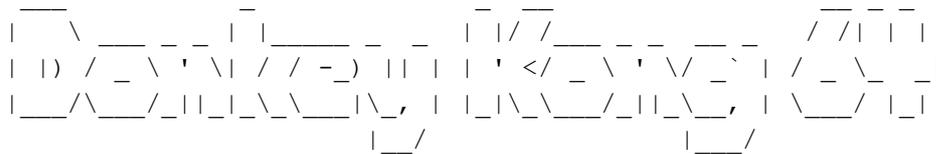


Donkey Kong 64 FAQ/Walkthrough

by marshmallow

Updated to v1.0 on Jan 2, 2000

A strategy guide / walkthrough for...



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Version 1.0

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CHAPTER 1) REVISION HISTORY / UPDATES

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Version 1.0 (Sunday, January 2nd, 2000)

* Hurray, it's the year 2000! And nothing happened, HA! Hopefully, all those Y2K dits will go back to the holes that crawled out from.

* Because it is a new year, I had to change my legal section somewhat ("This document is © 1999-2000 marshmallow").

* Added a walkthrough to Creepy Castle (complete), Hideout Helm (complete), and I finally finished off DK Isles (complete).

- * Added two questions to the FAQ chapter, concerning the 101% collection rate and the secret ending.
- * Added two more secrets to the "Secrets Galore" chapter, one concerning animation, the other the bonus ending.
- * Fully completed the "Fairy Locations" chapter.
- * Fully completed the "Bonus Games" chapter. The first four are ones that aren't covered anywhere else (Rambi Arena, Enguarde Arena, Jetpac, and the Original Donkey Kong Arcade). The rest are Bonus Barrel sub-games that are already covered elsewhere. I do advise reading the Rambi-DK ones, because I spent a considerable amount of time writing them (because these are almost like totally new games in themselves...well, actually, they ARE new games...arh, I'm too tired, I need to go get some sleep...) :p
- * PlanetN2000 is doing something with their server, so I'm afraid I can not read any of your e-mail. My luck with e-mail services has begun to frighten me...I hope it doesn't die permanently, a la Nintendomail...
- * Completed the scarab race for Crystal Caves.
- * Aside from maybe a few reader additions I may receive in the future, this guide is basically 100% complete as of now.

Version 0.8 (Friday, December 31st, 1999)

- * Am I a machine or what? I added a walkthrough to my favorite stage, Fungi Forest (complete), Crystal Caves (incomplete, in a manner of speaking; I listed how to get all the Bananas, but I can't beat the scarab, so I didn't list a strategy for him, but still, everything is there), and more stuff to DK Isles (incomplete, but getting very close to 100%).
- * More fairies to the fairy chapter, even if there's already a great guide on GameFAQs that tells you where they all are :p The fairies I added were to Frantic Factory and Fungi Forest.
- * More enemies to the enemy section. I know you couldn't live without that!
- * Added a useful reader trick (Johnny Wei) for the boss of Creepy Castle, and added said person to the credits section.
- * I got several e-mail messages telling me how you can trip up the scarab at the start of the slide race in Angry Aztec, which makes the race MUCH easier. I added that information to the appropriate areas...
- * Did I ever mention that Jet Force Gemini is insanely fun and addictive, and one of my favorite games of all time? :p I've owned the game since it came out, but I can't stop playing it...Rare is too god-like for their own good.

Version 0.6 (Tuesday, December 28th, 1999)

- * I'm not sure if I should be furious or flattered. What am I talking

about? Well, I basically gave my competing FAQ authors nearly an entire MONTH to smash my FAQ into the ground, and what happens? Well, other than a two or three of them, everyone did absolutely NOTHING! Should I be flattered that they rely on me so, or pissed off that they can't do anything without me? This is like the entire Zelda V fiasco all over again...I actively applaud Masvega and Dallas for having the gall to do something with their guides.

- * Sorry for the above rant. Regardless, I busted my ass and added the walkthrough to Frantic Factory (complete), DK Isles (incomplete), and Gloomy Galleon (complete) and I've only had the game a few days!
- * Added question # 6 to the FAQ chapter.
- * Added several fairy locations to Chapter 14.

Version 0.5 (Monday, December 6th, 1999):

- * Changed it so the walkthroughs are some of the first sections, with the less informative (items, enemies, etc.) being near the bottom of the document. With other games, this wasn't necessary, but DK64 is so MASSIVE that simple item sections clog up space. I hope ya like it...
- * Added "Snide's Blue Print Bonanza" to the "Secret Galore" chapter.
- * Added Wrinkly Kong to the "Items & Character" chapter. Silly of me to forget...
- * Added a new chapter, "Bonus Games", near the bottom of the document.
- * So I was searching through some WebFiglet programs, when I came upon this AWESOME font. It wasn't too dramatic, and it wasn't too passive...as you can see, I have changed the ASCII artwork at the top of this page. Nice and sleek...
- * In "Contact Information", be sure to read the very last paragraph, before I sign my name.

Version 0.45 (Saturday, December 4th, 1999):

- * Arghhhh. My e-mail is so screwed up, I decided to switch on over to Planet2000's server. My brand new spankin' e-mail address is as so: marshmallow@planetn2000.com. Nice, eh?

Version 0.45 (Monday, November 29th, 1999):

- * My nintendomail account is severely screwed up right now. Direct any mail to m_mallow@hotmail.com for now. I apologize for any lost mail due to this.
- * Wrote up an introductory paragraph for each stage.
- * Fixed general grammar, spelling, etc. mistakes.
- * Changed the Kong headers for the levels. I made them smaller, because they took up way too much space before.

* Feel free to e-mail me questions about any stage, but do be warned that I don't know EVERYTHING about it. However, considering I can make my way to King K. Rool himself, I should be able to answer the majority of questions.

* I returned DK64 to Blockbuster...can't wait 'till the 25th of December! Thankfully, I have the wonderful Jet Force Gemini to play all day long. Mmm...pure action...*pops in JFG and begins to play*

Version 0.4 (Sunday, November 28th, 1999):

Holy crap! This game is absolutely GIGANTIC! I've played it for 31 hours and 35 minutes (according to the game clock), and I'm 67% complete? Hrm, this guide may never be complete :p

Unfortunately, I must inform you that the next MAJOR update to this guide is going to be a bit far off (as in a few weeks). Why? Mainly because I am doing this on a rental. Yes, I merely rented the biggest N64 game of the year, but only because I wanted to be assured I was getting a solid title. I will not own the game until December 25th (i.e. Christmas). I did this first version as fast as I could, because I know that as soon as I leave, dozens of other authors are going to capitalize on my absence and make their own awesome guides. If I didn't make the first version now, I would look rather silly coming out a month later with a guide for it, you know? Until then, I hope you can find help elsewhere...

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CHAPTER 2) IMPORTANT LEGAL NOTICES

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This FAQ can only appear on the following sites:

- GameFAQs <www.gamefaqs.com>
- Cheat Code Central <www.cheatcc.com>
- GameSages <www.gamesages.com>

Why? Because those are the only three sites that can keep my FAQs updated. GameFAQs gets away with murder, though, on account of the fact I send my FAQs there myself. Gamesages is GameFAQs sister site, so they share information. Cheat Code Central is great, because they always seem to have the most updated version without me having to tell them. Great job, guys and gals.

I just hate it when people have outdated versions of my FAQs, because I get loads (e.g. 100+) of e-mails telling me to "update my FAQ" even though it IS updated, or they ask a question that has been answered in the new versions, or make additions that are already there, etc., etc. I've had problems with this with other FAQs, and I'm taking steps (e.g. this note) to put an end to it!

Here are a few "do's" and "don'ts". Webmasters! Take note...

WEBMASTERS! DO NOT:

Post this FAQ on your site directly. The only sites that this rule DOES NOT apply to are GameFAQs, GameSages, and Cheat Code Central, as shown above.

WEBMASTERS! PLEASE DO:

If you are a webmaster of a site that wants to post this FAQ, what do you do? As you read above, you can not post it directly. Instead, link to the page at www.gamefaqs.com that lists all the FAQs for this game. Why GameFAQs? Because I said so. To clear up some confusion, you can not link to the URL if it ends in ".txt" or ".doc", you just can't use that. If it ends in anything else, such as the page where it lists all the FAQs for a game, you can link to THAT, but not to the actual FAQ. I'm only repeating myself, but I had to because some people have to be told something twice. If you have any questions on linking, notify me. To answer the most common question I'll get, you can not link to any GameFAQs URL that ends in ".txt" or ".doc" because it's in GameFAQs' legal section. So there.

Any characters, names, places, or miscellaneous objects are copyright their respective companies. I am in no way affiliated with Nintendo, Rareware, nor any companies that were/are involved with this game.

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CHAPTER 3) DONKEY KONG ISLES

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DK Isles is the overworld of the game, but you won't spend very much time here, aside from talking to K. Lumsy in order to unlock stages. All the levels in the game can either be accessed from DK Island or K. Rool's Mechanical Castle. There are also a few secret areas to be found...

***** 3-1: LEVEL LOCATIONS *****

LOCATING SNIDE'S HQ:

On your way to Frantic Factory, you will spot a side path with many green vines. Use these to cross a hole, and then go into the door. Ta da!

REVEALING DIDDY'S BARREL:

Go the temple that holds the entrance to Angry Aztecs, and continue further down the path, and you will find two large rocks (these make up the eyes of the DK head statue). Using Chunky's strength, lift both up.

One has a trombone -- go get Lanky and use his instrument on it, and Diddy's Barrel will appear near the entrance to Fungi Forest.

LOCATING K. LUMSY / JUNGLE JAPES:

After earning the Simian Slam from Cranky, go through the tunnel that says, "This way out." C'mon, does it get much more obvious than this? At the end is a Donkey Switch, so slam it into the ground and watch in astonished wonder as the gate before you closes...outside, Squawks will inform you of the island out in the water. Inside, you will find a King-Kong look alike cage that holds a screen-filling Kremling named K. Lumsy. He tells you a sad story of despair and back stabbing, and when he learns that you will help him escape, he gets so happy he starts to jump up and down. His tremendous weight makes such large shockwaves, the entrance to Jungle Japes opens!

LOCATING ANGRY AZTECS:

Once you have the Boss Key from Jungle Japes, return to K. Lumsy. He will be so happy, his tremors will open up the second level, Angry Aztecs. To reach it, return to Kong Isle, and go around Donkey's face until you find platforms going up. Near the top of his head, you will find a small temple. Go inside!

LOCATING FRANTIC FACTORY / GLOOMY GALLEON:

After receiving the Boss Key from Angry Aztecs, return to K. Lumsy. He will be so happy, his tremors will open up the third and fourth levels, Frantic Factory and Gloomy Galleon!

Swim to K. Rool's large boat castle thingy, and run up the various ramps until you get to the top, which houses a small door. Go inside to find Frantic Factory.

For Gloomy Galleon, its entrance is underwater, in the side of K. Rool's mechanical castle. It is on the side facing the island with the large witch face on it...it's pretty hard to miss.

LOCATING FUNGI FOREST:

After receiving the Boss Key from both Gloomy Galleon and Frantic Factory, go back and see K. Lumsy, he will cause a Blast Barrel to appear near a lake. Go there, and it will launch you to the very top of DK Island. Inside the log cabin is, yes, Fungi Forest.

LOCATING CRYSTAL CAVES / CREEPY CASTLE:

After receiving the Boss Key from Fungi Forest, go to K. Lumsy's place, and he will become so grateful that the rock in the DK statue's ear will blow away, revealing the entrance to Crystal Caves, and a titanic-sized

Blast Barrel will appear near K. Rool's castle, allowing you access to Creepy Castle.

LOCATING HIDEOUT HELM:

Take the Boss Keys from both Crystal Caves and Creepy Castle to K. Lumsy, and he will open up the jaw of K. Rool's Mechanical Thingy. To get up there, as Tiny, go to the very bottom level of the castle, to where the propellers are. You should be able to find a Tiny Pad...Stand on it, tap 'Z', and you will be in front of the jaws! Well, close to, anyways.

COLLECTING CROWN # 1:

Inside the room that holds Snide's HQ is a large rock. Use Chunky's immense strength to move it, and go into the battle arena via the K. Rool Pad. After an intense battle, the first Crown is yours!

COLLECTING CROWN # 2:

Two crowns in one world, eh? In the entrance chamber to Fungi Forest, look up at the ceiling, and you will see a large mushroom flying around. Shoot it with your gun, and it will change to a color! Just remember...

Donkey Kong = yellow
Diddy Kong = red
Lanky Kong = blue
Tiny Kong = purple
Chunky Kong = green

When all five Kongs have shot it, a secret hatch will open, revealing a Chunky pad. If you have the gorilla gone move (bought from Cranky in Crystal Caves), you may use it to reveal the K. Rool pad! After another long, splendid battle sequence, the final Crown of DK Isles is rightfully yours!

***** 3-2: DONKEY KONG *****

D . K . I S L E S

COLLECTING THE "SIMIAN SLAM":

After viewing the lengthy introductory sequence and Squawks tells you about the banana hoard, exit your tree-house and fall to the ground. Go to the sign that says, "This way to Cranky's Lab" and follow the arrow to arrive at said location. Inside, Cranky will be his old familiar, bitter self, and tell you to go train before talking to him further. Exit the lab and go to the path behind the sign that says, "This way to training area." Jump in the various barrels to be warped to special areas that teach you the most basic skills, including swimming, barrel

tossing, orange throwing, and vine swinging. After all the objectives have been met, Squawks will come and tell you to go see Cranky. When you do, he gives you the first move of the game, the Simian Slam! Now all of the characters perform this move.

GOLDEN BANANA # 1:

Found in front of the entrance to Jungle Japes.

GOLDEN BANANA # 2:

In the entrance chamber to Frantic Factory, there is a lever. Use the gorilla grab move to activate it, which will cause the nearby platform to become active. Jump on, and let it carry you to the above ledge. There, play your instrument on the bongo pad, and Squawks will give you this Golden Banana!

GOLDEN BANANA # 3:

In the entrance chamber to Crystal Caves, have Chunky blow away the transparent ice sheets on either side of the room using his primate punch. One has some lava, the other a Kasplat enemy, a boulder, and...a Donkey Barrel! Jump inside to become invincible, and then run through the molten liquid to find, yes, you guessed correctly, a Golden Banana!

GOLDEN BANANA # 4:

In the entrance chamber to Hideout Helm, select Chunky, then use the Chunky pad, and several vines will appear. Fly across the magma using them, to the entrance door to Hideout Helm. Activate the # 1 bananaport pad, and then teleport to the start again. Now select Donkey Kong, use the # 1 teleport again, and shoot the coconut switch above the K. Rool door. This will cause a bridge to appear, allowing you to get to the yellow Kasplat enemy! After defeating him, take the blue print back to Snide, and he will fork over a Golden Banana.

GOLDEN BANANA # 5:

Go to where Snide's HQ is, but do not enter the tunnel. Look down, and you will see a coconut switch. Drop down there, shoot the switch, and collect the Golden Banana easily.

***** 3-2: DIDDY KONG *****

GOLDEN BANANA # 1:

Using Diddy's jetpacks (see section 3-0 for information on obtaining the barrel) go up the waterfall that cascades down the back of the Donkey Kong head, and at the source you find some grating over a cave. Shoot the peanut switch, and voila, one Golden Banana for the taking!

GOLDEN BANANA # 2:

Using Diddy's jetpacks (see section 3-0 for information on obtaining the barrel), rocket to the very tip top of Donkey Kong's head, where there is snow, and everything comes to a point. Here, floating in mid-air, is a Bonus Barrel.

"Peril Path Panic!" 60 seconds -- 10 fairies required to cross into safe territory. The easiest way to do this is to simply shoot every klaptrap on the screen, even if they appear unconscious, because just one out of three can mess the entire thing up. This sub-game strangely resembles the twinklie challenge in Banjo-Kazooie...

GOLDEN BANANA # 3:

Inside the room that has Snide's HQ, there is a Diddy pad on the floor. Perform the simian spring on it to enter a Bonus Barrel high in the air.

"Batty Barrel Bandit!" Match three bananas in the slot machine before time expires. Time it so you know what item comes before the banana, and then tap the button when you see that item. This one is particularly difficult due to the fact that the reels spin so quickly!

GOLDEN BANANA # 4:

In the entrance chamber to Creepy Castle, you find a cage. Use Donkey's gun to shoot the coconut switch that will open it. Inside is a red Kasplat enemy! Go get Diddy, return, do a mighty leap to the alcove, and grab the blue print. I wonder if Snide might, oh, I dunno...have a reward for this? :p

GOLDEN BANANA # 5:

In the entrance chamber to Crystal Caves, if you explore around you will find a Diddy Barrel floating out in mid-air. Jump to it, then rocket to a ledge nearby. Land on it, and play the guitar on the music pad to summon Squawks, who will hand over Diddy's last Golden Banana of DK Isles.

GOLDEN BANANA # 1:

In the entrance chamber to Jungle Japes, there is a large rock. Use Chunky to move it (there is a DK Barrel nearby), then have Lanky play his trombone on the music pad. Squawks will then bring you this Golden Banana!

GOLDEN BANANA # 2:

On the island that holds K. Lumsy's prison, go to the back of the dome (while outside) and you will find an alcove with a cage over it. Shoot the grape switch, then collect the Golden Banana inside.

GOLDEN BANANA # 3:

In the entrance chamber to Creepy Castle, you will find a huge boulder. Use Chunky to move it aside, and a Lanky pad is revealed! Have Lanky use the baboon balloon move, and then float to the center of the room, where a Bonus Barrel waits...

"Searchlight Seek!" The idea is to hit the klaptraps from above, in the dark, with melons. There are two things to keep in mind here: (1) By the time the melon gets near the ground, your target will be somewhere else, so lead your aim (e.g. fire your shots ahead of the target, in the direction it is headed. (2) He can and will turn, usually at a steep angle. To counteract this, shoot parallel to the side of his head, in the direction it looks like he will turn. 60 seconds and 10 the amount you must hit. This is the hardest version of this bonus in the entire game, as you must hit one klaptrap per 10 seconds! Keep your cool, and you'll hopefully win it all.

GOLDEN BANANA # 4:

In the entrance chamber to Crystal Caves, have Chunky pulverize the thin ice sheets on either side of the room using his powerful primate punch (they're hard to miss, being transparent). Now, through one is a pool of lava, and in the other is a blue Kasplat enemy! Take a wild guess at which one Lanky should go to...

GOLDEN BANANA # 5:

Go inside the compartment that holds K. Lumsy's cage, and you will find a small, grated alcove that holds a Golden Banana.

GOLDEN BANANA # 1:

On the fairy queen island (the place with the big head), go to the back of the statue head and you will find an alcove with a cage over it. Shoot the feather switch, then collect the Golden Banana inside.

GOLDEN BANANA # 2:

Inside the entrance chamber to Frantic Factory there is a large "?" box. Using Chunky, perform a primate punch to burst it open. Inside is a purple Kasplat enemy! Change back to Tiny, kill it, and collect the blue print it leaves behind. Take it to Snide for your just rewards (see section 3-1 for its location).

GOLDEN BANANA # 3:

In the entrance chamber to Angry Aztecs, there are two gongs with an outline of Diddy's face on them. Use Diddy to chimpy charge them, and a Bonus Barrel will appear in mid-air! To get it, change back to Tiny, get up where the "DK" door is, and do a MIGHTY pony tail whirl from the stair posts.

"Big Bug Bash!" Swat eight flies in 60 seconds with your large flyswatter. Remember that when the swatter is going into the motion (upwards or downwards), you can move it slightly, so if the fly suddenly changes course, you can attempt to still smack it -- and in many cases, still succeed regardless.

GOLDEN BANANA # 4:

In the entrance chamber to Gloomy Galleon, there is a blue Chunky switch. Chunky can only activate this if you received the simian slam upgrade from Cranky in Fungi Forest. Once you have utilized said switch, a gate will lower on a really small pipe that is underwater. Obviously, it doesn't take a Stephen Hawking to realize you must have Tiny glide into the Tiny Barrel to become small, then swim into the pipe to get the Golden Banana inside (whew...run on sentence)!

GOLDEN BANANA # 5:

At the base of K. Rool's castle, you will find a Tiny pad. Use it (the move can be bought from Cranky in Crystal Caves) to go to the top of the castle, and you will find a music pad. Play your saxophone on it, and yes, Squawks the mindless slave will give you...a Golden Banana.

GOLDEN BANANA # 6:

Yes, you read this correctly; and no, I did not make a typo. It is possible to get six out of five bananas (6/5) for Tiny on DK Isles (how else could you get 101%?). When you have snapped pictures of all 20 banana fairies (see the appropriate section for help on that), return to the banana queen, and she will be SO grateful, she'll give a GIANT Golden Banana, which instead of having the "Nintendo" logo on it, has the "Rareware" logo on it. 6/5...who would of thunk it? :P

***** 3-5: CHUNKY KONG *****

D . K . I S L E S

GOLDEN BANANA # 1:

Go the temple that holds the entrance to Angry Aztecs, and continue further down the path, and you will find two large rocks (these make up the eyes of the DK head statue). Using Chunky's strength, lift both up. One has a triangle pad: play you're triangle on it, and Squawks will give you a Golden Banana!

GOLDEN BANANA # 2:

In the entrance chamber to Gloomy Galleon, even the most casual of observers will be able to spot the green Kasplat enemy causing trouble in the middle of the stairs. Grab the blue print from him, and head on over to Snide's for a talk over tea (or, if you want, he'll fork over a Golden Banana...).

GOLDEN BANANA # 3:

Near the # 3 bananaport pad, which lies next to the waterfall, you will find a small, caged alcove with a Golden Banana inside. Next to it is a pineapple switch. Geez, I wonder how you get the banana...(nudge, nudge, poke, poke).

GOLDEN BANANA # 4:

At the base of K. Rool's castle, you will find a Tiny pad. Use it (the move can be bought from Cranky in Crystal Caves) to go to the top of the castle, and you will find a music pad. Play your saxophone on it, and yes, Squawks the mindless slave will give you...a Golden Banana. But besides this, a Chunky Barrel will appear on the island with a single palm tree that is next to the island with a witch's head (ouch, talk about run on). Go there, and become the UBER APE! Go to the island with the giant white "X" on it, and pound it with your infinite strength, causing a rock island on the other side of the entire world to be blown apart, revealing another Golden Banana for the taking...

GOLDEN BANANA # 5:

In the entrance chamber to Hideout Helm, use the Chunky pad, and several vines will appear. Ignore the ones that lead to Hideout Helm, and use the other trio, which lands you inside of a Bonus Barrel!

"Kremling Kosh!" You must hit 28 Kritters in 60 seconds...this is quite difficult, but if you pay attention and have quick fingers, you should be able to hit them all just before time expires.

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CHAPTER 4) JUNGLE JAPES
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Jungle Japes is the first level, and is the most basic and easy of them all. The puzzles are simple, and even a 10 year old could beat the elementary enemies found here. Just don't get too used to it...the levels ahead will offer much more challenge. The best thing about Jungle Japes is, without a doubt, the mine cart ride, which only Diddy Kong can find...

COLLECTING THE CROWN:

All you have to do is go to the K. Rool Pad that is right in front of Funky's Armory. To kill all the gnawties easily, wait for them to run at you, jump in the air, and then perform a simian slam on their little blue heads!

***** 4-1: DONKEY KONG *****

J U N G L E J A P E S

COLLECTING DONKEY'S COCONUT CANNON:

From the level's DK door, go forward and climb the trees, and use the vines to get to the switch above the gate. Upon being activated, the gate will go down. After the short, neon tunnel filled with Banana Coins, you will come to a very large area. A cinema will show Diddy at the very top of the section, and he'll give a little speech. Go to your left, and jump into the water. Against the hill you will see a large, green vine -- climb up this and you will see Funky's Armory. Go inside and buy your Coconut Cannon for a measly three Banana Coins!

RELEASING DIDDY KONG:

After buying the Coconut Blaster, use the vines near the Armory to get to a blaster barrel, which will launch you to Diddy's prison. He talks to you, and then a cinema shows three Coconut Switches appear near the bottom of the region. Go down there and shoot them with your Coconut Launcher (hint: the one across the water must be shot from the piece of

land that has the Armory). When all the switches are activated, Diddy can be found inside any of the Tag Barrels and used as a playable character.

COLLECTING THE "BABOON BLAST":

After you collect Golden Banana # 2 (see below), nearly every gate in the stage will open. Go through the one on the far right hand side of the section, and go through the neon-colored cave (you will collect a Banana Coin in the process). Soon, you find yourself in a clearing with rain and thunder. Go behind Cranky's Lab and shoot the switch using your Coconut Cannon, and inside the gate you will find another three Banana Coins. Now, go see Cranky, and buy the Baboon Blast for three coins!

OPENING MORE OF THE LEVEL:

Go behind Cranky's Lab, and you will find a switch; shoot it with your Coconut Cannon to open the gate. Inside you will find an Animal Box and transform into Rambi! Use his charge attack to bust open the four huts surrounding Cranky's lab, and then go into the neon tunnel and break down the large plate that covers part of the cavern.

GOLDEN BANANA # 1:

In front of Diddy's prison.

GOLDEN BANANA # 2:

Once Diddy is free, look inside his cell.

GOLDEN BANANA # 3:

In the area with the water, go to the land mass at the bottom, and look around, and you will see a large boulder. In front of it is a tree -- climb it, and swing across the gap using the vines. At the end is a Donkey Pad. Collect the three Banana Coins, and then use the Baboon Blast on the pad to go to a barrel blasting area. When the cross-hairs are lined up on the next barrel, fire away! At the end you will collect a Golden Banana.

GOLDEN BANANA # 4:

In the clearing with Cranky's Lab, use the Simian Slam on the Donkey Switch. After viewing the cinema, return to the lake area and easily collect the Golden Banana over the grating.

GOLDEN BANANA # 5:

Go to the lake area. Go left, and you will find a boulder. Near the boulder is a neon tunnel -- inside you will soon find a Kasplat enemy. Defeat him, and he will drop a yellow Blue Print! Return this to Snide (his HQ is down a hill, in the same place as Diddy's prison). He will award you a Golden Banana!

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*****          4-2: DIDDY KONG          *****
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                J U N G L E          J A P E S

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COLLECTING THE "CHIMPY CHARGE":

You know where Cranky's lab is, all you need are some Banana Coins. In the lake area, swim underwater and you will find three in a corner near the green vine, and inside the neon tunnel that leads to the lab are another trio next to a Kasplat. This is more than enough to buy the Chimp Charge!

COLLECTING THE PEANUT POPGUNS:

You know where the Armory is, all you need are some Banana Coins. In the lake area, swim underwater and you will find three in a corner near the green vine, and inside the neon tunnel that leads to the lab are another trio next to a Kasplat. This is more than enough to buy Diddy's gun, the Peanut Popguns!

GOLDEN BANANA # 1:

Near Cranky's Lab is a Diddy Switch. Activate it, and a gate will open next to the Armory. You have a limited amount of time to get there! Use the "4" Bananaport Pad in front of the Lab in order to quickly reach the lake area, then climb the green vine, and dash into the gate for the Banana.

GOLDEN BANANA # 2:

In the neon tunnel that leads to Cranky's Lab, you will find a Kasplat enemy. Defeat it to earn a red Blue Print! Take this back to Snide's HQ, and you get a Golden Banana!

GOLDEN BANANA # 3:

In the neon tunnel directly after the DK door, you will find a gate with two Peanut Switches. Activate them both to lower the gate. Besides numerous Banana Coins, you find another Golden Banana!

GOLDEN BANANA # 4:

Near Diddy's prison cell is a large pillar, with a peanut switch on it. Activate it using Diddy's Poppuns, and a large, wooden ramp will reveal itself. Run up it, and before reaching the peak, you will find a small door in the side. Go on in to reach the mine area!

Use your popguns to destroy the numerous Zingers in the air, or else they will annoy you to no end. On the right-hand side wall are a stack of crates, so climb up them. You have a perfect view of a switch! Shoot it, and a bridge will form, allowing you to find a Diddy Switch. Simian Slam it to dust, and a Golden Banana will appear at the peak of the pillar. Exit and go collect it!

GOLDEN BANANA # 5:

Inside the mine area (read Banana # 4), go through the tunnel on the far side to arrive at an area filled with Klumps. Use a Chimp Charge to break down the metal gate, then kill the Klump inside. Use another Chimp Charge to hit the button marked "low." This will cause the conveyor belts to slow, and the blocked path to become open. Slam down on the Diddy Switch to open the second gate, avoid the Klumps, run up the conveyor belts, and jump down into the mine cart!

YES! A mine-cart mini-game! The most enthralling and adrenaline producing part of the entire game! Your goal is to make it to the end with 50 coins. You may collect coins by jumping to them, or by using right or left on the analog stick to cause Diddy to lean out and grab them. You may slow down or speed up by pressing the stick backwards and forwards, respectively. If Krash comes near you, carefully time your jumps so you rise above his club swings. When you come to an area where flames spew from below, you'll need to slow down and then speed up when they disappear. If you go too slow, a TNT barrel will appear behind you and smash into your cart, so be sure to manage your speed wisely. Soon after, Kabooms will attempt to land on you from the overpasses. Simply slow down and their explosions won't touch you. At points, you will go diagonally over another trackway, and several carts with barrels of TNT on them will pass by. To avoid this, you need to use a combination of jumping and speeding up. Near the end, you will be able to use switches to change your track course. Just look ahead, and if the current track has a lot of coins, let it be. If not, change the track!

***** 4-3: LANKY KONG *****

J U N G L E J A P E S

GOLDEN BANANA # 1:

In the neon cave that connects the DK door to the lake area, there is a

gate. To open it, use Diddy's gun. Then, inside, use Lanky's blowpipe to open the second gate. Inside you'll find a Bonus Barrel...

"Mad Maze Maul!" You must rush through the maze, destroy all the enemies, and make it to the checkered line in less than 60 seconds. Are you up to it?

GOLDEN BANANA # 2:

Inside the underground caverns that lead to Cranky's Lab, there is a side path that takes you to a Kasplat enemy! Defeat it to win a piece of blue print for Lanky's collection. Snide will want to trade it for a Golden Banana...

GOLDEN BANANA # 3:

In the same area as the Kasplat enemy (read # 2 above), there is a small hill. Use the Orangstand move to move up the slippery slope, then leap into the Bonus Barrel!

"Speedy Swing Sortie!" Swing as fast as you can using the vines to collect all the coins. Pretty easy, so you shouldn't have any trouble at all.

GOLDEN BANANA # 4:

In the clearing that holds Cranky's Lab, there is a Lanky Switch in one of the corners. Activate it, and a gate near Diddy's prison will open. You have 60 seconds to use the "4" teleport pad in front of the lab, jump in the water, swim to the large vine on the cliff-face, swing across a gap using vines, and then roll into the aclove that holds the Banana!

GOLDEN BANANA # 5:

In the lake area, go to the tunnel entrance that leads to Cranky's Lab. Next to it is a large hill, with a gate at the top. You'll need to use Diddy's popguns in order to activate the switch above it...come back as Lanky and use the Orangstand move in order to climb the slippery slope. Once inside the secret cave, Squawks will come and tell you about the pegs in the corner...use the Simian Slam to pound them into the ground and *POOF* Five deadly Zingers warp in and start bombing you! As if one wasn't dangerous enough on its own...quickly get on the opposite side of the room and destroy them using your grape shooter before they can fly over and send a few bombs your way. When they have been vanquished, a Golden Banana appears in the DK painting.

GOLDEN BANANA # 1:

In the neon cave that connects the DK door area to the lake section, you can open a gate using Diddy's popguns. Inside the small room, there is yet ANOTHER gate that can be opened using Tiny's feathers. Inside is a Bonus Barrel...

"Splish Splash Salvage!" You have 60 seconds to collect 10 underwater coins while avoiding a handful of Shuris. Pretty easy if you ask me...

GOLDEN BANANA # 2:

Near the giant boulder that can be found in the lake area, there is a tunnel that leads to a closed gate. The second Kasplat enemy holds a blue print you can turn in to Snide...

GOLDEN BANANA # 3:

In the same tunnel as before, shoot the two feather switches using Tiny's gun, and the wooden gate will lift. In one of the corners is a large, yellow object with a small hole at the front. Get inside of the nearby Tiny Barrel to activate the mini-monkey move, and go inside of the hole. Once inside, you'll have to activate a series of switches in order to open gates. At the end, after some banana collecting, is the Golden Banana!

GOLDEN BANANA # 4:

In the same open area as in # 3, there is a tree trunk in a corner...you can see a Banana through some bars, but there appears to be no way in. To solve this, jump into the Tiny Barrel to become small, then run around the tree to find a mushroom...jump on it, and you will spring high into the air! Maneuver yourself so you land on top of the trunk. Now, fall through the hole, and presto, another banana added to your counter!

GOLDEN BANANA # 5:

In the clearing that holds Cranky's Lab, you can find a Tiny Switch in one of the four corners. Slam it, and the gate on the banks of the lake in the main area will open! Take the "4" teleport pad to arrive out in the water, then simply swim there before time is up.

J U N G L E J A P E S

GOLDEN BANANA # 1:

In the lake area, you will find a large boulder. Pick it up, and throw it against the wall. A Golden Banana was inside!

GOLDEN BANANA # 2:

After crushing the boulder, do three Simian Slams on the large, blue "X" that was under it. It will crumble, revealing a large hole in the ground -- jump on in! You are now in a dark, damp underground tunnel. After crossing a thin path with flames on either side, you come to a large statue with pineapple switches for eyes. Shoot one with your gun, and several vines will come down, allowing you to swing to a Golden Banana on a far away pedestal.

GOLDEN BANANA # 3:

In the same underground cavern as # 2, shoot the second pineapple switch to cause a second set of vines to float down. Swing across, then defeat the Kasplat enemy to earn another blue print. Take it back to Snide for your reward.

GOLDEN BANANA # 4:

In the underground tunnels that lead to Cranky's Lab, you will find a large boulder. Lift it up to reveal a Chunky Switch. Stomp it, and the gate near Snide's HQ will lift, revealing a Banana! You only have a little over 30 seconds to collect it, so get going! You must jump into the water, swim to the number "3" teleport pad, warp to the top of the lake area, and run down the hill to the aclove as fast as you can!

GOLDEN BANANA # 5:

Near the large, blue "X" that leads to the underground tunnel there is a cave. Go inside, and at the end you will find a Chunky Barrel. Hop inside to be gigantified, and then leap into the Bonus Barrel above your head!

"Minecart Mayhem!" Your goal is to avoid another cart of TNT while going through a maze of tracks that criss-cross each other, and you can only slow down, speed up, and switch tracks...you are always going forward. The underlying rule is as thus: When it's on the inside, you had better be on the outside. When you're on the inside, it had better be on the outside! If it's about to change lanes, you change lanes as well! A very easy Banana to win if you follow that rule.

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CHAPTER 5) ANGRY AZTECS

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Angry Aztecs...a desolate desert world with blinding sand storms...dozens of temples built by the ancients litter the land, but their creators only exist in the past now...can you unlock their secrets?

NOTICE:

I use a few terms and expressions for this level that may be strange to you at first glance. Be sure to read the following definitions before consulting my help guides below.

Totem Pole -- In the last section, there is a gigantic pillar in the center. Since it has faces of various creatures on it, I thought it would be OK to call it a Totem Pole.

Llama Temple -- In the last area with the Totem Pole in the middle, this temple has the face of a Llama on its entrance.

The Palace -- In the first desert area, there is a large temple that has a dome at the top. Because of this dome, it looks like a palace.

Temple of Doors -- The big building near the Totem Pole that has five doors on its front side. When it is open, each door will lead a Kong to a different path!

Gong Tower -- Same area as the Totem Pole. Called so because you needed to activate four gongs in order to make it rise!

COLLECTING THE CROWN:

See Lanky's first Golden Banana (below, in the walkthrough) and the K. Rool Pad will appear.

***** 5-1: DONKEY KONG *****

A N G R Y A Z T E C S

COLLECTING THE BONGOS:

After you exit from the first tunnel, you will easily see Candy Kong's store. Go inside and buy the Bongos, along with an extra melon for your health meter! Now all the other characters have twice as much health, too.

COLLECTING THE "STRONG KONG":

After getting the Bongos, you'll need to have Diddy use his Guitar on the Guitar Switch which is on top of the Llama's cage (use the vines to reach it). When you do this, the way forward will open. Using Donkey, go inside. At the first intersection, go right and cross the narrow bridge to find Cranky's Lab. Buy the Strong Kong!

FREEING LANKY KONG:

In the last area (the one with the Totem Pole in the center), you will find a Donkey Pad in front of a Llama Temple. Use the pad, and you will be transported to a Barrel Blast Mini-game. When the cross-hairs are on the next barrel, quickly fire! When you finish, a cinema will show the previously captured Llama escape. When he does, several switches appear on the side of the Llama Temple -- the same temple you are standing in front of! Open it using your Coconut Cannon on the switch. Go inside...

You will see a gigantic chamber, and in the middle is a pool of lava. Go down the stairs, and make your way to the right-hand side of the room. Follow the yellow banana trail to a small antechamber that has a Bongo Pad -- step on it and play the Bongos! The music will turn the boiling magma into fresh, cool water. Take a dip, and swim through the hole at the bottom. You will see Lanky's prison cell! Shoot the switch next to it to free him. You may now select him the next time you find a Tag Barrel!

GOLDEN BANANA # 1:

The Llama gives it to you if you can free it. To free it, go to the last section (the section with the Totem Pole in the center). You will find a Donkey Pad in front of a Llama Temple. Use the pad, and you will be transported to a Barrel Blast Mini-game. When the cross-hairs are on the next barrel, quickly fire! When you finish, a cinema will show the previously captured Llama escape. Go get that Banana!

GOLDEN BANANA # 2:

Found in Lanky's prison cell (see "Freeing Lanky Kong", above).

GOLDEN BANANA # 3:

Inside the Llama Temple, you will find a Donkey Switch in one of the side rooms. Stomp on it, and a cinema will show a huge door outside, near the Totem Pole, open up. Go outside, and jump into the Donkey Barrel (which is next to the new cave) to activate the "Strong Kong" move, which basically makes you invulnerable to any and all dangers. Run across what used to be harmful sand, and you will find a Bonus Barrel at the end! Jump inside!

"Stealthy Snoop!" Basically, you have 50 seconds to carefully slide past

Kremlings with flashlights, and make it to the end before time runs out. You want to go right, right, and then left. The guard's movements are pre-set, so if you watch them carefully, you will be able to easily evade their light. Golden Banana is your prize!

GOLDEN BANANA # 4:

At the very start of the level, inside the tunnel, you will find two Coconut Switches. Blast them, and then hop inside the Donkey Barrel to become invincible. Run across the hot sand, collect the bananas and coins, then easily defeat the Kasplat for a Blue Print. Take it to Snide, who lives in the same area as the Totem Pole, and you get another Banana for your collection.

GOLDEN BANANA # 5:

Read "Opening the Temple of Doors" in Diddy's section. Then, use your coconut cannon to open Donkey's door, and go inside. After opening several doors, the Banana is yours! You then have a few seconds to escape before an unseen enemy shoots you to death!

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*****
*****          5-2: DIDDY KONG          *****
*****
                A N G R Y      A Z T E C S
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COLLECTING THE GUITAR:

After you exit from the first tunnel, you will easily see Candy Kong's store. Go inside and buy the Guitar, along with an extra melon for your health meter! Now all the other characters have twice as much health, too.

COLLECTING THE "ROCKETBARREL BOOST":

After getting the Guitar, you'll need to have Diddy use his Guitar on the Guitar Switch which is on top of the Llama's cage (use the vines to reach it). When you do this, the way forward will open. Go inside. At the first intersection, go right and cross the narrow bridge to find Cranky's Lab. Buy the Rocketbarrel Boost!

FREEING TINY KONG:

Go to The Palace (near Candy Kong), and go through the left side, then shoot the peanut switch to open the entrance. Inside, a huge ice sheet meets your eye. To the right of it is a Diddy Switch, so activate it. The cinema shows several monkey head statues sticking their tongues out! Use your high jump move (Z + A) to reach them. Once you reach a solid

ledge, use the first person view to look across the chasm, and you will spot a peanut switch. Shoot it, and the monkey head across from you will stick out its tongue. Hold down 'R' to keep the camera behind you, and then run across. Play the Guitar on the music pad, and a beam of light will pierce the ice and melt it! Leap down and into the water, following the trails of red bananas. After avoiding a Shuri, you find yourself in a room with Tiny's holding cell. Defeat all of the enemies at your leisure, then use the Chimp Charge on the Diddy Switch. Now you must put in a secret password by activating the various switches...the password is "K O N G"...pretty simple, eh? Tiny is now free!

OPENING THE TEMPLE OF DOORS:

Near the Totem Pole is a Diddy Barrel -- get inside to activate your rocket pack, and fly to the top of the Temple of Doors. Use the Simian Slam to activate the Diddy Switch, and a cinema will show the Totem Pole start to move around and around with its face open! It screams, "Feed me!" If you haven't figured it out by now, you must get in front of it (preferably on a tree) and shoot peanuts into its mouth. When you do this enough, the Temple of Doors will become open!

GOLDEN BANANA # 1:

In the area with the large totem pole in the middle, use Diddy's Rocketbarrel Boost and fly through the large, golden circle that is situated at the top of said totem. Do this three times (you should hear a chime each time), a cinema will show a vulture come out of a hole and land near the Diddy Barrel. Go there, and he will challenge you to a mini-game! The goal is to fly through the rings he leaves behind. Simple enough, if you ask me. When you have done this rather remedial task, a Golden Banana will appear at the top of the totem.

GOLDEN BANANA # 2:

In the area with Candy Kong, go near The Palace, and climb the palm tree near it. At the top is a Diddy Barrel! Hop in and rocket your way to the top of The Palace, where a Kasplat hides. Hover in place by pressing 'Z', then plaster him with peanuts before he knows you're even there. A Blue Print is your only reward...take it back to Snide, who lives near the Totem Pole, for a Golden Banana.

GOLDEN BANANA # 3:

Found in Tiny's holding cell.

GOLDEN BANANA # 4:

Near the Totem Pole, there is a large plateau with four gongs, one situated in each corner. Use the Chimp Charge to ring them. When all have been activated, a huge building will arise -- Gong Tower! Backtrack

to the Diddy Barrel, then use your flying prowess to retrieve the Golden Banana at the top of the tower.

GOLDEN BANANA # 5:

Read "Opening the Temple of Doors" in this section. Then, use your peanut popguns to open Diddy's door, and go inside. Simply keep shooting the switches inside, and you will eventually stumble onto the Banana. You then have a few seconds to escape before an unseen enemy shoots you to death!

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*****
*****          5-3: LANKY KONG          *****
*****
                A N G R Y      A Z T E C S
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COLLECTING THE "ORANGSTAND":

Near Cranky's lab, you will be able to find four Banana Coins. After collecting them, go inside the lab and buy the Orangstand! It allows you to go up slippery slopes.

COLLECTING THE GRAPE SHOOTER:

Next to the Armory (which is in the Totem Pole area) are a lot of coins. Once collected, go inside and buy the Grape Shooter from ol'e Funky!

COLLECTING THE TROMBONE:

Next to the Armory (which is in the Totem Pole area) are a lot of coins. Once collected, go inside of Candy's hut and buy the Trombone!

GOLDEN BANANA # 1:

Open up The Palace using your Grape Shooter (near Candy Kong). Inside, dive into the water and follow the trail of blue bananas. Jump up onto the pillar, and activate the switch, which will cause a vulture carrying a Golden Banana to pop out! Take aim, and shoot a grape at the feathered freak. Each time you hit it, he goes faster and becomes smaller. After many hits, he drops that darned banana!

GOLDEN BANANA # 2:

Open up the Llama Temple and go inside. On the left-hand side of the room is a small antechamber containing a Trombone Pad! Play your instrument on it, and two giant snake heads will arise from the water

and meet nose-to-nose. Return there, and use the Orangstand move to go up the slippery sides. In the middle, jump up into the Bonus Barrel!

"Teetering Turtle Trouble!" The object is to feed the snakes melons so they won't get weak and drop the turtles spinning on their tails. Simply feed each row as fast as you can, and you shouldn't have any problems.

GOLDEN BANANA # 3:

In the Llama Temple, there is a wooden door with a grape switch next to it. Shoot it, then go inside. Destroy both Kremlings, then step onto the Lanky Switch to begin a puzzle. You must match each head's sound effect with another. There are four yellows, four greens, four reds, and four blues. Each color has two sounds -- so you will ALWAYS have a match of two colors. You will never have a blue and a red match. You can only have a blue and a blue match. So, with this knowledge, shoot two of the same color, and keep doing so until they are all matched up (when they are matched up, they will begin to spin). At the end, a Banana is yours!

GOLDEN BANANA # 4:

In the Llama's Temple, use the Bananaport Pad # 2 to warp to a lava area with Kasplat. Destroy him, and collect the Blue Print he leaves behind. If the # 2 doesn't work, then consult Tiny's "Golden Banana # 3" for information on where the second # 2 pad is.

GOLDEN BANANA # 5:

Open up the Temple of Doors using Lanky, and go inside. Destroy the various doors, balloons, and Klumps, and you will eventually reach a Bonus Barrel!

"Big Bug Bash!" Your goal is to destroy five flies within the allotted time. More random luck than anything if you ask me.

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*****
*****          5-4: TINY KONG          *****
*****
                A N G R Y      A Z T E C S
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COLLECTING THE "MINI MONKEY":

In the tunnel that holds Cranky's lab, you should be able to find many banana coins. Use them to pay for the "Mini Monkey" move!

COLLECTING THE FEATHER BOW:

Next to the Donkey Barrel (which is in the Totem Pole area) are a lot of coins. Once collected, go inside the Armory and buy the Feather Bow from ol'e Funky!

COLLECTING THE SAXOPHONE:

Near Candy's Hut are a group of Banana Coins. Collect them, then use them to pay off for your Saxophone!

GOLDEN BANANA # 1:

In the tunnel that contains Cranky's Lab, there is a Kasplat roaming around. Kill it with a few well placed oranges, and then retrieve the Blue Print it drops. Take this back to Snide, whom lives near the Totem Pole, for your just desserts.

GOLDEN BANANA # 2:

Open up The Palace (near Candy Kong), and jump into the Tiny Barrel to become, er, tiny! Quickly drop down into the water, and swim through the very small crack at the bottom (there will be a purple banana behind it). At the end, you will be forced to fight off several Klaptraps. When they have been vanquished, another Banana shall be yours!

GOLDEN BANANA # 3:

In the Llama Temple, go to the left-hand side of the room, and you will find a trail of purple bananas going into a small pipe. Use the nearby Tiny Barrel to become almost microscopic in size, then run through the pipe. Become large again (Z + C Left). Step on the number 2 Bananaport pad, then activate the switch to cause platforms to appear out in the lava. Continue crossing platforms and activating switches until you collect the Golden Banana!

GOLDEN BANANA # 4:

Open up the Temple of Doors, and just keep shooting switches until you find the Golden Banana at the end!

GOLDEN BANANA # 5:

Go up to the Gong Tower. Use the Tiny Barrel to become small, then run up the stairs and play the Saxophone on the music pad. Squawks will come by and lift you up, then drop you at the top of the tower. Since you are small, you can fit through the small hole.

OUCH! Talk about a difficult mini-game! This one is so challenging, most of you will probably give up in frustration. The objective is to race

against a giant spider on a slide course that gives a big nod to the penguin race in Mario 64. The only difference is, though, is that you must collect 50 coins while beating him!

Now, when you reach the end, you will come to a flat, level area and must run the last few feet of the course. Even if you are ahead of the spider at this point, there's no guarantee you'll win, because this baby can run nearly twice your speed! To counteract this, you must pass him almost as soon as the race begins. So while racing, you must do these things: (1) Go as fast as you can (2) Collect as many coins as you can (3) Try not to fall off the areas where there are no guardrails. Easier said than done, eh?

One last tip...if you have 50 coins...you're running at the end...and the spider is RIGHT behind you, there is a bit of a way to come out on top. You'll have to make it so the spider pushes you forward...but he'll try to go around, so you'll need to watch his movements carefully.

After many, many sessions, you should be able to do this. If not, it's no big deal -- just one, single, GOLDEN Banana...

***UPDATE: It has come to my attention that it is possible to trip up the scarab at the start of the race. I tested it out to confirm this, and it is true. Immediately, do a roll attack to the ugly bug, and he will be set back several seconds, giving you much more time and making this race much more easy. Thanks goes out to the MANY people who told me about this.

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*****          5-5: CHUNKY KONG          *****
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A N G R Y A Z T E C S

GOLDEN BANANA # 1:

At the very start of the level, shoot the two pineapple switches with your gun to open the secret door. Once inside, you see four pads on the ground with symbols on them, along with four vases that have symbols on them as well. Simply pick a vase up, take it to the matching pad, and lay it down by pressing 'Z'! Before doing this, however, you will want to shoot the groups of Zingers flying around, otherwise they'll disturb you.

When each vase is on its corresponding pad, the Banana is yours!

GOLDEN BANANA # 2:

In the area with Candy's Shop, shoot a pineapple at the pineapple switch and go inside The Palace. Run down the staircase to your left, and you will find two Klobbers. Throw an orange at them, then play your Triangle on the music pad. Once inside, fast paced music will begin and you will do battle with wave after wave of Klaptraps! If you can survive the

onslaught, another Golden Banana is yours for the keeping.

GOLDEN BANANA # 3:

In the tunnel that connects the first desert section to the Totem Pole area, you will note a large cage with a Bonus Barrel inside. Jump into the Chunky Barrel to become gigantified, run back to the large boulder and pick it up, then jump on top of the large stone plate in the middle of the tunnel. Lay down the boulder ('Z' button) so the plate stays down. Return to the cage and you will find that it is now up! Return to your normal self and jump inside the Bonus Barrel.

"Busty Barrel Barrage!" You are sitting stationary in the center of the screen and can not move, you can only swivel on your axis. Four Kremlings will warp in from each side of you and run towards you...your objective is to not be hit a single time with a 60 second time period! To do this, you must rotate the control stick while tapping on the 'B' button, this way you will fire your pineapple launcher at a furious speed, and not one Kremling should be able to make it through. Good luck!

GOLDEN BANANA # 4:

Shoot the last switch on the Temple of Doors, and go inside of Chunky's specialized section. After tripping various switches and avoiding pairs of Klobbers, you will come upon a Kasplat enemy! Another blue print to give to Snide...

GOLDEN BANANA # 5:

At the end of Chunky's section in the Temple of Doors, you will find a Bonus Barrel!

"Kremling Kosh!" You must shoot 18 Kremlings in under 60 seconds! This is like a twisted version of "Bop the Mole" that you usually see at carnivals, except with a melon cannon. Since the Kremlings pop up very fast in this game, you can just randomly rotate the stick around while tapping 'B' and still win easily. Later in the game, though, you won't be so lucky...

CHAPTER 6) FRANTIC FACTORY

A rusted out factory that has long been burnt out, its metallic creations still roam its empty halls, looking for a target to destroy. A plethora of strange machinery and obstacles can be found at every turn...if someone could find the main power switch, the entire factory would come to life again...

***** 6-0: STAGE STUFF *****

F R A N T I C F A C T O R Y

RESCUING CHUNKY KONG:

From the entrance of the world, go straight ahead and activate the switch to open the large, metallic door. Then go to it, and climb down the post inside (or just fall to save time). At the bottom, follow the corridor to the "Production Room." Circle around to find the "Storage Room." Boom shakaklaka! Chunky's rusty cage hangs overhead. Use the DK Barrel to change into Lanky, then use his Orangstand move to walk up the steep pipe nearby, and activate the Lanky Switch there to cause Chunky's cage to fall, freeing him!

GETTING CHUNKY'S STUFF:

Go into the two previous worlds and collect coins, then go to Funky's, Cranky's, and Candy's to collect all of Chunky's items -- his Pineapple Launcher, Triangle, etc.

REACHING SNIDE'S HQ:

At the very entrance to the world, turn right and you will find a corridor with a gate! To get past this, go to the "Storage Room" (where Chunky's cage is) and activate the gray switch near the boxes. Then, past the gate, climb the post to reach the "Testing Dept.." Turn left, go down the post, and you are at Snide's HQ. Be sure to activate the # 3 bananaport, so you can warp here from the entrance very easily.

REACHING CRANKY'S LAB / CANDY'S STORE:

In the "Storage Room" (where you got Cranky) there is a pile of boxes to the side. Climb these, and go through the tunnel at the top. Voila!

ACTIVATING DK'S ARCADE CABINET:

In the "Storage Room" (the same chamber you get Chunky) there is a Donkey pad in near where Chunky's cage used to be. Use it, and you will be transported to a blasting barrel course. Collect the various bananas, and at the end, shoot through the small ring to go through a detour. Then, blast through the DK symbol to cause a switch to appear in front of the DK cabinet!

COLLECTING THE CROWN:

In the "R & D" room, one of the side areas leads to a lever and Tiny Barrel. Use Donkey's gorilla grab move to activate the switch, which will uncover the K. Rool Pad. Go there, and then survive against a reappearing Kasplat & group of regular Kremlings in order to win the Crown for Frantic Factory!

FUNKY'S NEW SPECIAL:

In the "Testing Dept." area, Funky will give you a new ammunition belt, which will allow all Kongs to carry more rounds for their guns. You only need to have one Kong buy it to affect everyone, thankfully.

ACTIVATING THE FACTORY'S GENERATOR:

Do all of this as Donkey Kong. Read "Finding Snide's HQ" in this section to reach the "Testing Dept.." Turn right, and you will see a huge tower of blocks. Nearby is a door that reads "R & D." Go inside, follow the path, and you find a circular chamber with many side areas. One of them leads to a hole that you can fall down. Do so, and you find a house with "High voltage" warnings on it. Shoot the coconut switch to open it, and go inside. Pull the lever using the gorilla grab move, and the entire factory will come to life.

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*****  
*****      6-1: DONKEY KONG      *****  
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F R A N T I C F A C T O R Y

COLLECTING THE "GORILLA GRAB":

Go to Cranky's Lab (see section 6-0 for its location) and buy the "Gorilla Grab" for Donkey, which allows you to pull those red levers you've see around the world.

GOLDEN BANANA # 1:

In the "Storage Room" (the same area with Chunky's cage), there is a corridor that branches off that contains a Kasplat enemy and a post. Ignore the enemy, and climb the post. Follow the hallway above to find the DK Arcade Cabinet! To make a lever appear, see section 6-0. To activate the lever itself, use the gorilla grab move. Win the game for the first time to receive this difficult Golden Banana <for any information concerning the DK Arcade game itself, see the Frequently Asked Questions chapter>.

GOLDEN BANANA # 2:

In the "Testing Dept." area (read section 6-0 on how to find Snide's HQ), there are blocks against the wall, and every few moments one of their pieces will go up, allowing you into the alcoves above. One of them, however, leads to a corridor! At the end of it is a huge number board, but all the numbers are upside down due to the camera angle. Activate the switch to light them up, then activate all the numbers, from one to 16. Remember: a 6 is a 9, and a 9 is a 6. Complete this puzzle within the allotted time, and a Golden Banana is yours.

GOLDEN BANANA # 3:

Do all of this as Donkey Kong. Read "Finding Snide's HQ" in section 6-0 to reach the "Testing Dept.." Turn right, and you will see a huge tower of blocks. Nearby is a door that reads "R & D." Go inside, follow the path, and you find a circular chamber with many side areas. One of them leads to a hole that you can fall down. Do so, and you find a house with "High voltage" warnings on it. Shoot the coconut switch to open it, and go inside. Pull the lever using the gorilla grab move, and the entire factory will come to life. You then receive a Golden Banana!

GOLDEN BANANA # 4:

Once the factory's generator is on (see section 6-0), proceed to the Production Room, and at the very base of the huge, cylindrical machine there is a door. Go inside, and there will be HUGE pieces of machinery that will attempt to smash you and set you on fire as well. Quickly leap into the nearby Donkey Barrel, then run through the short obstacle course, collecting the Golden Banana at the end.

GOLDEN BANANA # 5:

Once the factory generator has been turned on (see section 6-0), proceed to the "Production Room", and go to the Lanky switch, and activate it using your simian slam. Way, wayyyyyy above, Lanky's final Golden Banana will appear. To get at it, go to the Lanky switch, and climb on the platform that goes up and down. From now on, hold the "R" button so the camera stays behind you, this way you won't fall off the thin bridges. Go to the central platform, climb the ladder, and make your way through the fan blades, and quickly leap onto the spinning cylinders. If they're going too fast, simply wait for them to slow down. Run up the ramps, and wait for the huge, rotating fans of the machine get to you. When they do, make a desperate leap towards them, and you will be carried to a thin platform with a DK Barrel & the # 4 bananaport pad, meaning if you fall off the obstacle course you can quickly get back up via the pad on the floor.

Keep going, and jump onto the rising/falling platformers. When you see conveyor belts with red lights around them, ignore them and take the path below. After this it's the dreaded, spinning cogs. Quickly run, leap, and float across. Then, look on the platform below, and yes, there it is, Donkey's Kasplat enemy! Play your instrument to kill him from afar, and then leap to his platform to collect the blue print. Take it to Snide (see section 6-0) for your reward.

***** 6-2: DIDDY KONG *****

F R A N T I C F A C T O R Y

COLLECTING THE "SIMIAN SPRING ":

Go to Cranky's Lab (see section 6-0 for its location) and buy the "Simian Spring" for Diddy, which enables you to leap great distances when you stand on a Diddy Pad.

GOLDEN BANANA # 1:

In the "Production Room", there is a Red Kasplat enemy wandering about. Defeat him to collect the blue print, and take it to Snide (see 6-0 on how to find Snide's HQ).

GOLDEN BANANA # 2:

In section 6-0, read about how to reach Snide's HQ, and you will pass into the "Testing Dept.." Once inside, turn right to reach a huge tower made of toy blocks. Around the other side is a Diddy pad, so use your simian spring move to collect bananas while going to the top. When you reach the peak, a bonus barrel lies in wait.

"Peril Path Panic!" You must knock out the klaptraps with melons so the fairies passing by don't get eaten...reminds me of the twinklie mini-game in Banjo-Kazooie. Anyways, a Golden Banana is your prize.

GOLDEN BANANA # 3:

Do all of this as Diddy Kong already selected. Read "Finding Snide's HQ" in section 6-0 to reach the "Testing Dept.." Turn right, and you will see a huge tower of blocks. Nearby is a door that reads "R & D." Go inside, follow the path, and you find a circular chamber with many side areas. One of them leads to a hole that you can fall down. Do so, and you find a house with "High voltage" warnings on it. Activate the Diddy switch, then swing across the vines to the bonus barrel that appears.

"Beaver Bother!" You are a klaptrap, and must horde all of the gnawties into the hole in the center of the arena. This is a really hard sub-game, but it doesn't require skill at all, it just takes pure, random luck. Hopefully, the luck is on your side today.

GOLDEN BANANA # 4:

In the "R & D" room, one of the side-paths lead to a glass panel with a guitar pad. Play Diddy's guitar on it to make the glass slide away, and go inside.

You will see four colored blocks: 1, 2, 3, and 4. There are three doors, and they each have a combination on them. By entering each combination, said door will open, and unleash several enemies upon you. By defeating them, the door will be "solved." Solve all three doors -- the enemies steadily getting more difficult -- and a banana is yours.

Tip: When you receive infinite peanuts to kill the buzzes, use them to blow up the three banana balloons in the air. This is a great way to conserve ammunition!

GOLDEN BANANA # 5:

Once the factory generator has been turned on (see section 6-0), proceed to the "Production Room", and go to the Diddy switch, and activate it using your simian slam. Way, wayyyyyy above, Diddy's final Golden Banana will appear. To get at it, go to the Lanky switch, and climb on the platform that goes up and down. From now on, hold the "R" button so the camera stays behind you, this way you won't fall off the thin bridges. Go to the central platform, climb the ladder, and make your way through the fan blades, and quickly leap onto the spinning cylinders. If they're going too fast, simply wait for them to slow down. Run up the ramps, and wait for the huge, rotating fans of the machine get to you. When they do, make a desperate leap towards them, and you will be carried to a thin platform with a DK Barrel & the # 4 bananaport pad, meaning if you fall off the obstacle course you can quickly get back up via the pad on the floor.

Keep going, and jump onto the rising/falling platformers. When you see conveyor belts with red lights around them, ignore them and take the path below. After this it's the dreaded, spinning cogs. Quickly run, leap, and float across. Then perform the simian spring on the Diddy pad to receive your just desserts.

***** 6-3: LANKY KONG *****

F R A N T I C F A C T O R Y

COLLECTING THE "BABOON BALLOON":

Go to Cranky's Lab (see section 6-0 for its location) and buy the "Baboon Balloon" for Lanky, which allows you to float straight up into the air for several moments when you stand on a Lanky pad.

GOLDEN BANANA # 1:

Read section 6-0 on how to reach Snide's HQ, and while you do, you will

pass through the "Testing Dept.." Turn right to see a huge tower of toy blocks, and climb the stairs near them. You will find a Lanky Pad -- use the baboon balloon move to reach the nearby bonus barrel!

"Batty Barrel Bandit!" Match three bananas in the slot machine before time expires. Time it so you know what item comes before the banana, and then tap the button when you see that item.

GOLDEN BANANA # 2:

You get this after freeing Chunky Kong.

GOLDEN BANANA # 3:

In the "R & D" room, there is a blue Kasplat wandering around. Kill him, take the blue print back to Snide, and receive your prize!

GOLDEN BANANA # 4:

In the "R & D" room, there is a side path that leads to a trombone switch. Play Lanky's instrument to open the glass, then go inside to find Rareware's twisted version of the organ! Basically, each time a kremling pops out of a barrel, it burps, and the color of the barrel determines the pitch of the burp. You must play back the pitch each time using color coded keys & letters.

Basically, put in the following combination each time, and you will receive a Golden Banana.

C B C D E C A

GOLDEN BANANA # 5:

Once the factory generator has been turned on (see section 6-0), proceed to the "Production Room", and go to the Lanky switch, and activate it using your simian slam. Way, wayyyyyy above, Lanky's final Golden Banana will appear. To get at it, go to the Lanky switch, and climb on the platform that goes up and down. From now on, hold the "R" button so the camera stays behind you, this way you won't fall off the thin bridges. Go to the central platform, climb the ladder, and make your way through the fan blades, and quickly leap onto the spinning cylinders. If they're going too fast, simply wait for them to slow down. Run up the ramps, and wait for the huge, rotating fans of the machine get to you. When they do, make a desperate leap towards them, and you will be carried to a thin platform with a DK Barrel & the # 4 banana port pad, meaning if you fall off the obstacle course you can quickly get back up via the pad on the floor.

Keep going, and jump onto the rising/falling platformers. When you see conveyor belts with red lights around them, ignore them and take the path below. After this it's the dreaded, spinning cogs. Quickly run, leap, and float across. Then, use your Orangstand to move up the

insanely thin pipe, collecting the blue banana bunches, and finally, your beloved, Golden Banana...

***** 6-4: TINY KONG *****

F R A N T I C F A C T O R Y

COLLECTING THE "PONYTAIL WHIRL":

Go to Cranky's Lab (see section 6-0 for its location) and buy the "Ponytail Whirl" for Tiny, which allows you to glide several yards for a short period of time, just like Dixie Kong in DKC 2 & 3.

GOLDEN BANANA # 1:

In the "Production Room" (the same place you got Chunky), there is a corridor that branches off, that contains a purple Kasplat! Defeat it, then take its blue print to Snide (for Snide's HQ, see section 6-0).

GOLDEN BANANA # 2:

After defeating the purple Kasplat (see the above banana), climb the post above it, to appear in the DK Arcade room. Jump inside the Tiny Barrel to become small, then use your super leaps ('Z' + 'A') to get on top of the boxes against the side of the room. At the top is a small hole, so go inside, and you automatically collect the Golden Banana inside.

GOLDEN BANANA # 3:

In section 6-0, read about how to find Snide's HQ, and when you do, you will pass into the "Testing Dept.." Turn right and you will see a tower of blocks. Behind it, go up the stairs, and leap into the Tiny Barrel to become small, and run through the teeny hole you see. Here, smash the switch, and the wheel will start to spin. You must shoot the item on the wheel that corresponds to the image to the right, and the menu on the left shows how many items you have left. The wheel gradually gets faster, and hence harder to hit correctly. When all items have been hit, the Golden Banana is yours.

GOLDEN BANANA # 4:

Once the factory generator has been turned on (see section 6-0), proceed to the "Production Room." Go to the Lanky switch, and climb on the platform that goes up and down. From now on, hold the "R" button so the camera stays behind you, this way you won't fall off the thin bridges.

Go to the central platform, climb the ladder, and make your way through the fan blades, and quickly leap onto the spinning cylinders. If they're going too fast, simply wait for them to slow down. Run up the ramps, and wait for the huge, rotating fans of the machine get to you. When they do, make a desperate leap towards them, and you will be carried to a thin platform with a DK Barrel & the # 4 bananaport pad, meaning if you fall off the obstacle course you can quickly get back up via the pad on the floor.

Keep going, and jump onto the rising/falling platformers. When you see conveyor belts with red lights around them, leap onto them. They are going so fast you have to jump continuously to keep from falling off. At the end there is a chasm, and across it you can see a bonus barrel. Take a running leap, and perform a great ponytail whirl to get at it.

"Krazy Kong Klamour!" You have to shoot the golden banana using your melon cannon, but if you shoot one of the five Kongs, it's all over! Each time you shoot the banana, the lights will go out, and then when they come back on, everything will be shifted, and you have only moments to relocate the banana and shoot it. Cool idea, to be sure...you have 60 seconds to hit the banana 10 times. Are ya up to it?

GOLDEN BANANA # 5:

In the "R & D" room, one of the side-paths lead to a small hole and a lever. Leap into the Tiny Barrel to become a mini-monkey, and then go through a series of small holes to arrive at...

Oh, baby -- pinch me, I'm dreaming! It's that sweet car sub-game with the snazzy music! You have to collect 10 coins AND beat the competition to get the Golden Banana. There are three lanes, and you can change by using the analog stick, and accelerate by holding Z. If the other racer gets in front of you, tap B to unleash one of your missiles (a total of three -- don't waste them). If you go through one of the DK symbols, you will gain speed, and if you hit a TNT barrel (which is moving on a cart of its own), you not only lose speed, but you lose three coins!

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*****          6-5: CHUNKY KONG          *****
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F R A N T I C F A C T O R Y

COLLECTING THE "HUNKY CHUNKY":

Go to Cranky's Lab (see section 6-0 for its location) and buy the "Hunky Chunky" for Chunky, which allows you to become really huge, and practically invincible, when you enter a Chunky Barrel.

COLLECTING THE "PRIMATE PUNCH":

Go to Cranky's Lab (see section 6-0 for its location) and buy the "Primate Punch" for Chunky, which allows you to perform an ultra punch,

enabling you to break down gates, doors, and other such obstructions.

GOLDEN BANANA # 1:

In the "Storage Room" (the same area with Chunky's Cage), you will find a large gate blocking one of the corridors out. Use the primate punch on it, and then go inside. In a corner is a "?" crate -- do a simian slam on it to break it open, revealing a switch. Activate it, and a Golden Banana will be revealed above. Now, use your primate punch on the chunky switch that is embedded in the wall to cause the platforms to move up and down. Now it is a simple process of jumping from them to the banana!

GOLDEN BANANA # 2:

In the "Storage Room" (the same area with Chunky's Cage), there is a corridor that has a Kasplat in it. Ignore it, and climb the nearby post. Follow the hallway, and you come to a metal gate. Knock it down with your primate punch, and then leap inside the bonus barrel.

"Stash Snatch!" You have to run through a maze and collect a bunch of coins, then get to the finish line before the time limit. This should be a breeze...

GOLDEN BANANA # 3:

At the very entrance to the world, turn right and you will find a corridor with a gate! To get past this, go to the "Storage Room" (where Chunky's cage is) and activate the gray switch near the boxes. Then, past the gate, climb the post to reach the "Testing Dept.." Turn right, and inside, destroy the green Kasplat, then go and give it to Snide (see section 6-0).

GOLDEN BANANA # 4:

In the "R & D" room, there is a side path that leads to a metal gate. Bust it down using the primate punch, and then play Chunky's instrument on the Triangle Pad. The glass door slides away, and you see a treasure chest with a switch on it. Perform another primate punch, and it will continually spit out enemies. Keep fighting, and eventually the chest will explode, sending half-a-dozen or so enemies out at once. In classic Power Rangers fashion, they join up to form a gigantic toy monster!

Luckily, a Chunky Barrel has appeared, so motor over there, get inside, and proceed to bash that pathetic excuse for a sub-boss into next year. A Golden Banana is your reward.

GOLDEN BANANA # 5:

Once the factory generator has been turned on (see section 6-0), proceed to the "Production Room", and go to the Chunky switch, and activate it

using your simian slam. Way, wayyyyyy above, Chunky's final Golden Banana will appear, and you have only 99 seconds to get it. Go to the Lanky switch, and climb on the platform that goes up and down. From now on, hold the "R" button so the camera stays behind you, this way you won't fall off the thin bridges. Go to the central platform, climb the ladder, and make your way through the fan blades, and quickly leap onto the spinning cylinders. If they're going too fast, simply wait for them to slow down. Run up the ramps, and wait for the huge, rotating fans of the machine get to you. When they do, make a desperate leap towards them. Once aboard, go to the large machine they are connected to -- in the center of the room -- and wait for the platform to go up so you can receive Chunky's final Golden Banana!

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CHAPTER 7) GLOOMY GALLEON
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K. Rool's armada of ships still remain long after Donkey Kong Country 2, rotting away to oblivion. A myriad of strange and exotic enemies can be found in the deep water sections, along with the most tricky puzzles you will see for quite some time.

***** 7-0: STAGE STUFF *****

G L O O M Y G A L L E O N

TERMINOLOGY:

Dry ship area -- From the entrance, go straight ahead, and you will find a huge cavern filled with sand and several ships embedded into the ground. It contains Cranky's Lab.

Main Caves -- The long system of caves you start the level in.

Lighthouse Area -- The place with the big lighthouse.

Sunken Ship Area -- the place with the huge amount of sunken ship debris riddling the seafloor.

Lighthouse Island -- The physical landmass where the lighthouse is located; many switches, pads, and barrels are located here. To reach this area, either raise the water level, or warp there via the bananaport pads.

Algae Tunnel -- The tunnel in the sunken ship area that is covered in, obviously, algae.

SWIMMING TIPS:

Collecting the numerous strings of items while swimming can oftentimes be a frustrating experience. To lessen the effect, always remember that holding "R" centers the camera behind your character, and holding "Z"

will work as a brake, allowing you to stop the "drift" effect that seems so common everytime you stop.

CANDY'S UPGRADE:

Of course, this upgrade does absolutely nothing useful...but I had to mention it, because someone would nag me about it anyway.

OPENING THE ALGAE TUNNEL:

Below the tunnel itself is a large, sunken ship with a DK Barrel and an animal crate. Use Lanky to become Enguarde, and then use him to leap high out of the water, and through the DK Symbol three times to open the gate.

RAISING / LOWERING THE WATER LEVEL:

By following these simple steps, you can lower or raise the water level of the entire world. Although, it was done much better in Mario 64, and it's sad they had to even implement something like this in their own water world. Oh well...

1. Become Lanky.
2. Go to the lighthouse area.
3. Become Enguarde by swimming into the animal crate
4. Pierce the "^" or "V" switch that is located on the mass of rock the lighthouse is attached to, while underwater.

TURNING ON THE LIGHTHOUSE:

As Donkey Kong, go to lighthouse island, and stomp on the Donkey switch using your simian slam move. The door will open, so climb the ladder and go inside. Climb the second latter, and you come to a large, thin tower, with platforms spiraling up the side, every other one going in and out every few seconds. Super Mario 64 -- Whomp's Fortress...anybody? Anybody at all? Regardless of this blatant rip-off ;) continue to climb. At the very top of it all is a switch. Use your gorilla grab move to operate it, and *BOOM* the lighthouse will start up again.

COLLECTING THE CROWN:

In the dry ship area, one of the ship entrances is covered by a large, metal gate. Use Chunky's primate punch to knock it down, then use the K. Rool Pad to be warped to the battle arena. Here, you simply have to stay alive against four krittters for 60 seconds. Easy stuff, easy stuff...

***** 7-1: DONKEY KONG *****

G L O O M Y G A L L E O N

GOLDEN BANANA # 1:

In the wrecked ship area, swim to Funky's Armory, and slightly beyond that, you will see a tower like structure sticking above the water, with several music pads on it. Find Donkey's corresponding music pad, and play your bongos on it to open a small door in the large ship in the middle of this entire region. Quickly swim to it before the gate can shut (60 seconds is all you get), and you're inside another area with Glimmer!

Here, swim around and collect the numerous bananas. In one small prison cell (this must have been a prison block when the ship was operational) you will find a Bonus Barrel...

"Krazy Kong Klamour!" You have to shoot the golden banana using your melon cannon, but if you shoot one of the five Kongs, it's all over! Each time you shoot the banana, the lights will go out, and then when they come back on, everything will be shifted, and you have only moments to relocate the banana and shoot it. Cool idea, to be sure...are ya up to it?

GOLDEN BANANA # 2:

Go to lighthouse island, and stomp on the Donkey switch using your simian slam move. The door will open, so climb the ladder and go inside. Climb the second latter, and you come to a large, thin tower, with platforms spiraling up the side, every other one going in and out every few seconds. Super Mario 64 -- Whomp's Fortress...anybody? Anybody at all? Regardless of this blatant rip-off ;) continue to climb. At the very top of it all is a switch. Use your gorilla grab move to operate it, and *BOOM* The lighthouse will start up again, and you get a nice, shiny Golden Banana.

GOLDEN BANANA # 3:

On lighthouse island, there is a Donkey pad, so step on it and tap "Z" to be placed in a blasting barrel sub-game. Here's the sequence of barrels to complete it:

1. Bottom.
2. Right-hand side.
3. Only one choice.
4. Only one choice.

5. here we have a barrel that turns a complete 360. When you see the barrel with its open end facing you, there will be one immediately to the left, pointing right. Shoot into this one (it has a banana medal in front of it)!

6. Only one choice.

7. The end!

With this done, you will see a cinema of a seal being freed from his cage. Backtrack to the sunken ship section, and you will find him on a floating piece of wood. He rewards your good deed with a nice, Golden Banana...sheesh, all of this talk about bananas is making me hungry!

GOLDEN BANANA # 4:

After collecting Golden Banana # 3, the same seal offers to take you on in a motorboat mini-game. To take part, jump through the hole behind the seal...

How much fun can you have with a motorboat and a monkey? A lot, apparently! You have to go through gates, and if you miss more than five, you're out of the race. To get the Golden Banana you have to: (1) Beat the seal (2) Collect 10 coins (3) Pass through most of the gates. Be on a watch out for the floating, exploding crates, as they will slow you down and steal three coins from you at the same time!

Strategy, strategy...well, in all honesty, there isn't much to it. If you keep at it, and don't let up, you should be able to overcome the seal. Then, near the start of the second lap, he will come and whizz past you. Don't worry, though. Keep your gate record spotless, and at the very end, ignore the gates and take all the turns very sharply, allowing you to go much faster than before. As long as you don't miss five gates while doing this, you'll be fine, and another Golden Banana will be added to your total.

GOLDEN BANANA # 5:

After collecting Diddy Kong's Golden Banana # 4, the # 4 bananaport pad will appear on the stack of coins. The other # 4 bananaport pad is outside the algae tunnel, on the surface of a water, on a piece of wood. Using Donkey Kong, warp to the golden stack of coins, and kill the yellow Kasplat there, and take it back to Snide.

***** 7-2: DIDDY KONG *****

G L O O M Y G A L L E O N

GOLDEN BANANA # 1:

In the wrecked ship area, swim to Funky's Armory, and slightly beyond that, you will see a tower like structure sticking above the water, with several music pads on it. Find Diddy's corresponding music pad, and play your guitar on it to open a small door in the large ship in the middle of this entire region. Quickly swim to it before the gate can shut (60 seconds is all you get), and you're inside another area with Glimmer! Avoid the crafty puftup by swimming around, and then go right into the Bonus Barrel.

"Splish Splash Salvage!" Eight coins in 60 seconds, eh? There are seven coins in the water, but the final one is up in the air. Ignore it for now, and dive to the bottom and collect all the ones on the side, and then the middle. The two near the metallic ring can be hard, due to the fact the camera angle greatly undermines their position. When all seven are gathered, several vines will emerge at the top of the barrel, so quickly swim up, get on one, and swing to the final coin!

GOLDEN BANANA # 2:

After rising the water level and turning on the lighthouse, use the Diddy Barrel on lighthouse island to be able to fly around. Use your jetpacks to carefully land on K. Rool's floating ship, and stomp the Diddy switch there (keep in mind the ship is moving, so time your jump accordingly). This will cause the ship's cannons to fire a Golden Banana on the very top of the lighthouse. Use your jetpacks yet again to get up there and easily collect it.

GOLDEN BANANA # 3:

After collecting Golden Banana # 2, you will be standing on the tip top of the lighthouse. As if it weren't any more obvious, play your guitar on the music pad. A cinema will show a gate opening, and a HUGE mechanized gold fish will come out. You now have 99 seconds to run and swim as fast as you can over to the sunken ship area. Once there, swim into the goldfish's gaping mouth...

Here, kill the zingers and collect the ammunition for your popguns. Stand on a piece of wood, and look at the huge, heart shaped piece of machinery on the wall. It has three fan blades, and three corresponding glass circles. The idea is to blow each of the windows out using your popguns! Once you hit one, a timer starts, and you have 99 seconds to finish the act. It goes from red --> yellow --> white --> broken. Then you get your Golden Banana. Sure, the objective made absolutely NO sense whatsoever...but that's beside the point. :p

GOLDEN BANANA # 4:

In the chamber filled with stacks of gold (which is at the end of the algae tunnel), there is a Diddy pad on one of the stacks, but you can't reach it unless the water level is at its highest. When it is, go there, and use the simian spring move to go higher and higher, eventually reaching a Bonus Barrel.

"Stealthy Snoop!" You have to sneak past the kremling guards, who are

armed with flashlights and walkie-talkies. Get spied on once, and it's all over. This is a test of patience, and all you have to do is wait for them to turn away, then quickly scamper by, keeping their pattern -- which never changes -- in mind.

GOLDEN BANANA # 5:

In the lighthouse area, there is an alcove right next to the waterline with a red Kasplat. Defeat it, and take it back to Snide.

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*****          7-3: LANKY KONG          *****
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G L O O M Y G A L L E O N

GOLDEN BANANA # 1:

In the tunnel leading to the sunken ship area, pound the Lanky switch using a simian slam, then proceed to the hole in the ship that was opened in the cinema before time expires. Inside, Glimmer will assist you by shining his light on the dark walls! Swim to the very end, and drift into the animal crate, allowing you to become Enguarde! With his sharp bill, pierce through the many treasure chests. One of them covers a large pipe -- go inside, swim through some tunnels, and collect the Golden Banana at the end.

GOLDEN BANANA # 2:

In the lighthouse area, use the animal crate to become Enguarde, then swim around the region and burst open the treasure chests by piercing them with your sharp bill. Besides numerous quantities of blue bananas, you will find a Golden Banana near the mermaid's underwater palace!

GOLDEN BANANA # 3:

In the wrecked ship area, swim to Funky's Armory, and slightly beyond that, you will see a tower like structure sticking above the water, with several music pads on it. Find Lanky's corresponding music pad, and play your trombone on it to open a small door in the large ship in the middle of this entire region. Quickly swim to it before the gate can shut (60 seconds is all you get), and you're inside another area with Glimmer -- presumably the captain's quarters by looking around! Avoid the crafty puftup by swimming around, and easily collect the Golden Banana on the bed!

GOLDEN BANANA # 4:

After raising the water level, go to the main caves, and you will find an antechamber containing a Kasplat. Swim to the docks, get up there, kill him, take the blue print back to Snide, and for the hundredth time, get your prize!

GOLDEN BANANA # 5:

In the chamber filled with stacks of gold (which is at the end of the algae tunnel), there is a Lanky pad on one of the stacks, but you can't reach it unless the water level is at its highest. When it is, go there, and use the baboon balloon move to go higher and higher, eventually reaching a Bonus Barrel.

"Searchlight Seek!" The idea is to hit the klaptraps from above, in the dark, with melons. There are two things to keep in mind here: (1) By the time the melon gets near the ground, your target will be somewhere else, so lead your aim (e.g. fire your shots ahead of the target, in the direction it is headed. (2) He can and will turn, usually at a steep angle. To counteract this, shoot parallel to the side of his head, in the direction it looks like he will turn. 60 seconds and four the amount you must hit. Challenging if you've never done the game before, but easy to anyone keen in the field of klaptrap bashing...

***** 7-4: TINY KONG *****

G L O O M Y G A L L E O N

GOLDEN BANANA # 1:

In the dry ship area, go into the first blast barrel to appear on top of the ship, then use the vines to move to the catwalks above. Carefully follow the narrow planks, and then kill the purple Kasplat enemy to receive a blue print. Take it back to Snide for your prize!

GOLDEN BANANA # 2:

On your way to the sunken ship area, activate the Tiny switch using your simian slam, then quickly swim to the gate that opens in the ship shown in the cinema before time expires. Inside, Glimmer will assist you in seeing the dark corners of the ship. Find the hole in the wall, and quickly swim to the bonus barrel at the end before the Shuri make fish food out of ya.

"Kremling Kosh!" Shoot the various Kremlings that pop out before time is up, and this Golden Banana is yours!

GOLDEN BANANA # 3:

After opening the algae tunnel, swim inside, and you will see a HUGE treasure chest. Jump on top of it, and leap into the Tiny Barrel to

become small. Carefully swim through the keyhole, and you are now inside the chest! Swim inside each of the giant clams, and collect the pearls they protect. When each pearl has been collected, Tiny will tell you so.

To get back to the Mermaid's Palace, go to the lighthouse area, and dive down to the deepest part. Become small by going inside the Tiny Barrel, and through the hole of the castle. The mermaid will be so happy, she'll hand over her Golden Banana!

GOLDEN BANANA # 4:

In the wrecked ship area, go to where Funky's Armory is, then dive all the way to the seafloor, and you will find a small tower like structure, along with a small hole and a Tiny Barrel. Perform the obvious, and inside, quickly swim to the Bonus Barrel before the puftups can turn you into monkey kish-ka-bob!

"Big Bug Bash!" Swat six flies in 60 seconds with your large flyswatter. Remember that when the swatter is going into the motion (upwards or downwards), you can move it slightly, so if the fly suddenly changes course, you can attempt to still smack it -- and in many cases, still succeed regardless.

GOLDEN BANANA # 5:

In the wrecked ship area, swim to Funky's Armory, and slightly beyond that, you will see a tower like structure sticking above the water, with several music pads on it. Find Tiny's corresponding music pad, and play your saxophone on it to open a small door in the large ship in the middle of this entire region. Quickly swim to it before the gate can shut (60 seconds is all you get), and you're inside another area with Glimmer!

Here, swim around and collect the numerous bananas. In one small prison cell (this must have been a prison block when the ship was operational) you will find a larger-than-usual Shuri guarding a Golden Banana. Quickly swim it, collect it, and escape before it can damage you.

***** 7-5: CHUNKY KONG *****

G L O O M Y G A L L E O N

GOLDEN BANANA # 1:

From the entrance to the stage, go straight ahead, into the dry ship area. In front, and to the right, is where you want to go, down the sandy path, finding a dead-end. You find three treasure chests -- small them all using the primate punch, and the one on the right will contain your prize.

GOLDEN BANANA # 2:

In the wrecked ship area, swim to Funky's Armory, and slightly beyond that, you will see a tower like structure sticking above the water, with several music pads on it. At the very tip of the tower is a green Kasplat enemy! Swiftly defeat it, and take the blue print back to Snide.

GOLDEN BANANA # 3:

In the lighthouse area, when the water level is at the lowest, swim along the waterline, and you will spot a red Kasplat enemy inside an alcove. Go there, and you discover a music pad with a triangle on it! Play Chunky's instrument on it to cause a gate on the large ship in the sunken ship area to open. As fast as you can, swim to the main caves, cross over to the sunken ship area, and down into the hole before time expires. Inside, there is nothing to do other than swim into the Bonus Barrel.

"Batty Barrel Bandit!" Match three bananas in the slot machine before time expires. Time it so you know what item comes before the banana, and then tap the button when you see that item.

GOLDEN BANANA # 4:

After rising the water level, go to the main caves system, and in one antechamber you will find a Kasplat, cannon, and cannonball. Put the cannonball inside the cannon, then jump into the cannon. You have six shots, and 60 seconds to hit three moving targets on the wall. The cannon shots are incredibly slow, so take this into account when aiming, and be sure you know exactly where the target is about to go. Hit all three targets, and a Golden Bananas is yours for the keeping (unless someone eats it...not that I would ever do such a thing...).

GOLDEN BANANA # 5:

For this one, you have to get Chunky on the K. Rool ship that is wandering around the lighthouse area after you turn on the lighthouse itself. How is this physically possible? First, get on the lighthouse island, and go to the top of one of the platformers (one holds a Diddy Barrel, the other a Donkey Pad). When the hulking derelict comes as close as it will get, take a running leap at the ship! At the peak of your jump, tap "B" to cause Chunky to spin rapidly, causing you to float for several seconds. Once on the ship, do a simian slam on the trapdoor that is easily visible. Be aware, however, the movement of the ship will distort your moves, so time your jumps accordingly.

Once inside the cargo hold, go forward, collecting all the big banana bunches. At the end is a large gate -- bowl it over using the classic primate punch maneuver. Inside, you will see stacks of barrels, spinning rapidly, with Chunky's face on them. Punch each one using the primate punch until the Golden Banana comes down.

Interestingly enough, when you try to escape the hold, you become so dizzy that your analog controls become reversed! This makes maneuvering through the cannon ball obstacle course much more difficult. More power to ya if you can succeed.

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CHAPTER 8) FUNGI FOREST
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Legends tell of a cuckoo clock with such a powerful magic force, it can change night into day and day into night in an eyeblink. Whether these tall tales are true has not been confirmed, because most explorers are ran out of the forest by its spooky wildlife.

***** 8-0: STAGE STUFF *****

F U N G I F O R E S T

TERMINOLOGY:

Clock Area -- The area you start out in; it has a huge cuckoo clock in the middle of it.

Big Mushroom Area -- Branching off of the clock area, (through the purple tunnel) the big mushroom area has a simply ENORMOUS mushroom in it. It's so big you can actually go inside of it, and there are several catwalks going around it on the outside.

Shack/Shed Area -- Branching off of the clock area (through the blue tunnel), the shack area contains many different types of shacks, from barns to a waterwheel area.

Garden -- The garden branches off of the clock area (through the green tunnel), and contains Funky's place, along with the big, mean, killer tomatoes.

Big Tree Area -- The big tree area is the region behind the mushroom area (its entrance is directly behind the huge mushroom). I call it this because (surprise, surprise) there is a large tree in the center.

FUNKY'S UPGRADE:

Funky, who can be found in the garden, will upgrade your shooters so they can be homing missiles! However, this only works if you pick up red cases of ammunition, and these are very hard to come by. If one Kong buys the upgrade, every one else receives it automatically.

TURNING DAY INTO NIGHT AND NIGHT INTO DAY:

To get to the giant cuckoo clock, use the blast barrel nearby. At the top, shoot either the "sun" or "moon" switch, and bingo, it's either night or day, depending on which one you chose. Some areas or characters will not appear unless it is a certain time.

SUPER SIMIAN SLAM:

Yes, Cranky (who resides in the giant mushroom area) will be glad to fork over another move, this time called the "super simian slam." Only one Kong has to buy it in order for all the others to have it. It allows you to pound down the blue character switches.

BLAST BARRELS INSIDE THE GIANT MUSHROOM:

Inside the giant mushroom, there are five switches at the entrance: coconut, peanut, grape, feather, and pineapple. Shoot them all using the characters (it's not hard; there's a DK Barrel right there for pete's sake) and several blast barrels will appear, allowing you to reach the top of the structure very quickly.

GIANT MUSHROOM LADDERS:

Both inside and outside the giant mushroom, you can climb to many areas using the ladders. However, remember that you can only climb up one side, so if you think one is "broken", try the other side. This confused me at first, which is why I put it here.

COLLECTING THE CROWN:

Among the catwalks that surround the giant mushroom, there is a small piece that holds the K. Rool pad. There are only two ways to get to it: (1) On the very top level of the catwalks, climb down the ladder. This, however, works only at nighttime. (2) Use the Diddy Barrel at ground level, and fly up here and easily land on it.

Inside the battle arena, you will have to fend off two regenerating Kasplats (!) and a regular Kritter. The best way to take them down is with the energy wave attack you get from the banana queen fairy.

***** 8-1: DONKEY KONG *****

F U N G I F O R E S T

GOLDEN BANANA # 1:

Go inside the giant mushroom, ground level, and you will find a Donkey switch. Pound it, and a Golden Banana will appear at the VERY TOP of the mushroom's interior. Use the long string of blast barrels (see section 8-0 on how to get them), and you will be able to get up there in the half-a-minute time limit.

GOLDEN BANANA # 2:

Go inside the giant mushroom, ground level, and start climbing the ladders up, until you reach a white tunnel that goes outside. Enter it, collect the bananas, and climb up the ladder. Use the DK Pad to be warped to a barrel blasting course. The difficulty here lies mainly in the fact that the barrels go so fast, and the targets are incredibly far away, so you need some decent eye-hand coordination to do this. At the end, you fly into a Bonus Barrel...

"Peril Path Panic!" You must knock out the klaptraps with melons so the fairies passing by don't get eaten...reminds me of the twinklie mini-game in Banjo-Kazooie. I just spray each row of klaptraps with melons, and then a few fairies will pass by. When everyone is awake again, I spray again. Remember that if a klaptrap is shaking his head, the fairy can still go by and not get eaten! A Golden Banana is your prize.

GOLDEN BANANA # 3:

Go to the sheds area, in the daytime, and go to the waterwheel barn (the one surrounded by a moat, in the middle of the entire region). Go inside, through the door in front of the # 1 banana port pad. Inside, you notice three things: a stack of boxes, a shredder, and a large fence. Go to the boxes, and smash down on the "?" crate using your super simian slam. Activate the Donkey switch as well, and the gate will open, allowing you into the fenced in area. You will discover three levers you can operate using the gorilla grab, and each one has small circles in front of them: one, two, and three, respectively. You must enter a combination, which is: 2 1 1 3 2

You could have gotten this by listening to Wrinkly's advice, or by looking at the sign post above the shredder. Either way, this password will activate the conveyor belt, carrying the Golden Banana out of the shed, and into a cage outside. The cage, however, must be opened at night! So, use the # 1 banana port pad to go to the cuckoo clock and make it night, then return and collect it. Whew...

GOLDEN BANANA # 4:

First, make sure it's nighttime, and then go to the shed area. You will notice an area where the walls are made up of thorn bushes...go here, and you find a large barn, but the entrance is shut tight. Go into the Donkey Barrel to become invincible, then go to the back and pound the Donkey switch to open the entrance.

Inside, this place looks like a stable of some kind. First off, I would kill the club-totting kremling, just to be safe. Then, in the first stable to the right, pound on the "?" crate to release another switch.

Pound this, and a series of vines will appear in the air, along with a Bonus Barrel. You now have 25 seconds to run to the ladder, climb up, swing across the vines, and leap into the Barrel. It will be a close one...

"Minecart Mayhem!" This is exactly the same as last time...except...with two TNT carts instead of one. OUCH! That one stings. When they are about to get on your track, quickly speed up ("Z" button) and rush past the place where the track changes and you should be fine. This one will DEFINITELY take a few tries due to its difficulty.

GOLDEN BANANA # 5:

Go to the shed area, and make sure it's night. Go to the thorny bush section, and you will find another barn, surrounded by more thorn bushes. Go behind the bushes themselves, and you will find a yellow Kasplat enemy! The rest...is up to you.

***** 8-2: DIDDY KONG *****

F U N G I F O R E S T

GOLDEN BANANA # 1:

Go to the giant mushroom area, and you will find a smaller 'shroom that will allow you to go inside of a Diddy Barrel, equipping yourself with a rocketpack. Boost up to the catwalks surrounding the huge mushroom, and land near the Donkey pad. Climb the nearby ladder (be VERY weary of the zinger there...his bombs can send you clear back to the ground), and go inside the mushroom. You are now at about mid-level, and you will find a red Kasplat enemy. Kill him, get the blue print, and back to Snides we shall go...

GOLDEN BANANA # 2:

Go to the giant mushroom area. Use the Diddy Barrel at ground level, and then rocket straight up, as high as you can possibly go, to the very peak of the giant mushroom, and you will find a Bonus Barrel in mid-air.

"Teetering Turtle Trouble!" You have to feed the snakes so they don't get hungry and drop the turtles spinning on their backs. Weird, yes, fun, er...no. Regardless, the perfect strategy is to just feed each row, straight across, go to the other, and keep repeating until time expires, and you get a brand new spankin' Golden Banana!

GOLDEN BANANA # 3:

First, make sure it's nighttime, then go to the shack area, and go to the waterwheel barn (the one surrounded by a moat, in the middle of the

entire region). On the outside, climb up the taut rope, so you reach the roof. Next to the headphone item you will find a Diddy switch. Super simian slam it, and go into the door that opens. Talk about some cool lighting effects! Regardless, you will see a huge winch machine. Shoot a peanut at the "ON" symbol that is near the top, and then chimpy charge the switch at the bottom to cause the winch to activate, pulling up a cage outside with a Golden Banana inside, and then revealing a guitar pad near the thorn bush section. Go play your guitar on the pad, and the cage will explode, fully exposing your reward.

GOLDEN BANANA # 4:

First, make sure it's nighttime, then go to the shack area. You will find a large barn, on the opposite side of the section than the thorn bushes. Use Diddy's high jumping abilities, along with the Diddy pad, to get inside the top of the barn. Inside, it is COMPLETELY dark, and you can't even see more than two feet in front of you. The entire chamber consists of very thin wooden planks suspended over a bottomless pit. Play your guitar on the music pad to call Squawks -- who, like in the original Donkey Kong Country -- will carry a lantern and help you see tremendously. Ever-so carefully make your way to the other side, picking up numerous banana bunches, and collect the easy Golden Banana.

GOLDEN BANANA # 5:

First, make sure it's night-time. In the big tree area (to reach it, go through the tunnel behind the giant mushroom) you will find a guitar pad. Play your instrument on it, and an owl will come out and tell you it doesn't play with people who can't fly. So, go into the nearby Diddy Barrel to equip your jetpacks, and then he will agree to play a sub-game with you. It's very similar to the vulture in Angry Aztecs, as all you have to do is fly through the rings he lays (*cough* Mario 64 rip-off *cough*). When you're done, he gives you a Gol-...wait...no, he gives you a Bonus Barrel! Hahaha! You were expecting something else, perhaps?
:p

"Busy Barrel Barrage!" You are standing stationary in the center of the arena, and Kritter enemies will constantly warp in from all sides, and you must destroy them all. If one manages to touch you, the game is over. A little difficult, but a lot of fun. NOW you get your Golden Banana...

***** 8-3: LANKY KONG *****

F U N G I F O R E S T

GOLDEN BANANA # 1:

Make your way to the catwalks that are on the VERY TOP of the giant mushroom (there are several ways...Diddy's jetpacks that can be found at ground level, using the blast barrels inside, the #5 bananaport pad...). Once at there, use the Orangstand move to climb up the steep slopes of

the mushroom, and at the very top you will find a Lanky switch. Activate it, and TWO doors will open, and you have a scant 10 seconds to reach either one.

The first possibility is a room full of zingers, a Golden Banana floating in mid-air, and two bouncy mushrooms that serve as trampolines. The idea is to jump on the 'shroom, then bounce high into the sky and get the Banana while avoiding the zingers. Piece 'O' cake!

GOLDEN BANANA # 2:

Make your way to the catwalks that are on the VERY TOP of the giant mushroom (there are several ways...Diddy's jetpacks that can be found at ground level, using the blast barrels inside, the #5 bananaport pad...). Once at there, use the Orangstand move to climb up the steep slopes of the mushroom, and at the very top you will find a Lanky switch. Activate it, and TWO doors will open, and you have a scant 10 seconds to reach either one.

The second possibility is a room with a picture on the wall, and five colored 'shrooms on the floor. Look at the picture, it shows the faces of five Kongs, and an arrow going through them. Now look at the colored 'shrooms...*DING* *DING* *DING*! You have to follow the picture and slam on the color coded mushrooms so it goes in sequence with the picture. Remember,

Donkey = yellow
Diddy = red
Lanky = blue
Tiny = purple
Chunky = green

Just like when you collect bananas or coins. Now, with this simple-minded puzzle complete, a Bonus Barrel appears.

"Krazy Kong Klamour!" You have to shoot the golden banana using your melon cannon, but if you shoot one of the five Kongs, it's all over! Each time you shoot the banana, the lights will go out, and then when they come back on, everything will be shifted, and you have only moments to relocate the banana and shoot it. Cool idea, to be sure...Five hits, 60 seconds -- are ya up to it? This one in particular is very difficult, since the lights go out so quickly.

GOLDEN BANANA # 3:

First, make sure it's nighttime, then go to the shack area, and go to the waterwheel barn (the one surrounded by a moat, in the middle of the entire region). Near the waterwheel itself, use the baboon balloon move by tapping "Z" on the Lanky pad, and rise up to the roof above, and go inside of the small hole there. Another place with weird lighting effects...here, stomp the Lanky switch, and several bats will flood the room. Kill them all, and a Golden Banana is yours!

GOLDEN BANANA # 4:

In the big tree area (to reach it, go through the tunnel behind the giant mushroom) and you will find a blue Kasplat enemy wandering around aimlessly. Boom boom, collect the blue print, and 'a' skipping off to Snide's place we gooo...

GOLDEN BANANA # 5:

Go to the big tree area (specifically during the day), and go to the carrot house, and you will see a sleeping rabbit. Play your trombone on the music pad, and he will awake, then challenge you to a race. All you have to do is run through the various flag gates (the arrows will help you out), then go to the finish line. This should be easy. Then, you get a nice, shiny, Gol-...er...three nice coins. :p The second time, he becomes MUCH faster, so you'll need to use the Lanky Barrel to beat him (note: you'll have to buy this ability from Cranky in Crystal Caves). Finally, the Golden Banana is yours!

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*****      8-4: TINY KONG      *****
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F U N G I F O R E S T

GOLDEN BANANA # 1:

Inside the giant mushroom, ground level, you will find a Tiny switch. Pound it, and a Bonus Barrel will appear on a ledge directly over the entrance for a short period of time. Climb the ladder to the second story, then climb the next ladder to the third story, and quickly run and leap to the Bonus Barrel.

"Speedy Swing Sortie!" Collect a lot of coins under the time limit! This one is particularly difficult, because you will also need to use your ponytail whirl move at the end of some vines to get all the coins. This may take a couple of tries to get right.

GOLDEN BANANA # 2:

Go inside the giant mushroom, and start climbing the ladders up, until you reach a white tunnel that goes outside. On the first catwalk, ignore any ladders you see and circle around, eventually finding a purple Kasplat enemy. Defeat him, take the blue print, and off to Snides we go...

GOLDEN BANANA # 3:

In the big tree area (day or night) you will find a small tree trunk, a saxophone pad, and a Tiny Barrel behind the trunk. Become small, play your sax, and Squawks will lift you to the top, and drop you inside the small hole. Here, quickly throw orange grenades at the giant purple

klaptraps, and when they are all vanquished, a Golden Banana can be called yours...

GOLDEN BANANA # 4:

Go the shed area, and make sure it's daytime. Go to the waterwheel barn (it has a moat around it), and use Chunky's primate punch to open the heavy door on the side. Go inside, and you will find two "?" crates. Burst them open using, yes, the primate punch. One has a music pad, and one was blocking a small hole that Tiny can use. Change to Tiny, and then change it to nighttime, and use the Tiny Barrel outside and go through said hole. Now that it's night, you can go into the doorway you couldn't before.

Er...what a lame excuse for a sub-boss! His green spit will slow you down, his rainbow spit will reverse your controls, and the smaller spiders that come down are easily killed with a few rolling attacks. When the large spider opens his eye, shoot your gun directly into it to cause damage. After five blows, he becomes small himself. One more hit, and he gives up his Golden Banana.

GOLDEN BANANA # 5:

In GOLDEN BANANA # 3, you should have collected the big, pink bean. If you don't remember doing so, don't worry, just go to the garden area, and to the large, open clearing surrounded by fencing. Go to the hill inside the fence, and the bean will be planted, and a HUGE stalk will rise up, a Golden Banana being revealed at the top. Go to the Tiny Barrel to become small, then play your saxophone on the music pad to call Squawks. The rest is cinematic history...

***** 8-5: CHUNKY KONG *****

F U N G I F O R E S T

GOLDEN BANANA # 1:

Make your way to the catwalks that are on the VERY TOP of the giant mushroom (there are several ways...Diddy's jetpacks that can be found at ground level, using the blast barrels inside, the #5 bananaport pad...). Once at there, pound the Chunky switch and go inside the door that opens in front of you. Here, destroy the Zinger so it won't interrupt, and then slam on the second Chunky switch. Now, you must shoot parts of the puzzle so it ends up looking like Chunky. Giving you hints on this would be an insult to your intelligence...I'll just say that you get a Golden Banana afterwards. :p

GOLDEN BANANA # 2:

In the garden, a worm who lives in an apple is being terrorized by man-eating tomatoes! So go into the nearby Chunky barrel to become gigantified, and then leap into the air and perform a super simian slam on their ugly heads to squash them flat as a bug. When they are all defeated, the worm will complain about his house, and will want to move somewhere sunnier. So pick up his apple (still giant), and go back through the tunnel, arriving at the clock area (beware of the Zinger, because he can knock the apple out of your hands). Now, turn left and go to the bare dirt, and lay his apple (the "Z" button) on the large apple icon -- yeah, pretty subtle hint there Rareware -- and he will give you a Golden Banana.

GOLDEN BANANA # 3:

Make sure it's daytime, and proceed to the shack area, in particular the waterwheel barn (it is surrounded by a moat). Go to the side with the rope, and you will see a large door. Open it by using the primate punch, and go inside. Here, use your primate punch to destroy the two "?" crates. One will allow Tiny to come in here later from the outside, the other contains a music pad. Play your triangle on it, and the shredder machine in the next room will activate. Pick up the metal barrel and go back outside, around the barn, and through the door in front of the # 1 bananaport pad. Place the metal container on the conveyor belt, and the shredder will crunch it, causing a large explosion. Go pick up the other two metal barrels and put them in as well, and a Golden Banana is yours!

GOLDEN BANANA # 4:

About mid-way inside of the giant mushroom, there is a series of vines that, if you use them, lead to a tunnel. You can only go through at nighttime, and if you do, you will find Chunky's Kasplat enemy for the stage. Do I really have to tell you what to do next? :)

GOLDEN BANANA # 5:

I saved the best for last. In the big clock area, you will find a large well in the corner. Using Chunky's immense power, perform a simian slam on the cover grating to smash down into a...MINE CART RIDE!!!

Similar to last time, you must collect 50 coins and make it to the finish line in order to win the banana. A few things to point out for this great, adrenaline pumping course...

- * When the first Krash comes, you can actually kill him by touching the lever, which will drop a ton of rocks on his head.
- * The bells you see hanging on the ceiling control the gates. If it is green, jump up to get it, and the gate ahead will lift. If it is red, ignore it, as that will shut the gate. If you hit a gate, you lose three coins!
- * If you see a tree or "I" beam, prepare to jump over, as it will fall.

* At the end, you can either go through the green dinosaur head, or through a side path. Choose a sidepath, as there are more coins there.

The rest...is up to your skill...

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CHAPTER 9) CRYSTAL CAVES

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A dark, damp, frigid ice cave going back to Donkey Kong Country. Exploring is a chore due to the large river that runs down its center, but players will find the most difficult and demanding puzzles in the entire game down here. Just be careful not to be taken away by an avalanche...

***** 9-0: STAGE STUFF *****

Map of the Crystal Caves as if we were looking down upon it:

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| $ W -- A \ / F PF \ _____
| C *A*-- \ / -D----\ ---- ***** |
| *****W*****IC*-----CL $/\*IA*|
| CA _____ / \**_|
|
| S
E

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Legend:

C = Candy's * = Area of river F = Funky's IC = Ice Castle
CA = Cabin Area W = Waterfall PF = Pillar Field CL = Cranky's
-- = Catwalks IA = Igloo Area E = World Entrance S = Snide's HQ
\$ = Diddy Barrel A = Smaller cabin

(note: there IS water beneath the catwalks)

TERMINOLOGY:

Crystal caves is a very confusing world, which is why I provided the map above. Hopefully, with it, you won't get so lost, and these terms will mean more...

Cabin Area -- A huge cabin against the southern wall, which has many music pads in front of its doors.

Pillar Field -- Next to Funky's, it is a long field of pillars. Nothing interesting here, but it makes a good point of reference if you get turned around AND it allows you to find the Ice Castle and the path which leads to Cranky's Lab.

Ice Castle -- Find it by using the pillars in the nearby pillar field.

The surrounding area contains many pads and barrels, and the castle itself will yield several Golden Bananas if explored properly...

Catwalks -- Branches off of the Ice Castle, but abruptly ends before Cranky's Lab. There are also some around Funky's and Candy's shops.

Igloo Area -- A dead-end which houses numerous igloos. LOTS of Golden Bananas can be found here.

AVALANCHES:

Good old avalanches...they occur every other minute or so, and can definitely hamper your progress, as a single rock to your head can cause you to fall to a lower level, or worse yet, put you in the water!

OPENING UP THE MAIN IGLOO:

The biggest igloo in the igloo area has several doors, but you can't seem to open them. Using the Diddy Barrel near Cranky's Lab, rocket to the very top of the igloo, and fly through the DK star, which will make several music pads appear. Any further questions? :p

STOPPING THE AVALANCHES PERMANENTLY:

Go down to the walkthroughs, and complete Chunky's Golden Banana # 3. When the igloo explodes, you will find a new Tiny pad. Use it to warp to a secret chamber that contains a HUGE Kosha. If you defeat him using a wave attack, he will be gone forever, and no more rocks will rain upon your head. Very nice...

UPGRADES FROM EVERYONE:

Funky will allow you to carry another ammunition belt (200 maximum rounds), and Candy will not only give you more music power, but enable you to carry three melons for your health bar! When one Kong buys one of these useful upgrades, everyone else is affected as well.

NEW MOVES FOR THREE KONGS:

From Cranky, you may now obtain the orangsprint for Lanky (allows you to run very fast when you jump into a Lanky Barrel), the monkeyport for Tiny (enables you to teleport to another area by standing on a Tiny pad), and the gorilla gone for Chunky (will allow you to become invisible when using a Chunky pad).

COLLECTING THE CROWN:

Do all of this as Donkey Kong. Go to Candy's, and then continue on, going toward the waterfall. Climb up to the rocky catwalks, and go to the small cabin with a bongo pad in front of it. Play your instrument on it, and the door will open. Go to the left side of the room and slam on the gray switch, which will flip the room over. You will now see the K. Rool Pad! Go to it to be transported to a battle arena. You have to fight against two Kasplats (!) and a single Kritter, which all regenerate after a few seconds. I strongly advise using your energy wave attack to kill the Kasplats, as they can easily push you around. When the time limit expires, and you're still standing, the Crown is yours!

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*****
*****          9-1: DONKEY KONG          *****
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C R Y S T A L C A V E S

GOLDEN BANANA # 1:

In the large cabin next to Candy's store, use your bongo drums on the bongo pad (ground level), and the door in front of you will creak open. Inside are dozens of zingers and trap doors. The zingers are MUCH too fast to be shot down with regular ammo, so go to each corner and collect the homing missiles, and then take of them all. A Golden Banana is your prize.

GOLDEN BANANA # 2:

Go to Candy's, and then continue on, going toward the waterfall. Climb up to the rocky catwalks, and go to the small cabin with a bongo pad in front of it. Play your instrument on it, and the door will open. Inside is a small puzzle where you must match pictures by stomping on the color-coded squares. The catch, however, is that many of the squares are either on the walls or ceiling, so you must use the switches on either side to actually flip the room over. Before starting, use your first person view to look around and plan which ones you will do. Remember: once you start, you only have a limited amount of time (shown by the ticking numbers). When you match them all, a Golden Banana is yours.

GOLDEN BANANA # 3:

In the rocky catwalks surrounding the ice castle, you will be able to easily find the yellow Kasplat enemy. It's right next to a boulder, which in turn is directly in front of the ice castle! Snide would be proud of you...

GOLDEN BANANA # 4:

Go to the igloo area, and make sure all the music pads are around the giant, center igloo (see section 9-0 for more details). Play your bongo drums on the bongo pad, and go inside the new door. Here, a giant

structure made of ice sits in the center of the room. Go inside, and you see a tunnel going through, and the entire platform begins to spin! Here's the best strategy: When the structure is moving BACKWARDS (compared to you), sit still, and dodge any obstructions that come your way. When it goes FORWARDS (compared to you), run as fast as you can, and you really won't have to dodge anything as you can run as fast as the framework itself moves. At the center, you find your earnest reward...

GOLDEN BANANA # 5:

Go to Cranky's Lab, go to the catwalks, and you sill spot a Donkey pad very easily. Use it to go to a barrel blasting course! There aren't really any forks in the road, just a lot of bananas to collect. The barrels themselves change directions very fast, and the target rings are far away, so you will definitely need some smooth eye-hand coordination on this one. At the end you reach a Bonus Barrel...

"Busty Barrel Barrage!" You are sitting stationary in the center of the screen and can not move, you can only swivel on your axis. Numerous Kremlings will warp in from each side of you and run towards you...your objective is to not be hit a single time with a 60 second time period! To do this, you must rotate the control stick while tapping on the 'B' button, this way you will fire your pineapple launcher at a furious speed, and not one Kremling should be able to make it through. This is very fun, and it requires good aim -- good luck!

***** 9-2: DIDDY KONG *****

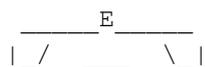
C R Y S T A L C A V E S

GOLDEN BANANA # 1:

Go to the large cabin next to Candy's store, and go to the third story, and play your guitar on the guitarpad and watch the door before you open. Inside, vanquish the two club-wielding maniacs by using the energy move you received from the banana queen fairy. When they are gone, a Diddy pad will appear! Use it to jump into the Diddy Barrel high in the air, and then use its flames to light the three candles (and collect many bananas in the process). When they are all lit, a Golden Banana is yours.

GOLDEN BANANA # 2:

Go to the large cabin next to Candy's store, and go to the second story, and play your guitar on the guitar pad and watch the door before you open. Inside you will find something like this (from above, looking down)...



Legend:

.	E = Entrance
_ ._ _	D = Diddy Barrel
___D__/_	. = One Klobber

There are also enemies in each of the four corners. You only have so much time to kill them all, and it will very difficult due to the fact that the Klobbers practically own the center platform (as shown above). First, use the Diddy Barrel to get the rockets, and then shoot the Kritters on the southern wall using your gun. Quickly get on one of their corners, hold "R", and face the center platform. Throw as many oranges as possible, and hopefully one of the Klobbers will be dead. Then fly to the northern end and land on one of the platforms, immediately killing a Klump with an orange. Now, turn around and throw more oranges on the central platform to clear out most of the Klobbers, then jump in mid-air, tap "B" to float, then run, jump, and float to the other Klump platforms, killing him and narrowly avoiding the last of the Klobbers. Turn around, and destroy the final Klobbers with a barrage of oranges. When they are all defeated, a Golden Banana shall be yours!!

GOLDEN BANANA # 3:

Use the Diddy Barrel near Candy's store, and fly through the large waterfall that separates the cabin area from Funky's area, and as you go through, you should spot the Bonus Barrel floating in mid-air. Rocket up into it...

"Mad Maze Maul!" You have 60 seconds to run through a simplistic maze and defeat a bunch of Kasplat enemies, along with a handful of Kritters. Don't worry about using your wave attack, just keep bowling into them using your spin move, and they will drop like flies. Cross the goal line when you are done to receive your prize!

GOLDEN BANANA # 4:

Have Diddy Kong use his jetpacks, and then fly to Funky's store, and you will easily spot a Kasplat enemy on a rocky island, high in the air, with the # 5 bananaport pad. Land on the pad, and return to the large cabin area next to Candy's. Switch to Tiny, then use the # 5 bananaport to teleport to the blue Kasplat enemy. Skillfully ignore him, and glide to the catwalks stemming from Funky's Armory. Use the Tiny Barrel to become small, and go through the diminutive hole in the ice. Activate the # 4 bananaport inside, and then leave. Go to Cranky's Lab, switch to Diddy, jump in the Diddy Barrel, and out in the water, near the entrance to the igloo area, is a tall pillar out in the water, capped off by the second # 4 bananaport pad. Carefully -- and I do emphasize the word carefully -- land on it, and warp to the cave Tiny was in earlier. Destroy the red Kasplat enemy for this hard-to-get blue print!

GOLDEN BANANA # 5:

Go to the igloo area, and make sure the music pads are there (see section 9-0 for more information). Play the guitar on the appropriate pad, and go inside. Here, you must move the barrels off of the different pads so it goes: 1, 2, 3, 4, 5, and 6. If you get it wrong, you don't

have to start over, you just have to try another barrel and see what's under it. This is far too easy for such a late level in the game...Once it is completed, a Golden Banana is yours!

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*****          9-3: LANKY KONG          *****
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C R Y S T A L C A V E S

GOLDEN BANANA # 1:

Go to Candy's, and then continue on, going toward the waterfall. Climb up to the rocky catwalks, and you will see a small cabin across the bridge from the roaring waterfall. Use Lanky's baboon balloon move (there is a Lanky pad right there) to float to the roof, and play your trombone on it to open the cabin itself. Inside, destroy both koshas with your energy wave attack, and then use the Lanky pad to float up into the Lanky Barrel -- now you can run incredibly fast! Go to the switch, run over it, and a Golden Banana will appear: for three seconds. As fast as you can, dash to it and pick it up before the small time limit expires.

GOLDEN BANANA # 2:

Have Diddy Kong use his jetpacks, and then fly to Funky's store, and you will easily spot a Kasplat enemy on a rocky island, high in the air, with the # 5 bananaport pad. Land on the pad, and return to the large cabin area next to Candy's. Switch to Lanky, go to the very top of the cabin, and use the second # 5 bananaport to teleport to the blue Kasplat enemy. After beating his face in, you get a blueprint!

GOLDEN BANANA # 3:

Make your clumsy way to the igloo area, and to the main igloo at the center. Make sure the music pads are there (see section 9-0 for details), and play your trombone on the appropriate music pad. Go inside, and defeat all the gnawties and krittlers that come your way. With them all defeated, several Lanky pads will appear. Use the baboon balloon move to move up the pillar of ice, and a Golden Banana can be reached at the top.

GOLDEN BANANA # 4:

Go to the ice castle, ground level, and stomp on the Lanky switch to cause the door to open. Step on inside...a strange, disturbing creature will greet you, and will want you to play his new game. He explains the rules, and well, quite honestly, this is simply pathetic, as even a two-year old could complete this without any trouble. The Golden Banana is yours...I guess they have to give out some freebies, so the idiots can still enjoy themselves :p

GOLDEN BANANA # 5:

Still at the ice castle, pound the second Lanky switch to open the door at the very peak of the palace. Use the Lanky pad to float up (if an avalanche occurs, feel free to curse violently and throw the controller against the wall), and drop down inside the open tower...

What's THIS?! A re-match with that blasted scarab from Angry Aztecs? Collect 50 coins and beat him to get a Golden Banana, just like last time. There are a few things to keep in mind here: (1) If you hit him, he will take three coins away. If you're sliding just behind him, SLOW DOWN! Even if you get ahead, see the next point. (2) He is simply faster than you on the sliding areas, so do not try to out-slide him. Even if you make it past him, he will soon catch up, and you'll lose coins. (3) On the other-hand, you are much faster than him on the running parts, due to the power of the Lanky Barrel. Thankfully, the stretch before the finish line is running, not sliding. (3) In the last few sections, where the paths criss-cross, do try and go as fast as possible, just to keep up. (4) In the magma areas, you will need to push forward as hard as you can to clear the huge chasms. If the scarab so as much TOUCHES you, you'll flounder, and not make it. So if he is about to hit you from behind...swerve to the left or right!

With a little perseverance, you should be able to win this insane Golden Banana.

***** 9-4: TINY KONG *****

C R Y S T A L C A V E S

GOLDEN BANANA # 1:

Go to the large cabin next to Candy's store, and go to the mid-level, and play your saxophone on the saxophone pad and watch the door before you open. Inside you will see several giant, purple klaptraps! Make short work of them with a barrage of orange grenades, and a Golden Banana shall be yours.

GOLDEN BANANA # 2:

Go to Candy's, and then continue on, going toward the waterfall. Climb up to the rocky catwalks, and continue along them, and you will easily spot the purple Kasplat enemy causing trouble at the dead-end. Take the blue print, and a Golden Banana is assured from Snide.

GOLDEN BANANA # 3:

Have Diddy Kong use his jetpacks, and then fly to Funky's store, and you

will easily spot a Kasplat enemy on a rocky island, high in the air, with the # 5 bananaport pad. Land on the pad, and return to the large cabin area next to Candy's. Switch to Tiny, then use the # 5 bananaport to teleport to the blue Kasplat enemy. Skillfully ignore him, and glide to the catwalks stemming from Funky's Armory. Use the Tiny Barrel to become small, and go through the diminutive hole in the ice. You find a red Kasplat enemy, so carefully go past it and to the Tiny pad. Use the monkeyport move, and you will appear inside of an icy igloo, along with a Golden Banana! Be sure to collect it.

GOLDEN BANANA # 4:

Go to the igloo area, and make sure the music pads are there (see section 9-0 for details), and play the saxophone on the appropriate pad. Inside, you will see a larger than normal Kosha, along with a switch. Kill the kremling cut-throat using your wave attack, and then hit the switch. It will begin to move around. Each time you activate it, it will shrink. Soon, the enemy will come back, so use another wave attack. After hitting the switch several times, a Golden Banana shall be yours.

GOLDEN BANANA # 5:

Go to Cranky's Lab, and then turn around, and follow the path, going past a Donkey pad, and to the first ice wall you see. Then, turn right and go down the hill, coming to a second ice sheet. Jump in the Tiny Barrel and go through the small hole, then leap into the Bonus Barrel...

"Krazy Kong Klamour!" You have to shoot the golden banana using your melon cannon, but if you shoot one of the five Kongs, it's all over! Each time you shoot the banana, the lights will go out, and then when they come back on, everything will be shifted, and you have only moments to relocate the banana and shoot it. You're DEFINITELY going to need some major eye-hand coordination on this one.

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*****          9-5: CHUNKY KONG          *****
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C R Y S T A L C A V E S

GOLDEN BANANA # 1:

At the very entrance to the entire world, you will find a transparent ice sheet. Turn it into shards using your primate punch, and explore the alcove to find a Chunky pad. Use the gorilla gone move, and a Golden Banana will automatically appear.

GOLDEN BANANA # 2:

In the large cabin next to Candy's store, use your triangle on the triangle pad (ground level), and the door in front of you will creak open. Inside, there are three switches, along with many searchlights

that go in pre-determined paths, with a Bonus Barrel in the center of the room. If a light touches you, you must start the room all over! You must sneak past the lights and activate the three switches, which will cause a Chunky pad to appear. Using the gorilla gone move, you can walk right into the light, and leap into the Bonus Barrel!

"Searchlight Seek!" The idea is to hit the klaptraps from above, in the dark, with melons. There are two things to keep in mind here: (1) By the time the melon gets near the ground, your target will be somewhere else, so lead your aim (e.g. fire your shots ahead of the target, in the direction it is headed. (2) He can and will turn, usually at a steep angle. To counteract this, shoot parallel to the side of his head, in the direction it looks like he will turn. 60 seconds and eight the amount you must hit.

GOLDEN BANANA # 3:

Go to the catwalks near the ice castle, and you will find a large boulder. Pick it up using Chunky's powerful arms, and then set it down on the nearby switch that has a picture of a boulder on it. A short cinema will show a large igloo around a stone explode! Now, go to the catwalks around Cranky's Lab, and you will easily find a thin icesheet. Primate punch it to pieces, and go inside to discover the room that the previous cinema was held in. Go inside the Chunky Barrel to become the UBER APE! Pick up the humungoid boulder and set it down on the moving switch, and an igloo around a Golden Banana will explode, revealing its sparkling glory. Go to the igloo area to pick it up!

GOLDEN BANANA # 4:

Go to the igloo area, and to the center igloo. Climb on top, and you will spot a green Kasplat enemy! Destroy it (preferably using your talented musical abilities) and collect the blue print it leaves behind.

GOLDEN BANANA # 5:

Make your way to the igloo area, and make sure the music pads are visible (see section 9-0 for details), and play the triangle on the appropriate pad to open a door. Inside, you must defend a rabbit against several fireball enemies. Does this make any sense at all? Not really, but then again, not much in this game HAS made sense, so it's not a huge surprise. Just keep destroying the fireballs, and the rabbit will reward you with a Golden Banana when time runs out.

CHAPTER 10) CREEPY CASTLE

No one knows who owns this colossal structure and its surrounding land, but everyone knows of its creepy residents and melancholy atmosphere. Confusing mazes, tough enemies, and demanding action sequences are the

norm here, along with a mine cart ride to die for...

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*****      10-0: STAGE STUFF      *****  
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TERMINOLOGY:

Bridge Area -- This placid section holds the huge chain bridge, as well as the first four bananaport pads (# 2, 3, 4, 5 -- the others are found up the castle path, and # 1 is near the start).

Castle Path -- The huge, winding path that goes around the castle.

Starting Path -- The path you start on, obviously. It goes around the bridge area, but never above it, always below. It contains many different sections.

FUNKY'S UPGRADE:

Instead of giving you a paltry ammunition belt, Funky gives you SNIPER MODE! With this, you can shoot much farther than normal, and hit switches you could only see before. When one Kong buys it, all the others will automatically receive it.

Funky is located in an underground cave. To find the entrance to it, start out at the entrance to the world, and go forward. Ignore any ladders, and you will eventually find some wooden stairs. Ignore these, and go to the edge, and look down -- a new area below! Fall down, follow the path, and you will see a huge door. Once inside, follow the caverns to the end.

CRANKY'S NEW POTION:

Once you buy the "super duper simian slam" from Cranky (who is located on the castle path), all the characters will be able to activate the red character switches found all over the world.

CANDY'S UPGRADE:

You will also note that Candy will give you more music power, but this is just so pathetically useless I won't even tell you the location of her store (though you will find it in an underground area).

BEFORE STARTING OUT:

Make sure to activate all the bananaports, as I will use them as

shortcuts in my walkthroughs below. They are fairly easy to find, so don't worry. The first five are found in the bridge area, the rest are found around the castle path.

SNIDE'S HQ:

You can find the tuxedo-wearing weasel at the very tip-top of the world. Just keep following the castle trail, and you will get to the castle's top eventually.

DIDDY'S FINAL BALLOONS:

Missing 10 bananas for Diddy and have no idea where they are? Read "Banana # 2", and instead of activating the switches in order (1, 2, 3, 4), do them in reverse (4, 3, 2, 1), and the nearby coffin will open, revealing Diddy's final Balloon!

Another one that people often miss is the one in the underground dungeon, where you get his blue print from the red Kasplat. In the region with the large skull, look straight up, and a red balloon is just going crazy up there!

COLLECTING THE CROWN:

Go to the bridge area, and use the # 4 bananaport pad to warp to the castle path, way, WAY up in the air. Activate the Lanky pad to open the greenhouse door, then go inside. You now have 40 seconds to go through a bush maze to collect your prize at the end! Doing this feat will require the Lanky Barrel near the start, which will grant you a lot of speed. After collecting the Golden Banana, a K. Rool pad will automatically appear near the center of the maze. Backtrack there, and then warp to the battle arena -- you must fight TWO Kasplats (!) along with a single skeleton enemy, all of which regenerate every few seconds. I highly advise using your wave attack here.

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*****      10-1: DONKEY KONG      *****
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C R E E P Y C A S T L E

GOLDEN BANANA # 1:

From the entrance of the world, go forward, and you will come upon a large tree. Go around it to find a Donkey pad. Use the baboon blast maneuver, and you will find yourself in a blast barrel section. This is rather confusing, and there are several rope targets to blast through. After flexing your eye-hand coordination muscles, you fly through a DK star, opening the door that is on the tree. Go inside, and shoot the coconut switch to open the passageway. Destroy the yellow Kasplat enemy,

and take the blue print to Snide.

GOLDEN BANANA # 2:

After completing Golden Banana # 1, fall through the hole behind the Kasplat, and you will land in a lake! Swim to the nearby, floating piece of wood, and use your sniper scope (bought from Funky) to shoot the target on the wall. Since it's moving, you will need to lead your shots quite a bit. With each successful hit, the water level rises. Eventually, you will be able to jump to retrieve the Golden Banana overhead!

GOLDEN BANANA # 3:

From the entrance to the world, follow the path forward, ignoring all the ladders, until you reach some wooden stairs. Climb them, and you will see a # 1 bananaport pad, along with a door. Go through the small hole in the door, and you will come upon some underground caverns. Go forward, and you will eventually find a door on the left-wall. Go through this, run straight ahead, and activate the Donkey switch. In this room, you must slam down on the tiles so the picture they create looks like Donkey Kong's face. If you're not sure which one to choose from, pause the game and look at his face at the "All Kongs" screen.

If you do this correctly, a Golden Banana will abruptly appear in the middle of the room.

GOLDEN BANANA # 4:

Go to the bridge area, and use the # 5 bananaport pad to reach the very top of the castle. Start going down the castle path, and you will eventually find a Donkey switch. Pound it down to open the library door, then quickly run down the path, leap across the chasm, and into the entrance.

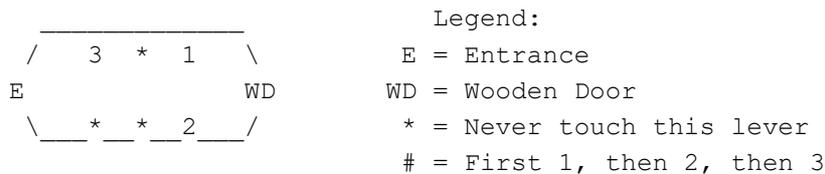
Turn left, and a door will shut behind you. After vanquishing all the baddies in this chamber, a Donkey switch will appear on the books. Activate it to open a door elsewhere. Now, return to the intersection, and this time go right. Use the Donkey Barrel to become invincible, and just smash through all the enemies in your way. Then, a sparkly Golden Banana is rightfully yours.

GOLDEN BANANA # 5:

Start out at the entrance to the world, and go forward. Ignore any ladders, and you will eventually find some wooden stairs. Ignore these, and go to the edge, and look down -- a new area below! Fall down, follow the path, and you will see a huge door. Go inside to discover some underground caverns. Time to go spelunking...

Go to the large skull on the other side of the tunnel, and open it using your coconut gun. Inside, turn left, and then right, then open the

passageway using a second coconut shot. Inside, you will see two rows of levers. If you look on the wall, the two pieces of paper (?) will give a clue on which levers to activate...



First activate level 1, then 2, then 3, and the wooden door will swing open, allowing you to take part in a MINE CART RIDE!!! Oh yeah, now we're talking some action. Here's some tips...

- * In the colored tunnels, tomb-stones will pop up out of the track, and if you come into contact with these, you lose three coins, so it is imperative you jump to the other track (left/right on the stick). These go in a predictable pattern (...left, right, left, right...) so you should be able to avoid them rather easily, unless you're going too fast.
- * The main feature of this bonus-game is the huge ghost demon that will annoy you throughout the course. It has three main attacks: (1) Punching. This can be avoided by switching tracks. (2) Swiping his entire claw across all tracks. This is slightly tricky to predict, as you must time it correctly. To avoid, you must jump straight up in the air. You can sometimes avoid it by switching tracks towards the direction it's coming from, but it doesn't always work. (3) Spewing half-a-dozen or so flaming skulls! The camera angle will automatically go behind you, and you'll need to change tracks constantly in order to avoid them all. This is a rather nice challenge, as you must time the leaps very carefully, because the skulls don't give you much room.

If you can get enough coins by the end, you receive a Golden Banana from Squawks (but I don't understand why he doesn't just give it to you...I mean, he is your friend and everything...).

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*****          10-2: DIDDY KONG          *****
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                C R E E P Y   C A S T L E
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GOLDEN BANANA # 1:

Start out at the entrance to the world, and go forward. Ignore any ladders, and you will eventually find some wooden stairs. Ignore these, and go to the edge, and look down -- a new area below! Fall down, follow the path, and you will see a huge door. Go inside to discover some underground caverns. Time to go spelunking...

You will immediately see a red Kasplat enemy in the middle of the subterranean passage, so go kick his face in, and retrieve his ever-so-helpful blue prints.

GOLDEN BANANA # 2:

After completing Golden Banana # 1, proceed to the large skull on the other side of the tunnels. Open it by shooting the peanut switch, and go inside. Turn left, follow the path, turn left again, and shoot the second peanut switch to open the passageway. Here, chimp charge the switches in numerical order (1, 2, 3, 4) and a Golden Banana shall be your reward.

GOLDEN BANANA # 3:

Go to the bridge area, and use the # 4 bananaport pad to warp to the castle path. Continue to go up the trail, and you eventually find a Diddy switch and a tag barrel. Activate it, and go inside the ballroom...ooohh...spooky ;)

Follow the path until you reach the ballroom itself. Go to the checkered floor, and defeat all of the enemies to cause a Diddy Barrel to appear. Use the jetpack's flames to light the three candles in the room, and a Bonus Barrel will appear in mid-air! Fly to it, and...

"Minecart Mayhem!" You must avoid TWO TNT carts this time. However, unlike the one you faced a few stages ago, the carts seem to stay on the same track most of the time. So, if they're about to get to the point where they will cross over to your track, YOU change tracks. Doesn't matter where, as long as you don't stay on your track (unless you can speed by), or the one they are on (otherwise they will stay on theirs). You can also use a combination of slowing down and/or speeding up to throw them off.

A Golden Banana is yours if you can complete this...

GOLDEN BANANA # 4:

From the entrance to the world, follow the path forward, ignoring all the ladders, until you reach some wooden stairs. Climb them, and you will see a # 1 bananaport pad, along with a door. Go through the small hole in the door, and you will come upon some underground caverns. Go forward, and you will eventually find a door on the left-wall. Go through this, turn right, and activate the Diddy switch. Using sniper mode (bought from Funky), shoot the peanut switch to cause many chains to come down from the ceiling. Go destroy the Kosha using your wave attack, otherwise he will mess you up. Now, swing across the floor using the chains, and collect the Golden Banana!

GOLDEN BANANA # 5:

Go to the bridge area, and use the # 2 bananaport pad to warp in front of a Diddy Barrel. Leap in, and use it to go to the VERY top of the castle, where Snide's HQ and the # 5 bananaport pad is. Except, go even higher, and you will find a Bonus Barrel on top of the tower...(along with a batch of bananas)

"Big Bug Bash!" Swat six flies in 60 seconds with your large flyswatter. Remember that when the swatter is going into the motion (upwards or downwards), you can move it slightly, so if the fly suddenly changes course, you can attempt to still smack it -- and in many cases, still succeed regardless.

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*****          10-3: LANKY KONG          *****  
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C R E E P Y C A S T L E

GOLDEN BANANA # 1:

Start out at the entrance to the world, and go forward. Ignore any ladders, and you will eventually find some wooden stairs. Ignore these, and go to the edge, and look down -- a new area below! Fall down, follow the path, and you will see a huge door. Go inside to discover some underground caverns. Time to go spelunking...

Turn to your right, and go around the column to find a grape switch. Shoot it to open a door, and go inside. Shoot the second grape switch, and quickly leap into the Lanky Barrel, and MOTOR to the gate that just opened. You only have a few seconds, so you need the Lanky Barrel's power. Inside the toxic room, play your instrument on the trombone pad to cause several vines to lower. Swing across them, and the Golden Banana is yours.

GOLDEN BANANA # 2:

Go to the bridge area, and wait for the bridge to reassemble itself so you can cross. Follow the castle path, and you will soon come across a blue Kasplat enemy, not hidden at all. Destroy him, and collect the blue print it leaves behind (as if you need to be told!).

GOLDEN BANANA # 3:

From the entrance to the world, follow the path forward, ignoring all the ladders, until you reach some wooden stairs. Climb them, and you will see a # 1 bananaport pad, along with a door. Go through the small hole in the door, and you will come upon some underground caverns. Go forward, and you will eventually find a door on the left-wall. Go through this, turn left, dodge the Kosha, and activate the Lanky switch. Then play your trombone on the music pad to cause several islands to arise out of the toxic sewage, all capped off with a Lanky pad. Then simply use the baboon balloon move to reach the Bonus Barrel on the far side of the chamber (take note that it is possible to not have to land on a second platform. On the first pad, get on the VERY edge, and then tap "Z", and you should be able to *just* make it to the barrel).

"Kremling Kosh!" 25 kremlings, 60 seconds, and all you need with you is some good eye-hand coordination!

GOLDEN BANANA # 4:

Go to the bridge area, and use the # 5 bananaport pad to teleport to the very top of the castle. Activate the Lanky switch, and go inside the tower door. Here, destroy all the enemies, and a Lanky pad will appear. Using sniper mode (bought from Funky), shoot the three grape switches that are high in the air. This will cause the grating to be removed from the pit in the ground, causing a huge updraft of air. Use the Lanky pad, float into the air, and it will push you near the ceiling, giving you access to the floating Bonus Barrel.

"Beaver Bother!" You have to herd an insane amount of beavers in the central hole in less than 60 seconds. There's only one tip I can give you: Run around the hole, with a beaver on the inside, and constantly scare him by using the "B" button. After three attacks, the beaver will automatically fall into the hole. If you do this with a group, even better. Just remember, it's nigh impossible to just walk up into a beaver, scare him, and expect him to fall in. You must run around the hole with the beaver closer to the hole than you.

GOLDEN BANANA # 5:

Go to the bridge area, and use the # 4 bananaport pad to warp to the castle path, way, WAY up in the air. Activate the Lanky pad to open the greenhouse door, then go inside. You now have 40 seconds to go through a bush maze to collect your prize at the end! Doing this feat will require the Lanky Barrel near the start, which will grant you a lot of speed.

***** 10-4: TINY KONG *****

C R E E P Y C A S T L E

GOLDEN BANANA # 1:

Start out at the entrance to the world, and go forward. Ignore any ladders, and you will eventually find some wooden stairs. Ignore these, and go to the edge, and look down -- a new area below! Fall down, follow the path, and you will see a huge door. Go inside to discover some underground caverns. Time to go spelunking...

Turn to your right, go around the column, and shoot the feather switch, then go through the door. Here, turn right and float across the toxic pool of slime. Then, activate the Tiny switch to cause make several hands come out of the toxic goo. To get across, you'll need to float to the first hand, and when it begins sinking, go to the second hand, as it will start to rise when the others sink. Repeat this sequence many times, and a Golden Banana shall be yours.

GOLDEN BANANA # 2:

From the entrance to the world, follow the path forward, ignoring all the ladders, until you reach some wooden stairs. Climb them, and you will see a # 1 bananaport pad, along with a door. Go through the small hole in the door, and you will come upon some underground caverns. Go forward, turn left, and do a mighty pony tail whirl, floating across the gap to the Bonus Barrel.

"Teetering Turtle Trouble!" You have to feed the snakes so they don't drop the turtles spinning on their backs. All you have to do is spray melons across each row, reload, and then spray across the other row. Repeat this until the time limit has expired, and a Golden Banana shall be yours.

GOLDEN BANANA # 3:

Start out at the entrance to the world, and go forward. Ignore any ladders, and you will eventually find some wooden stairs. Ignore these, and go to the edge, and look down -- a new area below! Fall down, follow the path, and you will see a huge door. Ignore this and continue down the path. Keep going...and going...ah! Finally! You've reached a small island with a purple Kasplat enemy. Defeat him, then collect the blue print he leaves behind.

GOLDEN BANANA # 4:

Go to the bridge area, and use the # 4 bananaport pad to warp to the castle path, way, WAY up in the air. Go to the gray, cylindrical building, and jump into the Tiny Barrel to become a mini-monkey. Circle around, and jump on the mushroom. It will bounce you to the roof of the structure like a trampoline! Fall through the hole you see, and you find yourself in a large chamber filled with buzzing fly enemies. Collect the homing missile ammunition, and then keep shooting down the buzzards. When they are all gone, a Golden Banana shall be yours.

GOLDEN BANANA # 5:

Go to the bridge area, and use the # 4 bananaport pad to warp to the castle path. Continue to go up the trail, and you eventually find a Diddy switch and a tag barrel. Become Diddy, activate the switch to open the door, then quickly switch back to Tiny and go inside the door.

Follow the path until you come to a HUGE room. Go down the stairs, and use the monkeyport move by standing on the Tiny pad and tapping "Z". You appear in front of a large building. Jump up on the roof, become small by leaping into the Tiny Barrel, and then go inside of the small hole at the front.

Uh-oh, it's a re-match with the go-cart from Frantic Factory! This race is actually very similar to the walrus race from Gloomy Galleon...collect 10 coins, go through the flags, etc. If you miss too many flags, you automatically lose. If you hit a crate, you lose three coins and slow down. The only places where you can get a significant lead on your opponent is when it's time to do a complete 360 spin

(happens twice in each lap). With practice, you shall win, and a Golden Banana will be able to be called yours.

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*****
*****          10-5: CHUNKY KONG          *****
*****
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C R E E P Y C A S T L E

GOLDEN BANANA # 1:

Do this as Donkey Kong. From the entrance of the world, go forward, and you will come upon a large tree. Go around it to find a Donkey pad. Use the baboon blast maneuver, and you will find yourself in a blast barrel section. This is rather confusing, and there are several rope targets to blast through. After flexing your eye-hand coordination muscles, you fly through a DK star, opening the door that is on the tree. Now, find a tag barrel (like the one in the bridge area), and go inside the tree. Using your powerful primate punch, annihilate the large piece of wood blocking the left passageway. Here, you'll need to use your sniper mode (bought from Funky) in order to shoot the pineapple switch. Then, jump inside the Bonus Barrel!

"Beaver Bother!" Awwwww no, not again! This is quite possibly the most frustrating bonus board in the entire game, and they have the nerve to have it repeated in the same level TWICE?! Sheesh...

You have to herd an insane amount of beavers in the central hole in less than 60 seconds. There's only one tip I can give you: Run around the hole, with a beaver on the inside, and constantly scare him by using the "B" button. After three attacks, the beaver will automatically fall into the hole. If you do this with a group, even better. Just remember, it's nigh impossible to just walk up into a beaver, scare him, and expect him to fall in. You must run around the hole with the beaver closer to the hole than you.

GOLDEN BANANA # 2:

Start out at the entrance to the world, and go forward. Ignore any ladders, and you will eventually find some wooden stairs. Ignore these, and go to the edge, and look down -- a new area below! Fall down, follow the path, and you will see a huge door. Go inside to discover some underground caverns. Time to go spelunking...

Go to the huge skull on the side other side of the chamber, and shoot the pineapple switch. Go inside the skull itself, and turn right at the first intersection. Follow the path, and shoot the second pineapple switch to open the door. Here, use the primate punch to smash open the coffins. Most contain banana bunches, but one will hold a Bonus Barrel!

"Searchlight Seek!" The idea is to hit the klaptraps from above, in the dark, with melons. There are two things to keep in mind here: (1) By the time the melon gets near the ground, your target will be somewhere else, so lead your aim (e.g. fire your shots ahead of the target, in the direction it is headed. (2) He can and will turn, usually at a steep angle. To counteract this, shoot parallel to the side of his head, in

the direction is looks like he will turn. 60 seconds and 10 the amount you must hit. This is the hardest version of this bonus in the entire game, as you must hit one klaptrap per 10 seconds! Keep your cool, and you'll hopefully win it all.

GOLDEN BANANA # 3:

Go to the bridge area, and use the # 4 bananaport pad to warp to the castle path, high above the ground. Go to the old shed you see, and use a well-aimed primate punch to knock the door off of its hinges. Go inside, and collect all the homing missile ammunition. Use another primate punch to break open the "?" crate, and a Chunky pad will be underneath. Use the gorilla gone move, and many invisible bats will become visible again! So use your homing shots to defeat them all, and a Golden Banana will appear.

GOLDEN BANANA # 4:

Go to the bridge area, and use the # 4 bananaport pad to warp to the castle path. Instead of continuing upwards, go backwards, slowly going down, and you will find a Chunky switch. Activate it, and go inside the "museum", as the sign calls it. Here, follow the path to a very large room. Defeat all of the enemies, and then stand on the platform in the center. As it goes down, a large skull head opens, revealing a Golden Banana!...oh, wait, there's nothing to hold the platform down.

The solution is thus: see the large purple plates on the wall? Go to them, and use the primate punch to slam them backwards. When they are all activated, the second skull head will open its mouth, revealing a stone. Stone + switch = Golden Banana!

GOLDEN BANANA # 5:

From the entrance to the world, follow the path forward, ignoring all the ladders, until you reach some wooden stairs. Climb them, and you will see a # 1 bananaport pad, along with a door. Go through the small hole in the door, and you will come upon some underground caverns. Go forward, and you will eventually come upon a green Kasplat enemy. Defeat him and...ah, you know the rest, so I won't bother repeating myself!

CHAPTER 11) HIDEOUT HELM

The nerve center for K. Rool's attack on DK Island, the most clever -- not to mention challenging -- bonus games can be found here. If you survive, a duel with the King is practically assured...practically...

REACHING THE BLAST-O-MATIC MACHINE:

Use Lanky's orangstand move to go up the hill, then use Chunky's pineapple launcher on the appropriate switch to open the door, then swing across the vines to clear the magma. Switch to Tiny, leap into the Tiny Barrel, and go through the small hole. TA DA!

COLLECTING THE CROWN:

Once in the Blast-O-Matic area, jump into the Diddy Barrel and boost to the very top of the room, and land on the K. Rool Pad on top of the machine. This battle arena is very different from the rest, as you can not use shockwaves AT ALL! So you'll really need to watch yourselves around the Kasplats. Finally, where then is only 15 seconds left, a third Kasplat enemy will warp in. Yes, you heard me right -- you will be battling against three Kasplats and one other kremling! If you can survive against this, you definitely earned this Crown.

OPENING THE FIVE DOORS:

In the Blast-O-Matic area, use Donkey's gorilla grab move to activate the lever, which will cause many DK stars to appear in the air. Using Diddy's jetpacks, fly through them all, and all five doors will open.

EXPLANATION OF WHAT TO DO:

By going into their own, specific door, each Kong may retrieve a Banana Medal by completing two very difficult bonus games. When all five Medals have been collected, we may move on to the next area...

DONKEY KONG'S BANANA MEDAL:

Bonus Barrel # 1 -- You have to jump into a blast barrel, then shoot yourself at three different targets within the time limit. Eye-hand coordination is a MUST here, as you can only miss once and still win.

Bonus Barrel # 2 -- Playing as Rhambi, you must skewer a specified amount of Kremlings before the time expires. However, if you hit one of the many electricity towers, it's game over for you! Make sure to stay far away from those, and you should be able to do this just in time.

CHUNKY KONG'S BANANA MEDAL:

Bonus Barrel # 1 -- You have to find a hidden Kremling among the handfuls of "?" crates. Leap into the Chunky Barrel to become the UBER APE, and then start smashing all the boxes to pieces using your primate punch.

Bonus Barrel # 2 -- You have to shoot five Kremlings using your sniper mode! If you have a few homing shots left over from one of the previous levels, then this will be really easy. Otherwise you might actually have to aim well!
:p

TINY KONG'S BANANA MEDAL:

Bonus Barrel # 1 -- To finish this one off, you must fly through three DK stars WITHOUT touching the floor, then activate the switch near the end. The first two stars are easy, but the last one is in a strange position. After going through it, you'll need to push the analog stick to the left very hard to reach the box there.

Bonus Barrel # 2 -- Use the mushrooms like trampolines, and bounce into the air, then use the pony-tail whirl to fly through three DK stars. This one is much easier than the last.

LANKY KONG'S BANANA MEDAL:

Bonus Barrel # 1 -- Leap into the Lanky Barrel and speed through the maze like a drooling pervert, and you will find the switch to activate. Once done with that small feat, quickly run to the goal line before time expires!

Bonus Barrel # 2 -- Climb onto the crates, and then you have the perfect of which you can shoot three buzzes using your grape shooter. If you have a few homing shots left from the last few worlds, this will be a LOT easier. If not, you'll have to rely on the good-old eyeball for aiming.

DIDDY KONG'S BANANA MEDAL:

Bonus Barrel # 1 -- Run around the room and start bowling over Kremlings like a mad-man, as you must find a so called "special" one in order for the switch in the middle to be operated again. Once you find him, a chime will sound, so quickly bolt for the center and use it to end the bonus game.

Bonus Barrel # 2 -- Leap into the Diddy Barrel to obtain rocket-power, then boost to each wall of the chamber, then shoot the switch using your popguns. When all the switches have been activated, the central cage will lift, exposing a switch. Pound it into the ground, and the game will end.

COLLECTING THE FINAL BOSS KEY:

After all the Banana Medals have been collected, you can go through the K. Rool door. Then you come upon a large gate. If you have four or more Crowns you can pass...if not, you better go to some other stage and collect some more! After this, a cinema will show K. Rool running away to a secret kremling jet. Then...you find a large entranceway, and you must own both the Nintendo and Rareware coins to pass. If you do not have them, you better go get them! Inside, you will receive the final Boss Key!

Now, return to K. Lumsy, and his cage will be taken away. After a very, er, interesting cinema, you will be able to fight K. Rool by jumping in the shuttle wreckage.

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CHAPTER 12) FREQUENTLY ASKED QUESTIONS
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Obviously, no one has e-mailed me about the game as I type this, so this section will remain rather barren until I start getting questions that are, er, asked frequently. However, I have included a few questions that I foresee getting...

1

Q: How do I jump higher or farther?

A: All characters, regardless of their stats, can perform both a long jump and a high jump. To do the high jump, press "Z" and then "A". To perform the long jump, start to run as fast as you can, then press "Z" and "A" together...just like in Mario 64!

Just remember, even with these moves, a heavy character like Chunky will never be able to jump as high or far as a lighter character, like Diddy for example.

2

Q: I'm in the Fungi Forest, and when I stomp on a character switch, nothing happens! Is this game glitched or what?!

A: No, you just need a more powerful attack. Go see Cranky Kong (his lab is behind the giant mushroom) and buy the "Super Simian Slam." With that, you can activate the switches.

3

Q: Where is Jetpac?

A: Once you have collected 15 Banana Medals, go see Cranky and he will show you his computer game, "Jetpac", and allow you to play it. You control a small man with a jetpack, and can hover at will, anywhere, and fly around. You must collect space ship parts while avoiding/shooting fireballs and ghosts. To get some big points, collect diamonds, gold bars, and other flashing items that occasionally drop from the sky. By getting a score of 5,000 or more points, you receive the Rareware Coin, which -- along with the Nintendo Coin -- will be required to beat the game.

See the bonus games chapter for a more detailed walkthrough.

4

Q: How do I -- Operate the Donkey Kong Arcade Cabinet? Win the fourth stage of DK Arcade? Retrieve the Nintendo Coin?

A: To play the game itself you must have the Gorilla Grab move for Donkey Kong...go see Cranky about that. To win the fourth stage of DK Arcade, you must run over all the yellow tiles on the screen. This will allow you to beat the game. To win the Nintendo Coin, you must beat the game first, then Squawks will tell you to play it again. If you do, you will notice that instead of Pauline (the Princess Toadstool look-alike), you are going after a Coin! If you win again, it is yours to keep. You must collect this -- along with the Rareware Coin -- to beat the game.

See the bonus games chapter for a more detailed walkthrough.

5

Q: Where is the banana queen / camera?

A: First, make sure Tiny has the "Mini-Monkey" move. In DK Isles, go to the large island out in the water that looks like a witch's head. Jump into the Tiny Barrel to become small, then run inside the head. Talk to the Banana Queen, and she'll give you the camera, along with a secret move.

6

Q: What are the dirt piles with the words "DK" used for?

A: After receiving the special move from the banana queen, stand atop the piles and use said move. A special coin will come out, that will give all Kongs five banana coins.

7

Q: What do I need in order to achieve a 101% percent rating?

A: You need to have collected all of the following in the game...

- * Golden Bananas (201/200)
- * Crowns (10/10)
- * Fairies (20/20)
- * Blue Prints (40/40)
- * Banana Medals (40/40)
- * Boss Keys (8/8)
- * Both Nintendo & Rareware Coins

You do not have to have all the normal bananas in the game, however.

8

Q: Are there any rewards for collecting 101%?

A: Yes, after beating K. Rool and seeing the ending, you get a special, longer cinema, which is drop-down hilarious. You're sure to be hysterical after seeing it all...I highly recommend it, it's really funny.

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CHAPTER 13) SECRETS GALORE

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EXTRA ANIMATION:

When you are on the main screen (Donkey Kong will be holding a barrel), lay off of the controller and watch what happens. As far as I can tell, it's totally random, but many interesting things can happen. Gnawtys go by on barrels, Kremplings come up and bump you, Rambi plays in the background, it turns night, it starts to rain, Donkey Kong almost collapses from holding the barrel so long, etc. It's very interesting!

TINY IS TOUGH:

The next time you're in a Tag Barrel, select Chunky, and watch his animation. Makes you wonder who's REALLY the tough-guy around here... :p

MYSTERY MODE:

When you take a picture of your first Banana Fairy, "Mystery Mode" will appear on the main screen you get when you start up the system. By taking pictures of more and more fairies, you can unlock some cool rewards...

DK THEATRE:

Take pictures of two Banana Fairies, and "DK Theatre" will open up in Mystery Mode. It allows you to view any cinemas in the game, assuming you've seen it before.

DK BONUS:

Take pictures of five Banana Fairies, and "DK Bonus" will be unlocked inside of Mystery Mode. It allows you to play some Rambi/Enguarde mini-games that revolve around killing enemies. Oh, what fun!

BOSS REPLAY:

Take pictures of ten Banana Fairies, and "BOSS REPLAY" appears in Mystery Mode. It allows you to fight against any major boss character in the game as many times as you wish, assuming you've fought it beforehand of course. It's about time Rareware implemented a feature like this into

a game! :p

KRUSHA IN BATTLE:

Take pictures of 15 Banana Fairies to earn Krusha (from the SNES games) in battle mode.

INFINITE ITEMS:

To earn the opportunity to have infinite items, take pictures of all 20 Banana Fairies. You can either have them all set to infinity, or go to a checklist and check certain items. Crystal Coconuts for Diddy's Rocketbarrels, anybody? :D

SNIDE'S BLUE PRINT BONANZA:

When Snide receives all 40 of his Blue Prints, he allows you to play any barrel bonus game you want, although it does not include the races. A crappy reward on even the nicest day...

STANDING STILL ANIMATION:

Let a Kong stand still for awhile, and they will perform an odd animation. Some are humorous (Chunky being scared by butterflies, or Donkey eating a fly) while others are rather odd (Lanky juggling grenades).

EXTENDED ENDING:

After achieving a 101% collection rate, go beat K. Rool again, and the ending sequence will stay the same, until the very end. The extended part is VERY, VERY funny, if not down-right hysterical, so it is definitely worth getting.

CHAPTER 14) BANANA FAIRY LOCATIONS

WHERE IS THE BANANA QUEEN / CAMERA ?:

First, make sure Tiny has the "Mini-Monkey" move. In DK Isles, go to the large island out in the water that looks like a witch's head. Jump into the Tiny Barrel to become small, then run inside the head. Talk to the Banana Queen, and she'll give you the camera.

DK ISLES:

Fairy # 1 -- Inside the entrance chamber to Frantic Factory, there is a large "?" crate. Use Chunky's primate punch to burst it open, and a fairy will pop out, along with a Kasplat enemy.

Fairy # 2 -- Next to K. Rool's castle is the fairy queen island. Respectively, next to the queen island there is another, smaller island with a single palm tree. Go there, and snap the picture of this easy fairy.

Fairy # 3 -- In the Fungi Forest entrance chamber, shoot the feather button near the ceiling using Tiny's bow gun. After this, it is very self explanatory...

Fairy # 4 -- At the base of K. Rool's castle, you will find a Tiny pad. Use it (the move can be bought from Cranky in Crystal Caves) to go to the top of the castle, and the final fairy can be found there.

JUNGLE JAPES:

Fairy # 1 -- In one of Lanky's Golden Banana scenarios, you had to destroy several zingers with your grape shooter. After collecting your prize, this fairy will automatically appear.

Fairy # 2 -- In the maze of tunnels leading to Cranky's Lab, one goes to a huge boulder. Near this, yet again, is another branch, that leads to a small pool of water; and, of course, another fairy.

ANGRY AZTECS:

Fairy # 1 -- On the temple with five doors, go to Tiny's door, and right inside. You will find a small hole, and the familiar fairy music chiming away. Hop into the Tiny Barrel, become small, go in the hole, and snap the picture!

Fairy # 2 -- Inside the Llama Temple, there is a sidepath with a pipe. Next to the pipe is the flying fairy! You'll probably hear its music before seeing it, however.

FRANTIC FACTORY:

Fairy # 1 -- This can be found near Funky's Armory, which branches off of the room that contains the huge tower of ABC blocks.

Fairy # 2 -- Also in the room with the ABC tower, the blocks against the wall allow you to enter small alcoves. On, however, goes to a tunnel. Just standing near its entrance, you should be hearing the all-too familiar fairy music...

GLOOMY GALLEON:

Fairy # 1 -- From the entrance to the stage, go straight ahead, into the dry, sandy area with the pirate ships. Go into the first ship you see -- which is on the right -- and you find a dead-end path that holds several treasure chests. Use Chunky's primate punch to burst them all open, and inside one, this fairy will pop out.

Fairy # 2 -- In the wrecked ship area, swim to Funky's Armory, and slightly beyond that, you will see a tower like structure sticking above the water, with several music pads on it. Find Tiny's correlating music pad, and play your saxophone on it to open a small door in the large ship in the middle of this entire region. Quickly swim to it before the gate can shut (60 seconds is all you get), and you're inside another area with Glimmer! In one of the prison cells, you find this fairy. Simply back up a few feet and snap its pic!

FUNGI FOREST:

Fairy # 1 -- First, make sure it's nighttime, and then go to the shed area. You will notice an area where the walls are made up of thorn bushes...go here, and you find a large barn, but the entrance is shut tight. Go into the Donkey Barrel to become invincible, then go to the back and pound the Donkey switch to open the entrance. Inside, it seems like a stable of some kind. Climb up the ladder to reach the above story, then circle around and pound the "?" crate to release the level's first fairy!

Fairy # 2 -- Do all of this as Diddy Kong. First, make sure it's nighttime, then go to the shack area. You will find a large barn, on the opposite side of the section than the thorn bushes. Use Diddy's high jumping abilities, along with the Diddy pad, to get inside the top of the barn. Inside, it is COMPLETELY dark, and you can't even see more than two feet in front of you. The entire chamber consists of very thin wooden planks suspended over a bottomless pit. Play your guitar on the music pad to call Squawks -- who, like in the original Donkey Kong Country -- will carry a lantern and help you see tremendously. Ever-so carefully make your way to the other side, picking up numerous banana bunches, and collect the easy Golden Banana. Immediately after this, the last fairy of the level will appear.

CRYSTAL CAVES:

Fairy # 1 -- Go to the large cabin next to Candy's store, and go to the third story, and play your guitar on the guitar pad and watch the door before you open. Inside, vanquish the two club-wielding maniacs by using the energy move you received from the banana queen fairy. When they are gone, a Diddy pad will appear! Use it to jump into the Diddy Barrel high in the air, and then use its flames to light the three

candles (and collect many bananas in the process). When they are all lit, a Golden Banana is yours. After collecting it, a fairy automatically appears.

Fairy # 2 -- Go to the igloo area, and make sure the music pads are there (see section 9-0 for details), and play the saxophone on the appropriate pad. Inside, you will see a larger than normal Kosha, along with a switch. Kill the kremling cut-throat using your wave attack, and then hit the switch. It will begin to move around. Each time you activate it, it will shrink. Soon, the enemy will come back, so use another wave attack. After hitting the switch several times, a Golden Banana shall be yours. After collecting it, the last fairy will automatically appear.

CREEPY CASTLE:

Fairy # 1 -- Do all of this as Donkey Kong. From the entrance of the world, go forward, and you will come upon a large tree. Go around it to find a Donkey pad. Use the baboon blast maneuver, and you will find yourself in a blast barrel section. This is rather confusing, and there are several rope targets to blast through. After flexing your eye-hand coordination muscles, you fly through a DK star, opening the door that is on the tree. Go inside, and shoot the coconut switch to open the passageway. Fall through the hole in the floor to land in a lake, and get on the floating piece of flotsam. Aim your camera up, and yes siree bob, there's one of those annoying fairies! This one will be particularly hard to catch on film, because it changes directions so quickly.

Fairy # 2 -- Go to the bridge area, and use the # 4 bananaport pad to warp to the castle path. Continue to go up the trail, and you eventually find a Diddy switch and a tag barrel. Become Diddy, activate the switch to open the door, then quickly switch back to Tiny and go inside the door. Follow the path until you come to a HUGE room. Go down the stairs, and use the monkeyport move by standing on the Tiny pad and tapping "Z". You appear in front of a large building. Go behind it and snap the picture of the vomit-inducing fairy.

HIDEOUT HELM:

Fairy # 1 / 2 -- Both fairies are found in the room that contains the Boss Key. The Rareware and Nintendo Coins are required to enter.

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CHAPTER 15) BONUS GAMES
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RAMBI'S BONUS ARENA:

This is earned by collecting four Banana Fairies, then going to the Mystery Mode...

At first, this seems pretty weird, and not much fun. After you beat the first game, you say to yourself, "I'll do it again, since I'm kind of bored..." Then you start playing again and again. Suddenly, an hour has gone by and you don't know how. In other words...this sub-game is disturbingly addictive.

The idea is to score as many points as possible by piercing through the beavers called gnawties! If you hit only one, you get two points. However, going through one or more can earn you combos, and there's a special yellow one involved...

BEAVERS KILLER:	POINTS EARNED:
one normal	two
two normal	eight
three normal	sixteen
one yellow	ten
one yellow + one normal	sixteen
one yellow + two normal	twenty-eight
one yellow + three normal	thirty-two

Because of this, scoring very large numbers is nigh impossible without involving the yellow beaver in your strategy. There's only one, and he only warps in every other twenty seconds, so you need to exploit his properties each time. The BEST way to have multiple opponents scored is to this: go near a beaver, and they will chase you. Get a group of three or so following you, turn around, and plow right through them! Do this over and over, and with a little luck and perseverance, you should be able to score in the upper hundreds (my best score ever was 180, though this was mainly luck. My second best score is 172...). If there's not a lot of trios following you, then who cares, eight points at a time never hurt anyone! And when it gets down to less than ten seconds left, don't worry about setting up anything, just go wild and blast through anything that moves.

ENGUARDE'S BONUS ARENA:

Though not as addictive as Rambi's game (in my opinion), this one is very fun nonetheless. You have to go swim through as many DK stars to earn a high score! The ones underwater are worth a scant five points, but the ones floating in mid-air are worth a whopping twenty! The trick to this game is to follow the ones underwater, because they slowly go upwards, leading you right to the one above water...

DK STAR

waterline _____
DK STAR

DK STAR

DK STAR

So you just swim up through the ones underwater, and right into the one above water. As simple as that...the rest is up to you, and how good you are this. It is possible to get in the lower 200's with this game.

JETPAC:

No, it's not jetpack it's JETPAC...without the K. This is Rareware's first title ever made (two years before the NES existed), and I must say, it is INSANELY fun. I sometimes end up playing this more than Donkey Kong 64 itself. You control a small astronaut with (appropriately enough) a jetpack, and you can use it fly all around the stage. You also have a laser machine gun, and can shoot long strands of hot lead, killing just about anything in one shot.

Stage 1 -- As our first world, you must shoot deadly comets (or maybe they're fireballs) before they can collide with you. Your first objective is to assemble the rocket, and then fuel it up by collecting the fuel tanks that fall from the sky.

Stage 2 -- This planet is inhabited by ghosts, and they will bounce off the pieces of land instead of just wandering through the world.

Stage 3 & 4 -- Three has bubbles, four has airplane look-alikes. They both are very dangerous, as they will change directions WITHOUT warning. Because of this, you will want to stay far, far away from them.

Stage 5 and on -- The toughest enemies of all are the UFOs, as they will not only change directions without warning, they can actually go BACKWARDS...that's right, instead of only going left or only going right, they will go back and fourth, hunting you down. Very, very difficult to avoid.

General Tips -- Stay near the top of the screen, as this will allow you to easily avoid all the enemies (except for Stage 5 and on) PLUS you will be able to almost immediately grab any power-ups or fuel containers.

As in Pac-Man, if you go too far to the left, you will end up on the right, and vice versa. Use this to your advantage when dodging enemies from stage 5 and on, and remember that this applies to your foes and laser fire as well (there's nothing like shooting enemies on the other side of the screen, hehehe).

If you're going for the high score (and who isn't?), you must grab as many power-ups as physically possible. Gold bars, green bags, diamonds, rubies, and even something that vaguely resembles the Triforce of Zelda fame; they all allow you to beef up in this area.

After retrieving the Rareware Coin, you can play this in the Mystery Mode. I suggest doing so, since you don't have to go to Cranky's Lab.

ORIGINAL DONKEY KONG ARCADE:

The game that jump-started Shigeru Miyamoto's career, creator of Mario, Zelda, Star Fox, and who knows what else. Though rather disturbing, this game is fun to the very core. Here are a few short strategies for some of the stages...

Stage 1 -- Donkey Kong will continuously throw barrels down at you, so you must either jump over them, or find a ladder to go to the above level. When one of the blue barrels falls into the flaming oil tank, a fireball will be born, and start to chase after you. The hammers will enable you to destroy anything in your path! Sometimes the barrels will fall down the ladders (even the broken ones you can't climb), so if a barrel is about to go over a ladder, get ready just in case. If it doesn't go down, you can then go up the ladder and cut it off. This is all classic girder action!

Stage 2 -- This is some kind of twisted pie factory, as conveyor belts lead directly to flaming oil tanks, and pies can kill you! I never heard of a dangerous dessert before...Anyway, many flames hang out in the center, and they will track you down, so be sure to keep an eye on them. When you get to the ladders that retract every few seconds, wait there at the top, as it is the safest place in the board (unless a flame starts to come towards you...). Don't be afraid when Donkey Kong himself begins to run at you, because he can't do anything to impede your progress. It is entirely possible to jump over the flaming oil tank if a flame is chasing you, so don't give it a second thought.

Stage 3 -- The first main obstacle is getting past the first flame. To do this, wait until he is at the very bottom of his platform, or on a ladder, and then wait for one of the rising platforms to come close enough so you can jump on it without dying. Then, when it gets to the top of the flame's platform, quickly jump off. By this time, he will be chasing you, so go down a ladder, to the falling platforms, and free from his evil clutches (a bit melodramatic, I know). You'll want to stay far from the second flame, so go to the detour. Now, the final obstacle: getting past the bouncing "I"s. You must realize that the only place it can kill you, is the area around the ladder that leads to Paulina (the Princess Toadstool look-alike). If you stay to the right of the ladder, they can't TOUCH YOU! So wait for one to bounce past the white ladder, then quickly climb up before the next one has time to even come close.

Stage 4 -- The final board, all you have to do is run over the eight switches (the small, yellowish objects embedded into the girders). I think the easiest way to do this is to wipe them out level by level (e.g. all the ones on the bottom row, then all the ones on the middle row, then the ones on the top row), because it enables you to dodge the considerable amount of fireballs that come after you much easier. If you try to do them by column (e.g. all the ones on the left-side of the screen, then all the ones on the right) you will have a bit of a problem, as you will have to dodge MANY fireballs when

going back down. Stick to my method, and it should be easier.

General Tips -- After beating stage 4 for the first time, you may play it in the Mystery Mode, which is a lot better than trekking all the way to the center of Frantic Factory...and besides, you don't have to sit through the cinema of Donkey pulling that stupid lever.

By successfully completing the fourth stage, you will start over, except with a much more higher difficulty rating (look in the upper-right hand corner, see the "L = #"? The # is the difficulty rating). The highest I have ever gotten to was three, but I hear that it goes up to five! Each stage gets MUCH more difficult, with an insane amount of barrels being dropped, and dozens of fireballs being unleashed. Scary, yet highly addictive. You might want to use those hammers a lot, to clear out the path...

If you're going for a high score, be sure to pound as many fireballs, barrels, and pies into the ground as you can by either jumping over them or using the hammer. Likewise, collect the stationary pies, umbrellas, and purses for bonus points.

The rest are simply going to be the ones you can access by leaping into a Bonus Barrel...

BUSTY BARRAGE BARRAGE:

You are sitting stationary in the center of the screen and can not move, you can only swivel on your axis. Numerous Kremlings will warp in from each side of you and run towards you...your objective is to not be hit a single time with a 60 second time period! To do this, you must rotate the control stick while tapping on the 'B' button, this way you will fire your launcher at a furious speed, and not one Kremling should be able to make it through. This is very fun, and it requires good aim -- good luck!

TEETERING TURTLE TROUBLE:

You have to feed the snakes so they don't drop the turtles spinning on their backs. All you have to do is spray melons across each row, reload, and then spray across the other row. Repeat this until the time limit has expired, and a Golden Banana shall be yours.

STEALTHY SNOOP:

Basically, you have so many seconds to carefully slide past Kremlings with flashlights, and make it to the end before time runs out, all the while in a slightly confusing maze. The guard's movements are pre-set, so if you watch them carefully, you will be able to easily evade their

light.

MINE CART MAYHEM:

1 -- One Cart

Your goal is to avoid another cart of TNT while going through a maze of tracks that criss-cross each other, and you can only slow down, speed up, and switch tracks...you are always going forward. The underlying rule is as thus: When it's on the inside, you had better be on the outside. When you're on the inside, it had better be on the outside! If it's about to change lanes, you change lanes as well!

2 -- Two Carts

Same as before, except with TWO CARTS! If they are about to get to the point where they will cross over to your track, YOU change tracks. Doesn't matter where, as long as you don't stay on your track (unless you can speed by), or the one they are on (otherwise they will stay on theirs). You can also use a combination of slowing down and/or speeding up to throw them off. This one will definitely require some patience and strategy.

SEARCHLIGHT SEEK:

The idea is to hit the klaptraps from above, in the dark, with melons. There are two things to keep in mind here: (1) By the time the melon gets near the ground, your target will be somewhere else, so lead your aim (e.g. fire your shots ahead of the target, in the direction it is headed. (2) He can and will turn, usually at a steep angle. To counteract this, shoot parallel to the side of his head, in the direction it looks like he will turn.

BEAVER BOTHER:

You have to herd an insane amount of beavers in the central hole in less than 60 seconds. There's only one tip I can give you: Run around the hole, with a beaver on the inside, and constantly scare him by using the "B" button. After three attacks, the beaver will automatically fall into the hole. If you do this with a group, even better. Just remember, it's nigh impossible to just walk up into a beaver, scare him, and expect him to fall in. You must run around the hole with the beaver closer to the hole than you.

BIG BUG BASH:

Swat so many` flies in 60 seconds with your large flyswatter. Remember that when the swatter is going into the motion (upwards or downwards), you can move it slightly, so if the fly suddenly changes course, you can attempt to still smack it -- and in many cases, still succeed regardless.

PERIL PATH PANIC:

You must knock out the klaptraps with melons so the fairies passing by don't get eaten...reminds me of the twinklie mini-game in Banjo-Kazooie. I just spray each row of klaptraps with melons, and then a few fairies will pass by. When everyone is awake again, I spray again. Remember that if a klaptrap is shaking his head, the fairy can still go by and not get eaten!

KRAZY KONG KLAMOUR:

You have to shoot the golden banana using your melon cannon, but if you shoot one of the five Kongs, it's all over! Each time you shoot the banana, the lights will go out, and then when they come back on, everything will be shifted, and you have only moments to relocate the banana and shoot it. This is DEFINITELY going to require some good eye-hand coordination.

BATTY BARREL BANDIT:

Match three (or four) bananas in the slot machine before time expires. Time it so you know what item comes before the banana, and then tap the button when you see that item. Eye-hand coordination, anyone? :)

KREMLING KOSH:

This is like a twisted version of "Bop the Mole" that you usually see at carnivals, except with a melon cannon and Kremlings. You have to shoot them when they come out of the barrel, and you have to be very fast, unless there are a lot on screen at once. The green are worth one, and the red are worth two (though they are much harder to hit).

MAZE VARIATIONS:

Some include running through while defeating all the enemies, or collecting coins, or activating a switch. No strategy for this, really, just run around as fast as you can and look for your objective.

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CHAPTER 16) MAJOR BOSS CHARACTERS
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The set-up goes like this...

<NAME OF BOSS>

<Name of Level>

<Name of Kong>

<Difficulty>

The difficulty rating is on a scale of one to five, one being pathetically easy, while five being on the verge of the impossible.

ARMY DILLO

Jungle Japes
Donkey Kong
2/5

This is a mammoth sized armadillo, with heavy metallic shielding, and two large, tubular guns mounted on either side -- it takes up roughly 3/5 of the screen at any one time. It will shoot roaring fireballs at you from each of its guns, one at a time. After a while, it sticks its head out. Quickly run up, grab the TNT barrel, and smash it against his face! Then it rolls up into a giant, metal ball and starts chasing you! If it gets too close for comfort, do a roll to move away (While running, Z + B). Then it returns to its fireball move. Each time it gets hit, it shoots fireballs faster and faster, and rolls even more wildly. After roughly five hits, it gives up the ghost and runs away.

DOGADON

Angry Aztecs
Diddy Kong
1/5

Holy ****! I had better check again to make sure I'm not playing a Dreamcast game...<pause> Hmm, odd, the only thing on is my N64. :p This is one seriously bad-ass boss, if you didn't care to notice. Unfortunately, it is pathetically easy (as seen by the 1/5 rating). Basically, it will spit roaring, searing fireballs at you, which explode when it comes into contact with anything, and gives off quite a large radius. Then it lands, and waits for you to smash its face in with a TNT barrel. Four more times and its done for good!

JACK IN 'DA BOX

Frantic Factory
Tiny Kong
4/5

This is definitely a difficult boss -- and probably the first one where players will find themselves struggling to beat it. The epic battle takes place over a bottomless pit. But instead of a solid arena floor, there are roughly 20 large, square pillars, that alternate from blue to white...you must use Tiny's floating hair maneuver in order to move from one pillar to the next.

The boss will hide in his box and jump around, trying to crush you. The important thing to know is that it can't jump diagonally, so if you go to a diagonal pillar, it will have to work twice as hard to get there! After avoiding it for quite some time, he will pop out of his box and begin to hurl fireballs at you. You will notice that two switches have popped up on two other pillars...one on a blue pillar, the other on white. Look at the tile the boss is on: if it is white, you want to press the white switch, and vice versa for blue. If you hit the opposite color, you get hurt. When you press the correct one, a large energy ray will burst out and hit the boss. He will continue to get faster and faster, until he learns a new attack...

Now he throws a small pellet at your pillar, which then erupts into a huge fire storm! You want to get out of there as fast as you can, otherwise you'll be blown into the pit below. Hit the switch, and his final trick is to turn invisible. Pay careful attention to the sparkles that move through the air, and stay as far away as possible. You can also tell what tile he is on because it lights up when he stands on it...one more hit, and he's a goner!

OCTO-THING

Gloomy Galleon
Lanky Kong
3/5

Yes, I made up that highly original name. So sue me!

Instead of running around on foot like usual, this time you take control of a motorboat over a large lake, with the boss sitting stationary in the center. It has three moves: (1) Shooting fireballs at you (2) Shooting fireballs into the air so they rain down on you (3) Causing a huge, blue energy wave to blast from the center and go to the edge of the arena. To avoid it, you'll need to fit your craft into one of the cal-de-sacs at the edge of the walls.

To defeat the slimy sleuth, you must speed though the DK stars that appear on the sides of the water. When you go through one, another will appear, and you have 30 seconds to get to it while avoiding attacks. When they are all activated, the boss will be electrocuted, and the process will start anew, except now you only have 25 seconds. It keeps going like this all the way down to 10 seconds, then the boss dies in a very anti-climatic death scene.

DOGADON RETURNS

Fungi Forest
Chunky Kong
3/5

Yes, "Mr. Eye-candy" returns, except this time he brought back some slight challenge for you to tangle with. It starts out just like last time...after his first hit, he will cause a large fire ring to blast from his body. Quickly grab the TNT-barrel, jump over the ring, and throw the barrel at the monster while in mid-air! If you can't do this demanding sequence, then chances are high that he will fly away before the next TNT-barrel appears. Now his fireballs will reach their top speed...remember, to avoid them run in a straight line parallel to the dragon. When you are about to run into the edge of the arena, quickly go up and then across it.

Then, Dogadon causes an enormous field of fire to sweep across the playing field. This attack CAN NOT be avoided, so just go with the flow. After being hit one more time, the beast will become so infuriated that he will cause the pillar you are standing on to start to sink! This is where it starts to get really frantic!

Now, avoid his attacks as usual, then throw a TNT barrel at him. Now a Chunky Barrel will warp in -- quickly jump inside and you will become the titan version of yourself. Go up to the paralyzed Dogadon and start punching away! Forget anything fancy; just tap 'B' as fast as you can. Repeat the process three more times, and should be able to vanquish this

boss just before the boiling lava sweeps across the arena.

ARMY DILLO RETURNS

Crystal Caves
Donkey Kong
2/5

Rare's musicians must be making a killing off of this game...

The fight starts out similar to the last. After a few hits have been scored to him, his flame-throwers change to huge rocket boosters. He flies up into the air, and slams against the ground, causing a violent shockwave. Evade this, and then throw another barrel at him. After a bit, his flame-throwers are blown off his body, and he grows a new weapon: a mammoth sized bazooka on his back! At first he will use this to cause a rain of fire. Then, he launches a considerably-sized homing missile from it. The best way to avoid this guy is to run around in circles, so you end up chasing it. After it explodes, a final TNT-barrel to the face is all it takes to permanently shut down Mr. Army Dillo.

K. ROOL KUT OUT

Creepy Castle
All Kongs
4/5

This is, without hesitation, the saddest excuse for a boss I have ever seen in a game of this quality. All it is, is a card-board cut out of K. Rool! Sheesh! Even his voice is sad! It's more super-deformed than your average Disney character even! :p

In the first phase, he will shoot lasers at you, then reveal himself for several seconds. Climb into the cannon and fire at him. After several hits, his right arm falls off.

In the second phase, a decoy will come. If you attempt to shoot at him, you will go right through it, losing your Kong. You can tell which one is which simply by looking at them: the fake is almost totally transparent. After a few more hits, its left arm is torn off.

The final phase is the one that earned this boss a 4/5 difficulty rating. After a laser show, it will pop up all around the battle field at a speed that is almost impossible to keep up with. You must time your cannon shots correctly so it hits him in the head just as he gets to that side...is it very difficult? Yes. Are there any tricks? Not that I know of. Grit it out and might actually win the Boss Key...

Johnny Wei says,

"There is a trick to defeat him, actually. When he starts going really fast, stand by a cannon. Change your camera so you are looking to the wall to the right of the cannon you are near. When cardboard K. Rool pops up on that wall to the right of you, get ready to go in your cannon. When he goes down, wait for about half a second and go in your cannon. At that time, he should be there for you to hit."

Yes, this actually DOES help! Thanks a lot, Mr. Wei.

You only get three minutes for each round, so be sure to make it snappy!

ROUND 1: DONKEY KONG VS. KING K. ROOL

K. Rool will leap into the air and then slam into the ground, causing a green shockwave to emit through the floor. This should be easily avoidable...after a few seconds, a Blast Barrel will appear over each corner of the ring (side note: Why do they call it a boxing RING if it has corners?!). Climb the post and jump into it, and you get a full screen view of K. Rool! When he let's his guard down -- he puts his hands in the air and yells to the crowd, "Thank you!" -- fire at his body to hurt him. After another hit, when he lets his guard down, he will quickly put his gloves up to block you, so you must wait for him to relax the second time. After three hits, his explosive rings change into devastating explosions that rip through the floor and air. The only way to avoid them is to take a running jump and then press 'B' in mid-air. The fourth (and final) shot will require you to watch K. Rool put his guard down three times before shooting.

ROUND 2: DIDDY KONG VS. KING K. ROOL

Evade his punches for a few seconds, then a Diddy Barrel will appear in the center of the arena. Jump in, then use your rockets to boost as high as you can, and you will see targets on one of the lights above the ring. Shoot both switches and the light will fall on K. Rool! Do this three more times, while avoiding his glove attacks, and this round is over.

ROUND 3: LANKY KONG VS. KING K. ROOL

Since a large light canister is over his head, he can not see you, and will simply run around the ring in random directions (this might actually be worse...). What you have to do, is to get near one of the pillars that are beyond the ring's ropes. Go into first person mode, then make sure the switch is in the center of the screen. Return to third person and tap 'B' several times to activate the switch, which will cause a barrel to appear. When you throw the barrel on the ground, a large banana peel will come out! Throw a Barrel in front of one of the four music pads, then situate yourself on the pad. When K. Rool wanders in front of the peel, play the Trombone, and he will run in your direction...and trip over the peel. Three more times and it's a knockout! The last one, though, is rather difficult to get in, because K. Rool gets faster and faster with each hit. Good luck...

ROUND 4: TINY KONG VS. KING K. ROOL

Now that he can see you, the reptilian champion will do the mighty explosions attack again, so you'll have to jump in the air and hover to avoid it. After evading attacks for awhile, the King will do a little victory dance, and a Tiny Barrel will appear. Jump in to become small, and squeeze through the large hole in his left shoe. Once inside, you'll do battle with his four toes...try to focus on one toe at a time, and

just keep shooting away with your Feather Bow. When one (or a pair) start to wiggle, get out of their way, because they will soon lurch out to get you! When one becomes red, you exit his shoe, and you must avoid attacks, then go back inside. When only one toe remains, K. Rool will change his attack pattern, and do TWO explosive attacks right in a row! Grit it out, and you should win.

ROUND 5: CHUNKY KONG VS. KING K. ROOL

K. Rool will bounce himself off of the ropes and become invisible at the same time. You can see his shadow, but his arms still stick out, so be sure to stay far away. First, you must activate the Chunky Switch in the center to make a Chunky Pad appear. Go on, tap 'Z', and you will become invisible, and the King will become visible again. Go into the center and jump into the Chunky Barrel to become gigantified. Suddenly, you will be rooted into the corner, unable to move, and K. Rool will run at you! Hold 'Z', and when K. Rool is almost in front of you, tap 'B' to do the Primate Punch, which will send your opponent flying. If you miss, you'll get a good beating. The third time, he'll become invisible, and the final time he will become invisible and change directions instead of running in a straight line.

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CHAPTER 17) MINOR ENEMY CHARACTERS
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Gnawty: The blue beaver returns again, yet even stupider this time. They come in both small and large sizes, but both cause minimal damage and can be defeated in a single hit.

Kritter: The basic Kremling foot soldier is green and wears a black vest with a skull and cross-bones on the back. He will run at you when spotted, but can be taken down in a single hit. They usually travel in groups of two or three...

Kasplat: The "super-strong" Kremling of the game, wears an eyepatch and sports blue skin. They will jump up in the air and land, causing a huge energy shockwave that moves at a frightening speed. Use Oranges to quickly take them down. They leave a Blue-Print behind when vanquished. You can tell which color it will be without even hurting him; just look at his hair or shockwaves!

Krash: Found in the mine-cars, these will attempt to attack you using their clubs. Jump!

Robo-Kremling: There's probably a fancy name for these guys, but I do not know it. These Kremlings are cyborg in nature, and will lurch at you when you get near. The key in their back indicates how much power they have left, and when it

stops, they stop, then it begins to turn again, etc. The only way I know of to defeat them is with an orange.

Zinger: They hover around, and will either drop bombs on you or will chase after you, depending on their location in relation to you. The best way to take them down is with a well-aimed shot from your gun.

Buzz: A cyborg Zinger, it acts the same way as its cousin.

Klobber: This Kremling hides in a barrel. When you get close, he pops out and tries to push you around.

Kaboom: This sly Kremling loves explosive surprises. Watch out for TNT barrels -- Kaboom may pop out just before you reach them. If this is the case, throw an orange into the crowd and hope for the best. If one survives, expect a big energy loss!

Shuri: Shuri the starfish spins around underwater, trying to skewer any careless swimmers with its pointy little arms.

Klaptrap: There are two flavors of this enemy; green and purple. The green type can be killed by a simple jump attack, but the purple type is invulnerable to all but the most powerful attacks. They are very fast creatures, so be sure to avoid them at all costs.

Klump: Their wide girth makes it nigh impossible to walk around, so your best bet is to attack it with an orange and hope for the best. If left alone, they will throw hand grenades at you!

Puftup: Surely you remember these from DKC2? If not, then here's a refresh. It's a puffer fish that, when you get near, explodes violently and sends needles in all directions.

Skeletons: Are they Skeleton Kremlings? If so, it probably begins with a "K", keeping up with the tradition. Simply do a roll and they die.

Koshas: A small Kremling with a huge spiked club, it will swing its

mammoth weapon around when you come near. The one and only way to defeat it is with an energy attack (which you get from the Banana Fairy Queen).

Krappers: Ooooooh, scary! These Kremlings have donned white sheets to look like ghosts...too bad they forgot to cut out eye holes.

Bats: A clone of Zingers, except 50 times less dangerous.

Mushrooms: Scary men that suddenly leap out of the ground in Fungi Forest. Er...yeah, that's right, actually.

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CHAPTER 18) CHARACTERS & ITEMS
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***** 18-1: CHARACTERS *****

DONKEY KONG:

Donkey Kong is a veteran when it comes to platformer games, and his brute strength will be sorely needed early in the game. As in previous adventures, he is slow and can't jump very high, yet extremely powerful when dealing with baddies.

Donkey Kong's Moves (you *must* buy these from Cranky):

Baboon Blast -- Stand on a Donkey Pad and press the 'Z' button. You will be transported to a 3D barrel blasting mini-game.

Gorilla Grab -- When standing next to a lever, press the 'B' button to operate it.

Strong Kong -- Hop into a Donkey Barrel, and you will become invulnerable for a certain period of time. The amount of time you have left is gauged on how many Crystal Coconuts you have on you...be sure to stock up!

Miscellaneous Information:

If you run forward, press 'Z', then tap 'B', Donkey will roll forward.

Stand still and continuously tap 'B' to cause him to pound the ground with his fists.

If you press 'B' while in mid-air, Donkey will slap the air. This is useful when dealing with airborne foes or for making extra long jumps.

Donkey Kong uses a Coconut Cannon as a gun, and plays the Bongo Blast

for his instrument. They must be purchased from Funky and Candy Kong, respectively.

DIDDY KONG:

Diddy is also well known to many Donkey Kong followers, appearing in every DKC game yet made. This time around, he shows himself as an extremely fast and agile character. The only drawback is the fact that some of the meaner baddies can push him around more easily than say, Donkey.

Diddy Kong's Moves (you **must** buy these from Cranky):

Chimpy Charge -- Press and hold the 'Z' button, then press the 'B' button. This allows Diddy to run down opponents, activate brass gongs, turn switches, and more!

Rocketbarrel Boost -- Jump into a Diddy Barrel and you will be launched into the sky, a rocket barrel strapped to your back. Hold 'A' to go up, let go to lose altitude, and tap 'Z' to maintain altitude. This move does use Crystal Coconuts, so be sure to have a plentiful supply on hand...you wouldn't want to end up falling into a pit!

Simian Spring -- Press the 'Z' button when standing on a Diddy Pad. Allows you to jump tremendous heights.

Miscellaneous Information:

Get up a good speed, and then tap 'B' to cause Diddy to use his patented roll move. Useful for bowling over a string of enemies!

Tap 'B' in mid-air to cause Diddy to do an air attack.

While sitting relatively still, press 'B' and Diddy will spin his tail around in great circles.

Diddy Kong uses double Peanut Poppuns as a gun, and plays the Guitar Gazump for his instrument. They must be purchased from Funky and Candy Kong, respectively.

LANKY KONG:

An Orangutan with a really messed up face, Lanky's arms are nearly twice as long as he is tall! With these long appendages, he can slap enemies from far away, and do a nice spinning attack to boot. He is neither light nor heavy; he's the game's "middle" character.

Lanky Kong's Moves (you **must** buy these from Cranky!):

Orangstand -- By pressing Z and then B, Lanky stands on his long arms and runs around. With this move, you can run up slippery slopes that over Kongs simply slide around on.

Baboon Balloon -- Stand on a Lanky Pad and press 'Z'. Lanky will grow in

size, then slowly float up. When the music reaches its highest note, the air rushes out of you...so be sure to pay attention to the music to gauge how much time you have left.

Orangsprint -- Once inside a Lanky Barrel, you can run at an incredible top speed as long as your Crystal Coconut supply is healthy.

Lanky Kong uses a Grape Shooter as a gun, and plays the Trombone Tremor for his instrument. They must be purchased from Funky and Candy Kong, respectively.

TINY KONG:

Replacing Dixie Kong as the girl, Tiny is one versatile ape! Not only can she run fast and avoid attacks with ease, but she can fly, warp, and shrink! These abilities will be sorely needed in the later levels.

Tiny Kong's Moves (you *must* buy these from Cranky!):

Mini Monkey -- By jumping in a Tiny Barrel, you will shrink to an incredibly small size...the most basic enemies will tower high above your head! While in this form, you can easily go through small holes or cracks.

Pony Tail Whirl -- You can really tell Tiny is related to Dixie with this move! Jump in mid-air and press 'A' again to hover using your ponytails!

Monkeywarp -- By pressing 'Z' on a Tiny Pad, you can warp to another location.

Tiny Kong uses a Feather Bow as a gun, and plays the Saxophone Slam for her instrument. They must be purchased from Funky and Candy Kong, respectively.

CHUNKY KONG:

This Kong is the largest, strongest of them all, even making Donkey look like a pathetic weakling. However, due to this, he is dreadfully slow, can barely jump, and his agility is comparable to that of a dead slug. Regardless, you will need his brute strength many times during a given level.

Chunky Kong's Moves (you *must* buy these from Cranky!):

Hunky Chunky -- By jumping into a Chunky Barrel, you will grow to nearly five times your size! In this form, you have an alarming amount of power, and can destroy almost anything in your path.

Primate Punch -- Press 'Z' and tap 'B' to cause Chunky to do a considerably sized punch. Use this to knock down gates, doors, obstructions, coffins, and transparent ice walls.

Gorilla Gone -- Tap 'Z' on a Chunky Pad to become invisible (except for your clothes, which will float around in mid-air to give you a reference point). You will only need these four or five times to get a few Golden Bananas.

Chunky Kong uses a Pineapple Launcher as a gun, and plays the Triangle Trample for his instrument. They must be purchased from Funky and Candy Kong, respectively.

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*****  
*****      18-2: NON PLAYABLE CHARACTERS      *****  
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Cranky Kong:

One of his science laboratories can be found in each stage, and inside he will offer to sell you some potion that will allow you to learn some cool moves! As you get farther into the game, you will need more and more Banana Coins to buy these moves, so be sure to keep your eyes opened.

Candy Kong:

She will sell you instruments for each Kong, for a price of course. She will also boost your health bar some at certain areas! You can have a max of three melons.

Funky Kong:

Hahaha! This guy's animation and sound effects are hilarious. Regardless, you will need to fork over some hard cash in the form of Banana Coins in order to get your trigger-happy fingers on some offensive weaponry (i.e. guns). Later, he can upgrade the amount of rounds you can handle (100 and 200), and the range (Sniper Mode) and finally, the accuracy (homing!).

Snide the Fox:

Apparently, he was the lead technician for King K. Rool's mechanical castle, but decided to rebel when his work went under-appreciated. If you give him Blue Prints, he'll reward you with Golden Bananas. When you give him all the Blue Prints, he allows you to play a lot of bonus games (though they are not new ones, and they don't include the races).

Wrinkly Kong:

Gives you hint and secrets about a various characters most difficult task in any given world...just like in Donkey Kong Country 2.

Troff 'n' Scoff:

Found in each stage, you will need to feed them dozens upon dozens of Bananas in order for them to open their door -- which will, incidentally, lead directly to the boss.

K. Lumsy:

According to him, he was locked up in that King Kong-look-alike cage because he was too soft, and now he wants to help you defeat K. Rool once and for all! The only problem is that his cage is securely bolted to the ground, fastened up with many locks. To open these locks, you must acquire a key from each Boss.

King K. Rool:

The big cheese, the big enchilada, the big tamale -- aside from these strange food comparisons, K. Rool is a relatively normal dinosaur/monster hybrid. He takes the same form as in the original Donkey Kong Country, with the red cape and crown. He is the last boss of the game...

***** 18-3: ANIMAL BUDDIES *****

Rambi the Rhino:

Appearing for the fourth time in the DKC series, Rambi allows you to bolt through groups of enemies with ease, smash through unstable doors, and best of all, let's you have some mad speed!

Enguarde the Swordfish:

Basically, an underwater version of Rambi.

Glimmer the Anglerfish:

Returning from DKC2, this angler has a flashlight in its forehead! It will help you see the dark places in K. Rool's sunken ships...

Squawks the Parrot:

Although you can not play as him (huge bummer), he will appear very often, especially in mini-games, to explain everything to you.

Banana: In each stage, there are 100 bananas scattered about. However, each Kong can only collect a certain color of them (Donkey yellow, Diddy red, Lanky blue, Tiny purple, and Chunky green), combining for a total of 500 bananas per level! You use these bananas to feed Troff 'n' Scoff. When their massive appetite has been appeased, they open the boss door. Bananas come in single and clusters, just like the last three games.

Banana Balloon: Found in the darndest of places, these balloons must be shot with a gun to be collected. They are worth 10 bananas.

Banana Medal: If you get 75 out of a possible 100 bananas for a Kong, you automatically receive a Banana Medal! Since there are five different Kongs, and five different colors of banana, this means you can collect a total of five Banana Medals per stage.

Golden Banana: A reward for a tricky puzzle or demanding action sequence, you need Golden Bananas to open up the entrance to the actual levels themselves. Be sure to keep your eyes peeled for these highly important items (pun not intended...I think)! As in older 3D platformers, each level has an increasing amount of bananas required in order to enter.

Banana Coin: These can be found lying around the level in semi-hidden areas, and come in the same colors as the Banana. You will need these to pay for Cranky, Candy, and Funky's valuable services.

Supply Crates: When you're low on gun ammunition, be sure to pick up one of these!

Crystal Coconuts: When you jump into a Kong Barrel (see below), the amount of time you get solely depends on how many of these crystallized melons you have...you use one every five seconds.

Oranges: Littering each stage, these serve as grenades, and allow even

the most weak Kongs to fight back with heavy firepower. Just be sure the deadly fruit doesn't ricochet and blow up in your face!

Melon Slices: These will appear after defeating a group of enemies...it will increase one melon on your health meter by 1/4.

Melon Crates: A rare sight indeed, these crates will expend four Melon Slices when broken open.

Blue Prints: These are color-coded in a similar fashion to Bananas, and there are a total of five in each level. A Blue Print is always held by a Kasplat enemy, and will only be given up once said creature is defeated. Return these scrolls to Snide in order to earn your reward!

Battle Arena Pad: In each level, there is a single, metallic pad with a picture of K. Rool's mug on it. Stand on the hidden pad and press 'Z' to be transported to an arena in which you try to stay alive against wave after wave of bad guys. If you survive, you get a Crown.

Crown: Reiterating what I said earlier, you receive a Crown by winning a Battle Arena mini-game.

Banana Film: Use these with your Banana Camera.

Banana Fairies: Apparently, if you take a certain amount of pictures of different fairies, you can earn quite a lot of special rewards and secrets, including a Boss Battle Replay Mode...

Boss Key: Earned each time you defeat a level guardian, these will be required if you wish to open K. Lumsy's cage.

Rareware/Nintendo Coins: Talk about easter eggs! If you can find Jetpac, Rareware's first ever game, and get over 5,000 points, you receive the Rareware Coin. If you beat the Donkey Kong Arcade game, you get the Nintendo Coin. These two items will be required later in the game to collect the last Boss Key.

See the bonus games chapter for a more detailed walkthrough.

DK Portals: These connect the overworld with each level. In/out -- simple enough even for you I imagine. Just remember, each new stage requires a arm-full or two of Golden Bananas in order to unlock.

Wrinkly Doors: No, the doors aren't wrinkly, silly. Instead, these will allow you to talk to the late Wrinkly Kong in order to gain some valuable hints. These always appear in the lobby alongside the DK Portal...one for each character.

Switches: There are two types of switches: Kong and Gun. Kong switches have a picture of your character on it -- simply do a simian slam or other such move in order to activate it. Gun Switches must be hit with the corresponding ammunition in order to function (Donkey = Coconuts, Diddy = Peanuts, Lanky = Grapes, Tiny = Feathers, Chunky = Pineapples).

Headphones: Replenish your music power.

Animal Crates: Allow you to transform into the animal pictured on the side! Its abilities will be very useful, without a doubt.

Troff 'n' Scoff Portals: Each stage is filled with hand-fulls of these things, but they all lead to the same, single area. Feed the nasty duo bananas until their stomachs burst, and you will have access to that world's guardian.

Bananaport Pad: Each world has about six or seven numbered pads, each with a twin, that allow you to quickly warp from one side of the level to the next. For example, if I touch a "1" at the beginning, and later I find a second "1", then I may warp between the first "1" and the second "1." Be sure to memorize which pad goes where, because it can shave off a lot of time wandering around.

Tag Barrels: Hop into these floating barrels, and then make your selection of which character you want to use. You can use this as many times as you want. You will also be pleased to know that your health will be replenished when you re-enter

the stage.

Kong Barrel: Only the Kong shown on the side of the barrel may make use of its mystical powers (said Kong will also need a plentiful supply of Crystal Coconuts). These powers are very important, so if you see one of the barrels, there's a reason for it being there.

Blast Barrel: These are mainly in sub-games, and allow you to shoot from one blast barrel to the next via a first-person view.

Barrel: Your regular, bland, non-descript barrel that has filled DKC games since the beginning, although they are much more rare this time around. Use them to bowl over enemies!

TNT-Barrel: Packed with TNT powder, these heavy barrels will explode when it comes into contact with anything. Extremely powerful!

Bonus Barrel: These lead to bonus mini-games a la Donkey Kong Country 2 and 3. The prize is always a Golden Banana!

Vines: More numerous than in any DKC game before it, vines are a common sight in DK64's stages. Simply run, jump, grab -- and when the vine is at the proper angle -- leap from it to the next.

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CHAPTER 19) CREDITS
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COMPANIES

Rareware: For making such an incredible and enjoyable game!

INTERNET SITES

Rareware <www.rareware.com>: Home of all that is Rare. A must-see site, and very bookmark-able due to its hilarious nature. The best videogame company site ever!

GameFAQs <www.gamefaqs.com>: A huge vault that holds all of my -- plus hundreds of other's -- FAQs. Honestly, if you can't find help here, you're just out of luck.

PEOPLE

Jeff "CJayC" Veasey <gamefaqs@gamefaqs.com>: For kindly accepting my FAQs, and for making such a cool site.

Johnny Wei <babupy@hotmail.com>: For his very useful trick for the boss of Creepy Castle.

Your_name_goes_here <name@company.com>: For being such a, er, help.

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CHAPTER 20) CONTACT INFORMATION
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Feel free to contact the insane author of this FAQ, marshmallow, with any e-mail, corrections, adorations, admonitions, praise, damnation, condemnation, or death threats at: marshmallow@nintendomail.com. I still accept mail sent to m_mallow@hotmail.com, but I don't check it as regularly as my primary, Nintendonext account.

Basically, there are five different types of e-mail I will receive on a daily basis.

QUESTIONS:

I will answer questions to the best of my ability, but not necessarily immediately. Who knows...you may get an answer hours after sending it, or maybe even weeks. Do not e-mail me telling me to "answer your questions", unless you like to be ignored. Also, please realize that I <prepare for a shocker> do have a real life outside the Internet. School, friends, what have you. Hey, sometimes I might not even get on the Internet for a few days if I pick up a hot new game that I enjoy.

If you ask a question that has been answered in the FAQ, I will most definitely ignore it. If your question is poorly written (e.g. "Hez waz up, dawg? Got mez uh q!") I will delete it. Etc., etc...

PRAISE LETTERS:

Hey, you mean people actually receive help from me and like to praise my work? Believe me, though I may not reply to it, I do appreciate your comments. Though, most people, if they praise me, do it along with a question, in which I might reply something like, "Yeah, thanks for the support. As for your problem..."

HATE LETTERS:

I've received very few of these, but it's happened. Chances are high that I may not reply, but if you present a valid criticism, I may acknowledge your critique. As for those less intellectual letters, heh, they're always good for laughs.

JOB APPLICATIONS:

Though I can assure you I will be flattered, I will *not* work for your site exclusively (or even as a third party). I don't care how much money, women, or drugs you offer me, either. No means no, okay?

CHAIN LETTERS:

No, I don't care about what kind of whore house your uncle runs. No, I don't know who Louie is and why he has a fetish for panties. No, I don't think a piano is going to mysteriously appear out of thin air and fall on me if I don't send a piece of sh!t letter to other people. No, I won't send you cash for a "dying" (yeah, right) kid who is infected with brain cancer, though sometimes I wonder if YOU'RE the one with brain cancer. No, I don't care about this new, amazing revelation about weight loss (my muscle to fat ratio is quite normal, thank you very much). And, finally, I will *not* make out with you!

I apologize for the aforementioned subjects, because they had some questionable material. However, considering this is a FAQ for an E rated game with copious amounts of monkeys and pineapples, I assume you will not be offended by a little sexual innuendo.

Sincerely,
marshmallow

~ End of Document ~

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