In this section, I will list all of Cranky's potions in the game, along with information about what they do and such.

All Kongs

Simian Slam
Location: DK Isle
Price: N/A
Description: Grants all Kongs the ability to pound green switches.

Super Simian Slam
Location: Fungi Forest
Price: 5 Banana Coins
Description: Grants all Kongs the ability to pound blue switches.

Super Duper Simian Slam
Location: Creepy Castle
Price: 7 Banana Coins
Description: Grants all Kongs the ability to pound red switches.

Donkey Kong

Baboon Blast
Location: Jungle Japes
Price: 3 Banana Coins
Description: Buying this ability allows DK to enter a barrel-blasting game. To do that, stand on a pad with his face on it and press Z.

Strong Kong
Location: Angry Aztec
Price: 5 Banana Coins
Description: This allows DK to jump into a barrel with his face on it, causing him to go invisible. This ability consumes Crystal Coconuts.

Gorilla Grab
Location: Frantic Factory

Price: 7 Banana Coins

Description: When in front of a lever, stand on the footpad and press B. DK will pull it back, triggering something somewhere in that level or in the lobby you're at.

Diddy Kong

Chimpy Charge

Location: Jungle Japes

Price: 3 Banana Coins

Description: Hold Z and press B with this ability, and Diddy will charge forward. This can be used to hit certain switches and such.

Rocketbarrel Boost

Location: Angry Aztec

Price: 5 Banana Coins

Description: This allows Diddy to jump into a barrel with his face on it. He then has a jetpack attached to his back, where you can press A to fly, Z to hold your position, and B to fire the Peanut Poppuns.

Simian Spring

Location: Frantic Factory

Price: 7 Banana Coins

Description: With this ability, stand on a pad with Diddy's face on it and press Z. This will cause him to leap high in the air, making him able to reach certain areas.

Lanky Kong

OrangStand

Location: Jungle Japes, Angry Aztec

Price: 3 Banana Coins

Description: Hold Z and press B to handstand with this ability. After you press B, you must keep Z held. While handstanding, you can move up steep hills that lead to certain things.

Baboon Balloon

Location: Frantic Factory

Price: 5 Banana Coins

Description: Press Z on a pad with Lanky's face on it to inflate him. Then, you can float like a balloon to certain areas. After a few seconds, you'll deflate. Press Z to deflate instantly.

OrangStand Sprint

Location: Crystal Caves

Price: 7 Banana Coins

Description: Jump into a barrel with Lanky's face on it, and you will be handstanding automatically. You'll now handstand at a very fast speed, which is a nessecity for the second rabbit race in Fungi Forest. This consumes Crystal Coconuts very quickly.

Tiny Kong

Mini-Monkey

Location: Jungle Japes, Angry Aztec

Price: 3 Banana Coins

Description: Jump into a barrel with Tiny's face on it to shrink to miniature size. This consumes Crystal Coconuts, and can be used to enter microsized holes.

Ponytail Twirl

Location: Frantic Factory

Price: 5 Banana Coins

Description: This is Tiny's most useful ability by far. Jump and press A while in the air to twirl. Use the Control Stick to move around.

Monkeyport

Location: Crystal Caves

Price: 7 Banana Coins

Description: Press Z on a pad with Tiny's face on it to teleport to a different area of that level. This is also a useful ability, and is required to reach the very top of K. Rool's ship.

Chunky Kong

Hunky Chunky

Location: Jungle Japes, Angry Aztec, Frantic Factory

Price: 3 Banana Coins

Description: Jump into a barrel with Chunky's face on it, and he'll become a giant. Using this ability, you can lift huge boulders and do other things. This ability consumes Crystal Coconuts.

Primate Punch

Location: Jungle Japes, Angry Aztec, Frantic Factory

Price: 5 Banana Coins

Description: Hold down Z and press B to do the Primate Punch. This punch can be used to defeat certain enemies and break down certain things.

Gorilla Gone

Location: Crystal Caves

Price: 7 Banana Coins

Description: Press Z on a pad with Chunky's face on it, and his body will turn invisible. His clothes remain there, though. This can be used to access certain things you couldn't normally access.

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VIII. Funky's Shooters / Upgrades
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In this section, I will list all of the Kong's shooters and upgrades they can get from Funky in the game, along with information about what they do and such.

All Kongs

Ammo Belt #1

Location: Frantic Factory

Price: 3 Banana Coins

Description: Allows all Kongs to hold up to 100 pieces of ammo.

Homing Shots

Location: Fungi Forest

Price: 5 Banana Coins

Description: Allows all Kongs to use homing ammo, which can be gotten by getting the red ammo boxes.

Ammo Belt #2

Location: Crystal Caves

Price: 7 Banana Coins

Description: Allows all Kongs to hold up to 200 pieces of ammo.

Zoom Sight

Location: Creepy Castle

Price: 9 Banana Coins

Description: Allows all Kongs to zoom in and out wih their shooters using the C-Up button, the C-Left button, and the C-Right button.

Donkey Kong

Coconut Shooter

Location: Funky's Store

Description: This is Donkey Kong's shooter. It shoots out coconuts.

Diddy Kong

Peanut Poppuns

Location: Funky's Store

Description: This is Diddy Kong's pair of shooters. They shoot out peanuts.

Lanky Kong

Grape Shooter

Location: Funky's Store

Description: This is Lanky Kong's shooter. It shoots out grapes.

Tiny Kong

Feather Bow

Location: Funky's Store

Description: This is Tiny Kong's shooter. It shoots out feathers.

Chunky Kong

Pineapple Launcher

Location: Funky's Store

Description: This is Chunky Kong's shooter. It shoots out pineapples.

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IX. Candy's Instruments / Upgrades
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In this section, I will list all of the Kong's instruments and upgrades they can get from Candy, along with information about what they do and such.

All Kongs

Watermelon Upgrade #1

Location: Angry Aztec

Price: N/A

Description: After buying an instrument from Candy, all Kongs get a second watermelon added to their health for free.

Music Energy Upgrade #1

Location: Gloomy Galleon

Price: 5 Banana Coins

Description: This increases the Kong's total music energy to 15.

Music Energy Upgrade #2

Location: Crystal Caves

Price: 7 Banana Coins

Description: This increases the Kong's total music energy to 20. As an added bonus, Candy throws in a third watermelon for free.

Watermelon Upgrade #2

Location: Crystal Caves

Price: N/A

Description: After buying the second music energy upgrade, Candy throws in a third watermelon for free.

Donkey Kong

Bongo Blast

Location: Candy's Store

Description: This is Donkey Kong's instrument. It is a pair of bongos, which can be used on Bongo Pads.

Diddy Kong

Guitar Gazump

Location: Candy's Store

Description: This is Diddy Kong's instrument. It is a red guitar, which can be used on Guitar Pads.

Lanky Kong

Trombone Tremor

Location: Candy's Store

Description: This is Lanky Kong's instrument. It is a trombone, which can be used on Trombone Pads.

Tiny Kong

Saxophone Slam

Location: Candy's Store

Description: This is Tiny Kong's instrument. It is a saxophone, which can be used on Saxophone Pads.

Chunky Kong

Triangle Trample

Location: Candy's Store

Description: This is Chunky Kong's instrument. It is a triangle, which can be used on Triangle Pads.

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X. Items
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In this section, I will list all of the items in the game, along with info about them and such.

Banana

Description: These are just the regular Bananas, not Golden Bananas. You must collect these and carry them to Troff 'n Scoff in each world to reach the boss, making them essential to beating the game. They're found in singular numbers, in Banana Bunches, and Banana Balloons.

Banana Coin

Description: You'll find many of these throughout each level. You have to get them so that you can pay them to Cranky/Funky/Candy, to get your shooters, instruments and upgrades. You'll find plenty of them in the game, though, so you don't have to worry.

Special Banana Coin

Description: In order to find these, you have to look for dirt patches on the ground with the letters "DK" imprinted on them. After you visit the Banana Fairy Queen, stand on the patch and hold B, then when you see the energy charge up, release it to erase the dirt patch and reveal a big, multicolored Banana Coin. Collecting this adds 5 Banana Coins to the total count of all of your Kongs!

Golden Banana

Description: The main item in the game. These are the very things you're in the worlds hunting. There are 201 in all, and finding them all will be a challenge! Good luck finding them all!

Banana Medal

Description: After collecting 75 Bananas (regular Bananas, that is) with one Kong in one world, you gain a Banana Medal. There are 30 in all, and you need 15 Banana Medals in order to beat the game. Visit Cranky's Lab after getting 15, then win his Jetpac game to get the Rareware Coin. That is required to beat the game as well.

Boss Key

Description: Once you defeat a boss in a world, he leaves behind a Boss Key. Take it and deliver it to K. Lumsy's cell to unlock a lock on it. You must unlock all eight locks to free him of his prison.

Blueprint

Description: Every Kasplat in the game holds a Blueprint. Defeat them with the Kong that represents the Kasplat's hair color, then take the Blueprint and deliver it to Snide. There are 40 in all. For each one you deliver to Snide, one total minute (plus the ten minutes you get normally) is added to your time in Hideout Helm.

Watermelon

Description: Defeating enemies will make them drop pieces of watermelon, your source of health in the game. If you lose some health, defeat enemies to regain it! You can also jump into a Tag Barrel to instantly refill all of your health.

Supply Crate

Description: After getting a shooter from Funky's Store, that Kong can collect brown boxes around the level called Supply Crates. Each one you collect gives you 5 more pieces of ammunition. Collecting red boxes gives you homing ammo after you buy the upgrade.

Melon Crate

Description: These are more rare than most items. They're big bouncing crates with a melon symbol on them. Destroy them to get three pieces of melon out of them.

Orange

Description: You use these as explosive grenades in this game. They have to be used in order to defeat certain enemies and such.

Crystal Coconut

Description: After visiting the Banana Fairy Queen, you will get some of these. They are required for you to use a Kong's special ability they get from the Kong Barrels. For each Banana Fairy you photograph, your total Crystal Coconut count is increased by 1.

Banana Camera Film

Description: After visiting the Banana Fairy Queen, you'll be able to start collecting these. These refill your film for the Banana Camera.

Headphones

Description: These are scattered in certain areas throughout the levels. Walk into a pair to refill all of your musical energy.

Nintendo Coin

Description: To get this special coin, successfully beat the DK Arcade game twice (it does not have to be in a row). This is required, along with the Rareware Coin, in order to unlock the door that leads to the final Boss Key.

Rareware Coin

Description: To get this special coin, successfully get over 5000 score in the Jetpac game, then get the coin off of a ledge in the game. To play the Jetpac game, get 15 Banana Medals and go see Cranky. This is required, along with the Nintendo Coin, in order to unlock the door that leads to the final Boss Key.

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XI. Enemies

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In this section, I will list all of the enemies in the game, along with info about where they are found and such.

Gnawty

Location: DK Isle, Jungle Japes, Crystal Caves

Description: These are classic enemies to the Donkey Kong series. They made their first appearance in the original Donkey Kong Country, and now they're back. They can be defeated with any form of attack.

Zinger

Location: DK Isle, Jungle Japes, Angry Aztec, Fungi Forest, Crystal Caves

Description: Just like the Gnawties, these are classic enemies that first appeared in Donkey Kong Country. In this game, they lay green bombs when you get near them, and they can get annoying. To kill them, use one of the Kong's shooters.

Kritter

Location: DK Isle, Angry Aztec, Frantic Factory, Gloomy Galleon, Crystal Caves, Hideout Helm

Description: Another classic enemy that appeared in Donkey Kong Country on up. They're mostly harmless, and the only way they attack is really by running up to you. Just attack them with anything to kill them.

Kasplat

Location: DK Isle, Jungle Japes, Angry Aztec, Frantic Factory, Gloomy Galleon, Fungi Forest, Crystal Caves, Creepy Castle

Description: These are really tough enemies that pack quite a punch. Each one has a different color hair, which indicates what Kong needs to kill it. When you kill it, it will drop the Blueprint of that color, and only the Kong representing that color can pick it up. They attack by punching you when you're up close to them, or by slamming the ground and making a shockwave appear. Be careful when fighting them, as they take a lot of hits.

Klump

Location: Jungle Japes, Angry Aztec, Gloomy Galleon, Fungi Forest, Crystal Caves, Hideout Helm

Description: Yet another classic enemy that was in Donkey Kong Country only. In this game, they're fat and pink. They throw oranges at you, and normal attacks will not kill them. Use oranges.

Klobber

Location: Angry Aztec, Gloomy Galleon, Crystal Caves

Description: This enemy was originally from Donkey Kong Country 2. If you see some barrels in a random location, chances are that a Kremling will pop out of the barrel as you approach it. That's what a Klobber is, and they'll just run after you. To defeat them, throw an orange.

Kaboom

Location: Jungle Japes, Angry Aztec, Gloomy Galleon

Description: These enemies also appeared in Donkey Kong Country 2, and they're the same thing as a Klobber. The only difference is that they hide in TNT Barrels rather than normal barrels, and thus, they're a little more annoying.

Krash

Location: Jungle Japes, Fungi Forest

Description: Found in mine cart races only. They'll randomly appear on another

side of the track and try to hit you with their club. They look very similar to Klubba from Donkey Kong Country 2. Jump when he swings the club to avoid him, otherwise you'll lose some DK Coins.

TNT Cart

Location: Jungle Japes, Fungi Forest

Description: Another enemy found only in mine cart races. They'll either come from another side of the track to surprise you, or they'll be waiting on a ledge so they can hit you when you approach them. Whenever you see one, immediately slow down. If you get hit, you will lose DK Coins.

Klaptrap

Location: DK Isle, Angry Aztec, Fungi Forest, Crystal Caves, Hideout Helm

Description: The Klaptraps in this game are in a green color, just like they are in Donkey Kong Country 3. They're very common among the levels you find them in. To defeat them, you must first attack their body, then their jaw will remain and try to bite you. Attack it to finish them off. If you don't kill the jaw, it dies automatically after a few seconds.

Robo-Zinger

Location: DK Isle, Frantic Factory, Gloomy Galleon, Hideout Helm

Description: A robot version of the normal Zingers. These are basically the same thing, only they will drop bombs at any time, whether you are near them or not. They also have slightly higher defense; it will take two shots to finish them off.

Krembot

Location: Frantic Factory

Description: Found only in Frantic Factory, these guys are metal Kremlings that cannot be hurt with normal attacks. They'll attack you by trying to dash at you. The only way you can kill them is by either using oranges or the Primate Punch.

Dice

Location: Frantic Factory

Description: Another enemy found in Frantic Factory only. These are no less dangerous than the Gnawties or Kritters. Just attack them and you will kill them fast.

Domino

Location: Frantic Factory

Description: Again, this enemy is no less dangerous than the Gnawties, the Kritters, or the Dice. Attack them with anything to kill them.

Kosha

Location: Gloomy Galleon, Fungi Forest, Crystal Caves, Creepy Castle

Description: The strongest enemy in the game, next to the Kasplat. These guys are big, spiked club-wielding enemies that are pretty dangerous. To defeat them, charge up your shockwave energy, then walk up to them and release the B button. They'll attack by swinging their club at you or slamming it into the ground, squishing you. You can also throw an orange at them while their clubs are in the ground.

Shuri

Location: Angry Aztec, Gloomy Galleon

Description: These starfish enemies will try to swim at you with the whip-like things they carry. In one of the Bonus Games of Angry Aztec, they are very annoying because they are hard to avoid. You can't kill them in any way.

Puftup

Location: Gloomy Galleon

Description: An enemy that has returned from Donkey Kong Country 2. Puftup's are fish that puff up when you approach them. Then, a few seconds later, they'll explode. The spikes on their bodies will then go flying in certain directions. Be careful.

Killer Tomato

Location: Fungi Forest

Description: Only Hunky Chunky can kill these things. They're only found in one area of Fungi Forest, and that's in the area where the worm in the apple is. They surround the worm, and you have to jump on them as Hunky Chunky to defeat them. They'll bounce around and try to hit you, but they don't have any attacks other than that.

Mushroom Ninja

Location: Fungi Forest

Description: At first, these only appear to be mushrooms stuck in the ground. Upon approaching them, however, an evil mushroom pops out wearing a ninja-like mask. Attack them to defeat them. They only appear during the day.

Skeleton

Location: Fungi Forest, Creepy Castle

Description: These guys can only be found in Fungi Forest during the night, and in the outside area of Creepy Castle. If you use a weak attack on them, they'll lose an arm or something. However, you can kill them in one shot with a strong enough attack. They're not very hard.

Evil Bat

Location: Fungi Forest, Creepy Castle

Description: You'll only find these in a few places in the game. They are

simple blue bats that can be defeated with your shooter.

Fireball

Location: Crystal Caves

Description: Found only in Crystal Caves, and only in one room in the game. You have to use Chunky to keep them away from the rabbit tied to the TNT Barrel. If you don't, they'll blow up the barrel.

Ghost Kritter

Location: Creepy Castle

Description: These are normal Kremlings wearing a patched up sheet, in an attempt to scare the Kongs away. They can be defeated the same way as a normal Kritter. A Ghost Kritter will also try to constantly keep you at bay as you try to fight King Kut Out.

Housefly

Location: Creepy Castle

Description: Found only in Creepy Castle, and in one area. You'll find these as Tiny, inside the garbage can half way up the castle. They appear big, but only because you're small. Use your shooter or your instrument for an easy kill.

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XII. Bonus Games
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In this section, I will list all of the bonus games in the game, along with information about how to play them and such. To play the bonus games whenever you want, you must collect all 40 Blueprints and deliver them to Snide. Then, a new option will be available at his headquarters to play the bonus games. Take note that there are some bonus games you cannot play at Snide's HQ. I won't list every mini-game, because some of them are the same thing, just harder.

Peril Path Panic

How To Play: Use the Control Stick to move the cursor, then move it onto a Klaptrap and press A to fire a melon, knocking it out. Do this for all of the Klaptraps so that the Banana Fairies can pass by to the other side. The Klaptraps will wake up after a short time, so you have to repeat this. Press A in the middle to reload.

Batty Barrel Bandit

How To Play: This is like playing slots. Just press A when you see the Golden Banana to stop the slot. Have all four slots show Golden Bananas. Each time you do this, the slots will get faster.

Searchlight Seek

How To Play: The entire area is dark, and the only thing that's lit is very little of the room. Locate the Klaptrap and press A to fire. You must hit the Klaptrap.

Big Bug Bash

How To Play: You have to use a flyswatter to swat the flies. It's as simple as that, and it's not too difficult.

Kremling Kosh

How To Play: There are Kremlings that will come out of the barrels. Press B to shoot them. Green ones are worth 1 point, while the red ones are worth 2. The red ones go back inside the barrel quickly, though.

Speedy Swing Sortie

How To Play: In this game, you have to get on the tree near you. Use the vines to cross over to the other trees and get all the coins.

Mad Maze Maul

How To Play: You must defeat all of the enemies throughout the maze, then make your way to the finish line before the time runs out.

Splish Splash Salvage

How To Play: To play this game, dive underwater and collect all of the coins. You don't have to worry about any enemies.

Minecart Mayhem

How To Play: You have to ride in a mine cart and avoid the TNT Barrels for the designated time. Hold Z to speed up and B to slow down, and use the Control Stick at intersections to change lanes.

Stealthy Snoop

How To Play: Go through the maze and make your way to the finish line. You must avoid being spotted by the spotlights at all costs.

Teeturing Turtle Trouble

How To Play: To win this game, you have to feed the snakes so that they will continue to spin the turtles on their tails. Constantly feed the snakes, and especially the ones where the turtles yell "HELP".

Beaver Bother

How To Play: So many people have trouble with this game. You're a Klaptrap, and you have to lure the Gnawties into the hole in the middle. Press A to jump and press B to scare the Gnawties.

Krazy Kong Klamor

How To Play: Shoot the Golden Banana that appears on one of the ledges, but avoid the Kongs. If you hit the Kongs, you'll lose score.

Stash Snatch

How To Play: This is another maze mini-game. Collect all of the DK Coins scattered throughout the maze, then reach the finish line.

Busty Barrel Barrage

How To Play: You are forced to stay in the middle, and all you can do is turn around with your shooter out. Shoot the Kremlings from all sides with your shooter to keep them away until you win. If you get hit, you will lose.

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XIII. Banana Fairies
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In this section, I will list all of the Banana Fairies in the game, along with information about where to find them and such. In order to capture the Banana Fairies, you first need to get the ability to enter Tiny's Kong Barrel. Then, go to Banana Fairy Island and use the barrel to shrink. Enter the small mouth of the fairy's head, then you'll find the Banana Fairy Queen. She'll give you the ability to use a shockwave that consumes Crystal Coconuts, and she'll also give you a camera. It's a magical camera that can capture her Banana Fairies. Visit her after getting them all, and she'll open the way to the final Golden Banana, the 201st.

DK Isle

Banana Fairy #1

Location: DK Isle

How To Find: The first Banana Fairy in the game can be found on a big green island, across the water. It's pretty much away from all the other places on the island. A Banana Fairy is by the tree.

Banana Fairy #2

Location: DK Isle

How To Find: In the Frantic Factory lobby. You must have Chunky, and you must

have his Primate Punch ability. Once you have it, go to the lobby and look in the corner from the entrance. Break the crate using Chunky's Primate Punch to reveal a Kasplat, along with the second Banana Fairy.

Banana Fairy #3

Location: DK Isle

How To Find: To find this one, first go to the Fungi Forest lobby. As Tiny, look on the wall at the left end of the lobby to find a Feather Switch perched on the wall. Shoot it to release a Banana Fairy.

Banana Fairy #4

Location: DK Isle

How To Find: You can't get this one until near the end of the game. Once you reach Crystal Caves and get Tiny's Monkeyport ability from Cranky, go to K. Rool's ship and look around the bottom of it for a Tiny Pad. Use it to Monkeyport to the top of his ship, then go forward and you'll find the Banana Fairy.

Jungle Japes

Banana Fairy #5

Location: Jungle Japes

How To Find: You must first break down the Rambli sign in the cave, outside of the area where Cranky's Lab is. Once you've done that, follow the path and go right at the path split. There's a Banana Fairy floating over the water.

Banana Fairy #6

Location: Jungle Japes

How To Find: First, make sure you're playing as Diddy. Go to the main area of Jungle Japes, then go east and cross over to that platform. Look to the right and up that hill, then shoot the Peanut Switch to open the gate if you haven't already. Bring Lanky here and use the OrangStand to climb up the hill, then go inside. Pound the two pegs and defeat the enemies that appear, then a Banana Fairy will show itself.

Angry Aztec

Banana Fairy #7

Location: Angry Aztec

How To Find: In Tiny's portion of the five-door temple, take the left path after the first wall. Enter the Kong Barrel you see there and enter the small hole nearby. There's the Banana Fairy.

Banana Fairy #8

Location: Angry Aztec

How To Find: Enter the Llama Temple. Inside, head around the left side and you will eventually here a Banana Fairy's glowing noise. Follow the sound to a vase, where the Banana Fairy is located.

Frantic Factory

Banana Fairy #9

Location: Frantic Factory

How To Find: In the room where you'll find pieces of blocks that rise up as elevators, enter the purple tunnel to find a Banana Fairy.

Banana Fairy #10

Location: Frantic Factory

How To Find: First, complete Tiny's dartboard game to get a Golden Banana. After doing that, a Banana Fairy will appear in the same room as Funky's Store. Go there and capture it.

Gloomy Galleon

Banana Fairy #11

Location: Gloomy Galleon

How To Find: Inside Tiny's portion of the sunken ship, you will find a Banana Fairy behind bars. This one is kinda hard to capture.

Banana Fairy #12

Location: Gloomy Galleon

How To Find: As Chunky, go to the area of the level where Cranky's Lab is. Take the eastern path into that small area, then use the Primate Punch

on the treasure chests. One of them houses the Banana Fairy.

Fungi Forest

Banana Fairy #13

Location: Fungi Forest

How To Find: On the way to Donkey Kong's mine cart Bonus Game, you will find a crate with a "?" mark on it. Ground pound the crate to break it, revealing a Banana Fairy.

Banana Fairy #14

Location: Fungi Forest

How To Find: Enter the big house where Diddy must go through a dark attic to reach a Golden Banana. After you get that Golden Banana, a Banana Fairy appears. It lights the room rather well, too.

Crystal Caves

Banana Fairy #15

Location: Crystal Caves

How To Find: Enter Diddy's second door of the house with many doors on it. Get the Golden Banana in here and the Banana Fairy is yours.

Banana Fairy #16

Location: Crystal Caves

How To Find: After you get the Golden Banana in Tiny's portion of the igloo, a Banana Fairy will appear.

Creepy Castle

Banana Fairy #17

Location: Creepy Castle

How To Find: Enter the tree near the start of the level as DK. Once you get his Golden Banana in there, the water will be high enough so that you can get the Banana Fairy in there.

Banana Fairy #18

Location: Creepy Castle

How To Find: Open the door that leads to the Ballroom while going up the castle as Diddy. While it's open, quickly enter the Tag Barrel nearby and switch to Tiny, then enter the Ballroom. Go to the main room and head down the stairs, then look by the two stairs to find a Tiny Pad. Use this pad to teleport to a room with the Banana Fairy.

Hideout Helm

Banana Fairy #19

Location: Hideout Helm

How To Find: Once you get to the end of the level and enter K. Rool's room, you will see the last two Banana Fairies behind the glass where the last Boss Key is. Take a snapshot of them from the outside.

Banana Fairy #20

Location: Hideout Helm

How To Find: Once you get to the end of the level and enter K. Rool's room, you will see the last two Banana Fairies behind the glass where the last Boss Key is. Take a snapshot of them from the outside.

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XIV. Mystery Mode
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Mystery Mode is an option you can select after successfully photographing one Banana Fairy. Depending on the amount of Banana Fairies you photograph, you'll unlock different things. Below is a list of all the things you can unlock, along with information about those things.

DK Theatre

Banana Fairies: 2

Rap

Intro Story
Jungle Intro
Aztec Intro
Factory Intro
Galleon Intro
Forest Intro
Caves Intro
Castle Intro
Enter Hideout
K. Rool Press Button
K. Rool Takeoff
Game Over
End Sequence

DK Bonus

Banana Fairies: 6

Rambi Arena
Enguarde Arena
DK Arcade
Jetpac

Bosses

Banana Fairies: 10

Jungle Boss
Aztec Boss
Factory Boss
Galleon Boss
Forest Boss
Caves Boss
Castle Boss

Battle

Banana Fairies: 15

Krusha (Press Z to toggle on/off)

Cheats

Banana Fairies: 20

Coins (Press Z to toggle on/off)
Ammo (Press Z to toggle on/off)
Oranges (Press Z to toggle on/off)
Film (Press Z to toggle on/off)
Crystal Coconuts (Press Z to toggle on/off)
Instruments (Press Z to toggle on/off)
All (Press Z to toggle on/off)

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XV. Kong Battle

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In this section, I will explain how Kong Battle works, the multiplayer mode in Donkey Kong 64. First, you must rescue all of the Kongs and get one Battle Crown to unlock the Kong Battle. You can choose all five Kongs, and there are two different modes you can play. The first one is where you play in big stages with Bananaporters, and your objective is to hunt down the opponent and defeat him. When the opponent loses all of his/her melons, he/she loses a life. The second mode is the Battle Arena mode, and all you do is play on the Battle Arena mode and duke it out. There are also items you can collect that do certain things. To choose your character, use the Control Stick.

To have your friend(s) join, press Start on controller #2, 3, or 4. If you capture enough Banana Fairies, you can go to Mystery Mode and enable Krusha as a playable character. He's strong, and his gun shoots oranges. To choose the stage of the battle royale mode, use the Control Stick. Kong Battle is really fun, so make sure you have some friends to duke it out with each other!

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XVI. Donkey Kong Arcade

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Having trouble with the DK Arcade in Frantic Factory? This section will give you tips on how to complete all four stages successfully. But, I will only give you tips on the levels; not tips for each difficulty, which would take forever. I hope this helps.

Stage 1

This stage isn't very hard, to be honest. Donkey Kong will be at the top of the level, and he'll throw down barrels at you. Just simply avoid these; it isn't that hard to do so (jump over them). Sometimes, when you're by a broken ladder and a barrel comes down towards the ladder, there's a chance it will go down the broken ladder, so be careful. Take your time, and don't be in a rush to the top. After you get the hang of it, you should get it easily. Climb to the top platform where Pauline is (no, it's not Princess Peach) to clear this stage. Also, use the Hammers to your advantage.

Stage 2

This is another very simple stage. There are conveyor belts that pies will be on, and move around on. Avoid the pies, and climb the ladders. This stage is not really hard at all. You only have to climb up to where Donkey Kong is to complete the stage. Don't worry about the Hammers; you won't need them. Get the items, if possible, so that you can get an extra life at 10,000 Points. So, just avoid the pies and don't get hit by them or the flames until you win.

Stage 3

Okay, this stage is very annoying, and difficult if you don't know what you're doing. Jumpman's (Mario's) jump is very, very limited in this game. Jump to the moving platforms when they're right next to Jumpman. In this level, you'll also notice springs that come springing down at you. When one moves down and you're near the platform it moved down to, quickly hop across to the other side. Keep doing this. You'll have to reach the top platform to end this stage, too! At the second highest platform, stand still and let the springs bounce over you. Slowly make your way to the end. Keep trying until you finally get it.

Stage 4

The last stage is actually easy, if you know how to do it. The flames in here you really cannot jump over, because you'll touch the edge of them and most likely, you'll die. Use the Hammers to smash the flames, although they never stop respawning. Walk over the yellow pegs on each floor, and DO NOT touch Donkey Kong, or you'll die instantly. After each peg has been removed off of each floor, DK falls down to the bottom floor, and you beat the game.

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XVII. Jetpac Game
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This section will give you tips about the Jetpac game, which is required to play in order to get the Rareware Coin. The Rareware Coin is required in order to beat the game. To play it, you must first acquire 15 Banana Medals. Then, go visit Cranky at any world (including DK Isle), and he'll offer you to play his Jetpac game. He wants you to beat his high score of 5000 points. You play as an astronaut. Press B to shoot. Your objective is to collect the ship parts that appear on the platforms. Once you have a ship part, carry it to your ship and it will automatically be added onto the ship. You can shoot through the end of the screen and some of your laser will appear on the other side.

The flying aliens also give you points if you shoot them. If one touches you, you lose a life. There are also candy bars and such that will appear on the platforms, which you can grab for points. After all of the ship parts have been added to your ship, fuel tanks will start appearing. Take these to your ship until it's full of fuel. Then, enter the ship and you'll fly to the next level. Each level gets harder, because the aliens evolve and get much harder to avoid. There are four levels in all. After you get more than 5000 points, wait until the Rareware Coin appears on one of the platforms, then get it. That's really

all there is to this game. Just take your time and don't rush it, otherwise you might lose all of your lives rather fast.

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XVIII. Kong Barrels
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In this section, I will list all of the Kong Barrels in the game, along with information about what they do and such. All abilities the Kong Barrels give you take up Crystal Coconuts.

Donkey Barrel

Description: The Donkey Barrel makes Donkey go invisible when he jumps into it. While invisible, you can walk through thorns in Fungi Forest, walk through quicksand in Angry Aztec, etc.

Diddy Barrel

Description: This barrel grants Diddy the ability to fly on a Jetpac. While on the Jetpac, hold Z to hold your position and press A to fly. He will hold out his Peanut Poppuns while flying, so press B to shoot peanuts as well.

Lanky Barrel

Description: When you jump into the barrel as Lanky, he gets the ability to OrangStand very fast (known as the OrangSprint). This ability is pretty useful for certain parts of the game.

Tiny Barrel

Description: This makes Tiny shrink when she jumps into it. While shrunk, she can enter microsized holes you couldn't normally enter.

Chunky Barrel

Description: Enter this barrel as Chunky to become Hunky Chunky. This is a giant form of Chunky. While Hunky Chunky, you can lift huge boulders and access certain areas. Pretty useful.

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XIX. Animal Buddies
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In this section, I will list all of the animal buddies in the game, along with information about how to find them and such.

Rambi the Rhino

Location: Jungle Japes, Hideout Helm

How To Find: Rambi is found in the rainy area where Cranky's Lab is. Behind his lab is a gate, with a Coconut Switch above it. Shoot it to open the gate, then enter as DK or Chunky to become Rambi. Press B to attack, and he can also charge up for a dash attack. This is used to break a Rambi sign to access a new area in Jungle Japes. Rambi is also used for one of the mini-games in Hideout Helm, and for a mini-game playable via Mystery Mode.

Enguarde the Swordfish

Location: Gloomy Galleon

How To Find: Enguarde can be found in three places. The first place is the main area of Gloomy Galleon, right by the sunken boat in the middle. It's floating right above it. In the lighthouse area, swim around the left side and you'll find the Enguarde Crate somewhere. Only Lanky can become Enguarde. She can also be found inside a ship. She can leap out of the water to leap through a DK Star, opening a new area. She can also break treasure chests.

Rambi Arena

This is a bonus game you can play via the Mystery Mode. To unlock it, you must have successfully photographed 6 Banana Fairies. Your objective in the game is to bash as much Gnawties as you can before running out of time. Defenitely try and hit the golden Gnawties if you see them; they give you 10 points! Try and get the best score you can possibly get; it's highly addictive. You can also get a combo going by hitting many Gnawties as fast as possible. Good luck.

Enguarde Arena

This is a bonus game you can play via the Mystery Mode. To unlock it, you must have successfully photographed 6 Banana Fairies. In this game, you have to use Enguarde to jump through the stars scattered throughout the course to earn points. It's defenitely not as fun as the Rambi Arena, but still, try and get the best score you can get!

XX. DK Dirt Pile Locations

In this section, I will list all of the DK Dirt Pile locations, along with info

about how to find them and such. DK Dirt Piles are brown patches on the ground with the letters "DK" imprinted on the front. What do they do, you ask? Well, after you visit the Banana Fairy Queen with Tiny, she gives you a camera and an ability to use a shockwave that uses Crystal Coconuts. Use said shockwave on a dirt patch to make a big, multi-colored Banana Coin appear. Collecting this gives you 5 Banana Coins for each Kong (5 apiece, that is).

DK Isle

Dirt Pile #1
Location: DK Isle
How To Find: This one is found inside the cave in DK's hut area. It's not in the cave that leads outside to the island; it's another cave you will find nearby.

Dirt Pile #2
Location: DK Isle
How To Find: You'll find this one inside DK's Banana Hoard cave. To reach it, get on the ledge where his hut is, jump on the tree with the vines by it, then swing across behind the waterfall to the cave. At the end, where the Banana Hoard should be, you'll find it.

Dirt Pile #3
Location: DK Isle
How To Find: On your way to Angry Aztec, you'll find the dirt patch sitting on a green ledge. You can't miss it.

Dirt Pile #4
Location: DK Isle
How To Find: On the roof of the Angry Aztec lobby. Start by going east of the Angry Aztec lobby with Chunky. Lift the boulders with him to find a Trombone Pad under one of them. As Lanky, come back here and play the Trombone on that pad. This causes a Kong Barrel for Diddy to appear on the island with Fungi Forest. Use said barrel, then fly onto the roof of the Angry Aztec lobby from there.

Dirt Pile #5
Location: DK Isle
How To Find: Right in front of the entrance to the Fungi Forest lobby. You can't miss it.

Dirt Pile #6
Location: DK Isle

How To Find: This one is inside K. Lumsy's cell area. Somewhere behind the cell is the dirt patch.

Dirt Pile #7

Location: DK Isle

How To Find: Enter the Creepy Castle lobby. Inside, look around for a boulder that Chunky can lift. Do so, then a Lanky Pad will be revealed. Use it with Lanky, then float up to the very top of the center platform, where a dirt patch awaits.

Jungle Japes

Dirt Pile #8

Location: Jungle Japes

How To Find: Head to the main area of Jungle Japes, then use the Tag Barrel and switch to Lanky. Head right and cross over to that platform, then use the OrangStand to climb up the hill. At the top of this hill, you'll find the dirt patch.

Angry Aztec

Dirt Pile #9

Location: Angry Aztec

How To Find: This one is on the same platform as the first Tag Barrel. In the center of that platform is a dirt patch.

Dirt Pile #10

Location: Angry Aztec

How To Find: Inside Chunky's area of the big temple (the one with the five switches), you'll find this one.

Frantic Factory

Dirt Pile #11

Location: Frantic Factory

How To Find: You will find this dirt pile at the entrance of the eastern room,
in the same room you rescued Chunky in.

Gloomy Galleon

Dirt Pile #12

Location: Gloomy Galleon

How To Find: Inside the lighthouse, go around the back of the central pillar to
find a dirt pile.

Fungi Forest

Dirt Pile #13

Location: Fungi Forest

How To Find: First, make sure that it's nighttime. Head to the area where
Funky's Store is located. To the right of his store is a small
opening only open at night, with a dirt pile there.

Crystal Caves

Dirt Pile #14

Location: Crystal Caves

How To Find: This one is at the very top of Crystal Caves, in the area where
you had to defeat that giant enemy that made the stalactites fall
down. It's right in the middle.

Creepy Castle

Dirt Pile #15

Location: Creepy Castle

How To Find: You'll find the last dirt pile behind Snide's HQ. To get there,
get to the top of the castle.

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XXI. Secrets and Glitches
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This section will list some of the currently known glitches and secrets in the
game. Enjoy the list.

Secrets

Secret #1 - Crystal Coconut Powerup Attack and The Banana Camera

I already included this in the Walkthrough, but I'll include it here, too. Once
you've rescued Tiny Kong and have gotten her first potion from Cranky Kong, go
to DK Isle. Swim to the northeasternmost island, and get on the island with the
big Banana Fairy head on it. Around this island is a Kong Barrel. Enter it, and
while shrunk, go through the hole in the head. Approach the Banana Fairy Queen,
and she'll tell you to rescue her Banana Fairies spreaded throughout all of the
worlds. She'll give you a new charge-up attack that uses Crystal Coconuts, and
a Banana Camera that you can capture the Banana Fairies in!

Secret #2 - Get Five Banana Coins for Every Kong

This is somewhat a secret, but you need the charge-up attack first (look at the
above Secret). As you go around DK Isle and all of the worlds, you've most
likely noticed the brown patches of dirt with the letters "DK" on them. If you
stand on these dirt patches, and use your charge-up attack on one, the dirt
patch is removed, and a huge rainbow-colored Banana Coin appears. When you
collect it, you get 5 Banana Coins more for each Kong! And there's a lot of
these dirt patches, too (see the DK Dirt Pile Locations section).

Secret #3 - Infinite Supplies

What I mean by supplies is, stuff that's normally limited (Ammo, Crystal
Coconuts, Oranges, etc.). You can make all of it unlimited, and for Adventure
Mode, too! Successfully capture all 20 Banana Fairies. Once you've done that,
go back to the Mystery Mode on the main menu. If you scroll through the options
available, you'll eventually find out that you can turn on cheats, which makes
a certain thing unlimited (or even ALL of it)! This can be good to use if you
like cheating through a playthrough.

Secret #4 - Breaking Down Gates, Doors, and Walls

This is a pretty obvious thing that you can do in the game, but I will list it anyway. With Chunky Kong, make sure you have his Primate Punch ability. As you go through the game, in levels like Frantic Factory, Fungi Forest, and Crystal Caves, you'll find cracked walls, gates blocking a new area, and doors that lead to a new area. When you see these things, use a Primate Punch on it, and it may break open, leading to something new. Try it on every gate/door/wall that you may think looks suspicious.

Secret #5 - Play Bonus Games at Snide's HQ

You must first collect all 40 Blueprints in the game, and return them all to Snide. When you do so, a new option in his hideout will be available. This is the "Bonus!" option. Press the C-Up Button to access it, bringing up a list of all of the Bonus Games in the game. You can play these to have some fun, after beating the game! This was a nice bonus for Rareware to add to the game.

----- Glitches -----

Glitch #1 - Secret Test Level

This glitch is really odd, but you need all 40 Blueprints returned to Snide before you can do it. Once you've returned all 40 Blueprints, enter Snide's HQ. It doesn't matter which one; just enter any one. Once inside, bring up the list of Bonus Games that you can play (press C-Up instead of A or B). When you see the list of Bonus Games, press A and B at the exact same time. If done right, you will not be transported to the Bonus Game. Instead, you'll appear in a strange area with three pillars, a Banana Balloon at the left, and an idle Donkey Kong to the right.

The idle Donkey Kong does nothing. At all. He just sits there, and blinks on an occasion. He doesn't even move a muscle. No music plays, you cannot pause the game, and you cannot leave this place (you have to turn off the power on the N64, or reset the game). The Banana Balloon CAN be shot, and you do get Bananas for it. However, you can do nothing with them. If you walk too far off into the black, you get teleported back to the start again. Everything you attempt to do to DK goes straight through him. He's not solid.

Glitch #2 - Enter K. Rool's Secret Computer Room

Another really odd glitch, but it IS pretty cool. Make sure that the Kong Barrel on the small green island on DK Isle has appeared (the Chunky Barrel, to be exact). Once it has, enter the barrel with Chunky. As Hunky Chunky, go to the main part of DK Isle, and walk around it until you see two platforms. Jump onto the first one. Here's the tricky part. Jump towards the second ledge, but do NOT land on it. While in the air and going towards the ledge, press B to do a roll in the air. While you're doing that roll, go towards the ledge, and try to push forward on the edge of the second platform.

If done correctly, Chunky should begin going through the platform. Keep doing the same thing over and over, until you go straight through the platform. You will fall directly under DK Isle! Now, move towards the entrance to the island, and jump around, and move the Control Stick everywhere. If you did it right, Chunky will disappear. The next thing you know, you'll be in a computer room! This computer room is the same one that K. Rool entered near the end of the game, after you completed Hideout Helm! Jump out the windows to escape.

Glitch #3 - Swim Through Walls

You can use this glitch for many things, like getting into K. Rool's secret computer room very early in the game. You can even make the game harder doing this, by making certain restrictions (like a potionless game)! Anyway, this will only work in certain areas, underwater. The first area it can work in, is inside DK Isle itself (the area where you start the game). Dive underwater by the waterfall, and go into a corner. Press C-Up while right on the corner to enter First-Person View.

Now, take off First-Person View, and immediately press A. If you did it right, you will notice that half of the Kong's body is through the wall! Enter First Person View again, and repeat the process. Keep trying, and eventually, you should go straight through the wall! Using this glitch at the very beginning of the game, you can bypass the entire Training Barrel sequence (but you need to clear the underwater Training Barrel to be able to dive underwater), and bypass the gate leading outside!

This means that you can enter outside DK Isle without ever clearing all of the Training Barrels, and thus, you will never get the Simian Slam ability unless you go back to Cranky inside DK Isle. For some odd reason, if you go back to the Training Barrel area, the gate will be opened, and the DK Switch will be pressed in, even though you never pressed it in the first place! This glitch will work in several areas, so try a lot of them! Another place it works in, is outside DK Isle by the waterfall, and at the start of Creepy Castle, in the water by the steps.

Glitch #4 - Transparent Kong

This is a pretty neat glitch to do. When you're in an area with a Battle Arena Pad, stand on it, and hold B to charge up your Crystal Coconut attack. Press Z, and continue holding B. As your Kong turns invisible, release B to release the shockwave, and stop the warping sequence. However, you will be transparent! The effect wears off if you go through a Bananaporter or exit the level, or enter another area.

Glitch #5 - Transparent Banana Medals

If you want to get 101%, DO NOT leave the Banana Medals in the final world, Hideout Helm. If you leave them, then exit the hideout and come back later, there is a chance that all of the Banana Medals will be transparent, meaning that you cannot collect them. Period. If this happens, you have to restart your entire game over again (that is, unless you don't care about 101%).

Glitch #6 - Unlimited Golden Bananas

Yes, you heard me right. You CAN get an unlimited amount of Golden Bananas. To start it off, go to Fungi Forest, and make sure that Donkey Kong has NOT gotten the Golden Banana that's in the cage in the barn area. Enter the barn as Chunky and go to the hole that Tiny can enter. In front of the hole are two brown poles. Jump and press B to spin in the air, and use this attack on side of the left pole. Chunky's body should go slightly through, which means you are doing it right. Keep doing this until you go straight through the wall, then don't move at all! Head around the left, making sure you don't go up much at all. Make your way around to the caged Golden Banana, then jump to it and grab it. Any Kong can get it since the programmers didn't expect you to get it from this side, but it's the easiest to do with Chunky.

Once you've gotten it, do NOT save unless you just wanted to get it once. You can exit the level (pause the game and select "Exit Level") and go back, then the Golden Banana will be there again. Take note that this is only a rumor I've heard; I've never thought to try it myself. Once I figure out if it is true or not, I'll definitely say so in this guide. If this is true, however, you can keep getting the Golden Banana and exiting the level, making an unlimited amount of Golden Bananas possible!

Glitch #7 - Go Through a Wall in Jungle Japes #1

First, go to the main area of Jungle Japes and get out Diddy. Climb up the vine in the water that leads up to Funky's Store. From there, head right and look for a bush sticking out of the ground. Stand directly in this bush and face the wall, then do a Chimp Charge. If you did it right, you'll go through the wall and land in a green void. However, you should see Bananaporter #4. You are really in the cave where the Bananaporter is, it's just that the background of the cave hasn't loaded. Walk around and the background will appear.

Glitch #8 - Go Through a Wall in Jungle Japes #2

This one requires Chunky Kong. Get him and go to the cage where you freed Diddy. Stand in the cage and do the spinning jump in the air by pressing B, which I will now refer to as the Bjump. Make sure you do it in the eastern corner of the wall. Hold Up as you do it, and keep doing this quickly. You will eventually fall through the wall into a cave.

Glitch #9 - Go Through a Wall in Jungle Japes #3

Using this glitch, you can explore a lot more of Jungle Japes as Chunky Kong, so it's more useful than the previous two. With Chunky, enter the western cave in the main area of the level. In the area you'll come to, jump into the Kong Barrel that turns you into Hunky Chunky (it's a good idea to have the cheat on that gives you unlimited Crystal Coconuts). Head to the pink seashell in the area, then do the B jump until you go straight through it. You'll fall into the cave where Lanky's Kasplat is. Now you can freely explore Jungle Japes (but not all of it) as Hunky Chunky, and possibly find even more glitches! Have fun.

Glitch #10 - Go Through a Wall in Angry Aztec

Start by using Chunky, then enter the cave where Cranky's Lab is at. In that cave is a Kong Barrel somewhere, which you should jump in to become Hunky Chunky (again, it's a good idea to have the infinite Crystal Coconut cheat activated). From where the Kong Barrel is, jump onto the torch on the northeastern side of the wall. Do the B jump over and over and you'll go through it, into a yellow void. Now, carefully make your way east, and if you did it right, you'll appear outside as Hunky Chunky. Have fun exploring this section as Hunky Chunky!

Glitch #11 - Visit the Banana Fairy Queen as Any Kong

With this glitch, you can get the Crystal Coconut energy powerup from the beginning of the game, and you can start taking pictures of Banana Fairies at the beginning of the game, too! Let's start by testing it out with Chunky. Swim to the Banana Fairy Island, and when you get close to it, start slowing down a bit. Then, when you go under the water a bit, dive and swim to the shore. At this point, Chunky's head should be underwater. Keep pressing A and holding Up, then if you did it right, you'll swim through the shore and under the island! Look around with C-Up until you see the entrance, then jump to it and go forward to enter it. Congratulations! You can do this glitch with any Kong.

Glitch #12 - Enter the Gloomy Galleon Lobby Early

Go to DK Isle as any Kong (if you want to enter it at the very beginning of the game, use DK), then swim to K. Rool's ship. Dive and swim to the locked cage that leads to the Gloomy Galleon lobby. Somewhere left of it is a sort of soft spot of the wall that your head can go through. Keep swimming along the left side of K. Rool's ship, and move down a bit. Eventually, you should swim straight through it. Once you've done this, swim to where the cage is to enter the Gloomy Galleon lobby!

Glitch #13 - Enter Levels at Any Time

This is probably the most popular glitch in the game. Using this glitch, you can enter levels without having to have the Golden Banana requirement! However, you cannot break into Jungle Japes, Angry Aztec, or Hideout Helm. Once you get Lanky, go to the lobby of a level that you haven't been to yet, and make sure you do not have the required amount of Golden Bananas. Start by walking up to B. Locker (the guy you have to show Golden Bananas to), then press B twice (not rapidly; press it a second time after Lanky stretches both of his arms). He will do a longarm punch. Keep doing this, and Lanky's hands will eventually touch the DK Portal, allowing you to bypass B. Locker and enter the level!

On the other hand, when you enter a level, the upgrades from that level become available automatically. This glitch is only possible with Lanky, with one exception. Donkey Kong can break into Gloomy Galleon from the very start of the game. See the above glitch to see how to enter the Gloomy Galleon lobby when it is closed, or just enter it normally. Jump up to the ledge with B. Locker, and go around the right side. Jump and press B and DK should fall a bit. Keep trying this until he's half way into the wall and partially in the floor. It's kinda hard to explain in words. If you did this right, look around for a small platform where B. Locker is. Jump there and he will talk. After he does this,

just walk into the portal.

You cannot go any further than this if you enter it at the beginning of the game. However, what use this has is that it makes all of the upgrades from that point available! This means you can get upgrades in Jungle Japes that you shouldn't even be able to get at that point. However, doing the Gloomy Galleon glitch as DK may take a lot of practice, so good luck with it.

Glitch #14 - Restricted Abilities

Start up a whole new game. After the intro sequence, you'll gain control. Head outside and talk to Cranky, then complete the diving Training Barrel _only_. Now that you can dive, go to the only body of water in this area, then dive underwater and swim to the right. Keep holding the Control Stick forward and pressing A to swim. If you did it right, you should eventually swim through the wall! Now, carefully make your way over to the gate that leads out to DK Isle, which is a little hard to do. If you manage to do it, however, you've just skipped the entire Training Barrel sequence and have started your adventure! This can lead to some interesting challenges you can make up. Try a "No Simian Slam Challenge" and see how far you can get!

The reason you can't get too far without completing the Training Barrels is because you have to complete them to gain certain abilities. This is why you must complete the diving game to get the ability to dive. Meaning, if you don't complete the vine game, there will be no vines throughout the whole course of the game! I've heard that it IS possible to hit the DK Switch in Jungle Japes without the use of vines, although I have no idea how. You don't need the Simian Slam, either; that's the only Kong Switch in the game that you can press without the use of the Simian Slam.

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XXII. Frequently Asked Questions

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In this section, I will list the most commonly asked questions regarding this game. Before emailing us with a question, please refer to this very section first, and see if your question is already answered! Thank you.

Q: I've heard rumors of a new world called the "Cloud World". Does it exist?

A: No, it doesn't. I haven't heard that rumor in awhile, but it isn't true. There are only eight (nine, if you count DK Isle) worlds in the game.

Q: What are some things to do after beating the game, and/or getting 101%?

A: If you have 101% and haven't beaten K. Rool while you have 101%, do so. You get a special ending after the main ending. Some other things to do would be to play with your friends on Kong Battle, or try out some glitches.

Q: How do I get 101%?

A: You need all of the key items (all 201 Golden Bananas, all 40 Blueprints, all Banana Medals, etc.). Also, take note that you DO NOT need all of the normal Bananas for 101%. Those are just for the Troff 'n Scoff rooms in the levels, and to get you another Banana Medal.

Q: Help! The Banana Medals in Hideout Helm have become transparent, and I can't collect them now! Am I screwed?

A: For a short answer: yes, you are. You should ALWAYS collect them the minute the barrier of electricity is disabled, and not wait. Once they have become transparent, you CANNOT collect them, and are screwed out of 101%. You have to restart the game to get 101% if this happens.

Q: How do I get the secret ending?

A: See the third question.

Q: Does getting all 3500 normal Bananas do anything at all?

A: Other than satisfaction, no, which is why I say it's not worth the trouble. I, personally, have never attempted to do it, but it doesn't reward you by collecting them all.

Q: I'm trying to find some normal Bananas, and I'm only missing a certain amount, but cannot find out what I'm missing! Help?

A: Please refer to the Walkthrough section. Go through every normal Banana on the list for the Kong, and make sure you've gotten them until you've found

the set that you're missing. That's the best advice I can give you.

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XXIII. Email Info
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If you wish to email me about this guide, whether it be a comment or a typo, or even a big error in the guide, then email me at my email listed at the top of this guide. For those who are lazy, my email is ganonpuppet@yahoo.com. Email me there, and I'll add whatever it is I missed, or fix whatever it is I messed up on as soon as possible. Please make the subject something to do with the game (such as "Donkey Kong 64 FAQ"), so I'll know that your email isn't spam.

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XXIV. Credits
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Credits go to you for reading this guide.
Credits go to me for taking the time to make this guide.
Credits go to Jeffseven and his FAQ for telling me where some normal Bananas are. If it wasn't for his FAQ, I'd never figure it out! Thanks!
Credits go to Coffee and his FAQ for also helping me with the normal Banana locations. Thank you very much for including that section.

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XXV. Copyrights
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