

Donkey Kong 64 FAQ/Walkthrough

by GavLuvsGA

Updated to vFinal on Aug 2, 2006

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DONKEY KONG 64
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FAQ by GavLuvsGA@aol.com. Write to this address if you have any comments about this FAQ, but PLEASE refer to the game in the title. E-mails with subjects like "Hey" or (No Subject) may be ignored. I know it sounds mean, but for all I know you could be trying to send me a virus.

Also, please do not start sending me chain letters just because you happen to know my SN; also, if you think i might like to be on a mailing list, ask me before hand - don't just assume I won't mind. Otherwise, please only write to me about problems with the game. And now that this FAQ has reached its final version, please don't send in further suggestions for changes, please.

Final Version: 01 - 08 - 2006

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Revision History

Final Version (01 - 08 - 2006)

Polished everything off and improved some stuff.

Version 6 (20 - 07 - 2001)

Added one thing; a dirt pad that I missed in Angry Aztec.

Version 5 (02 - 04 - 2001)

Spill chequed the FAQ.

Version 4 (11 - 12 - 2000)

Made some small improvements' including the CORRECT location for the Creepy Castle dirtpad (I had it in the wrong place - someone should have said something). Also, I added a tip for the library in the same level.

Version 3 (29 - 10 - 2000)

Some more minor alterations; added living flames to baddies section, added location of dirt pad in Crystal Caves and finally found missing title of last battle arena (Forest Fracas)

Added more info on final boss, and end sequence. Nothing major.

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1 The Characters

1.1 Main Characters

Donkey Kong

I can't believe you could possibly NOT know who this is; he's the star of the game.

Diddy Kong

Another familiar character, and probably my favourite :) He's Donkey's nephew (okay, not biologically, since Donkey is a gorilla and Diddy is a chimpanzee).

Tiny Kong

Dixie Kong's younger sister; she can shrink (very useful). She's a sort of cross between Tooty, from Banjo - Kazooie, and Lisa Simpson (she plays the saxophone)!

Lanky Kong

Personally I find this character's voice slightly annoying; I think

he's meant to be an orang - utan. Likes to fool around.

Chunky Kong

The strongest character of all, and Kiddy's brother! He is useful for smashing rocks that would otherwise hinder your progress. He's also cowardly too (just look at the way he reacts when you pick him from the barrel, and his look of relief when you pass over him)!

1.2 Other Kongs

Professor Cranky Kong

He's pretty rude actually (what a bad example to set), but you need his help to get your moves - if you can find enough banana coins, that is.

Funky Kong

Supplies you with ammunition; yippee! I can't stand the way he speaks though...

Candy Kong

Some people (feminists, for example) will be very offended by this; she's got long legs, she's got... Sorry, got carried away there. All the Kongs (except Tiny, of course) appear to drool at Donkey's pin - up as she offers musical instruments with which to play music...when standing on a music pad. These instruments have the power to kill all Kremplings in the vicinity and also to cause unusual events (usually opening a door, but not always).

The Ghost of Wrinkly Kong

That's right; Wrinkly Kong has passed away, but if you go to a door with her face on, her ghost will pop out and give you a hint. You will notice that all of her doors have colours round them; these follow the same colour code as the items the Kong pick up (i.e. yellow for Donkey, etc.), and the door with a particular colour will apply to the Kong whose colour it is (I hope that's clear). Until that Kong is rescued, her doors will bear a ?

1.3 Other Characters

King K. Rool

He's the big bad guy! He wants to blow up the island.

Snide

He may look (and talk) like a villain, but he's not. He's gone over to the Kongs side after being tricked by the Kremplings. He wants five blueprints on each level (one from each Kong) in exchange for a golden banana.

Troff n' Scoff

Feed them bananas and they'll help you out by opening the door to the

boss arena. You will find them behind the portals with their faces on.
The number of bananas you will need increases on each level.

K. Lumsy

He may be a Kremling, but he's on your side. He'll help you if you can set him free using all eight boss keys.

Banana Fairies

They're secret characters ... see later on in this FAQ for more information.

Squawks

He helps you out throughout the game.

Sliding Beetle

A really annoying character this, he doesn't regard any character highly. You have to race him down his slides to win bananas. He appears on Angry Aztec (Tiny) and Crystal Caves (Lanky).

Mini Racing Car

Another character you must race, but he's really easy to beat. Tiny meets him twice during the game. He lives in Frantic Factory.

Clapper

The seal who previously cooled down water for you appears here again; this time he races you, though.

Glimmer

Once again, he shines a light for you in the sunken ship areas - like "Glimmer's Galleon" of Donkey Kong Country 2.

The Hare

He appears twice, and he's pretty annoying. You race him as Lanky, and later on must save his life as Chunky (as if he deserves it)?

Rambi

He's a Rhino; Donkey can change into him and charge at anything, by pressing B. Of course, contact with an enemy will kill them instantly.

Enguarde

Lanky turns into this Swordfish. Good for jumping through hoops...

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Golden Bananas

These are what you must collect in order to access higher levels.

Bananas

Feed these to Troff and Scoff; each Kong can only collect Bananas of a certain colour;

Donkey - Yellow

Diddy - Red

Tiny - Purple

Lanky - Blue

Chunky - Green

When you are playing any character all other characters' items will become transparent and you cannot take them. The same colour coding applies to balloons, normal coins and blueprints.

Balloons

Colour coded again; shoot these for 10 bananas.

Banana Bunch Coins

Use these to pay for the services of Cranky, Funky and Candy.

Multicolour Coins

These can be picked up by any Kong and will add five Banana Bunch coins to all the Kongs' totals. They are found in those dirt pads with DK on them found throughout the game. To get them, use the move you get from Banana Fairy. (See dirt pad location guide).

Supply Crates

These supply you with ammunition. Each Kong uses different types:

Donkey - Coconuts

Diddy - Peanuts

Tiny - Feathers

Lanky - Grapes

Chunky - Pineapples

To take out or put back a gun, press Z and C left. To go into first - person view, press C up and then aim using the gun sight, Press B to fire.

Oranges

These can be used like grenades! Press Z and C right; this is the only way you can kill some enemies.

Crystal Coconuts

Use these to do some of the special moves. You can gain more of these by capturing banana fairies.

Banana Camera Films

Use these to photograph the Banana Fairies. Capturing a single banana fairy will replenish your items and increase your capacity for carrying crystal coconuts by one.

Melon Crates

Contain three melon slices each (extra energy). You can also get energy by killing baddies.

Blueprints

You get these from killing Kremlings. Give them to Snide.

Banana Medals

You get these if you collect 75 of any Kong's bananas in any one level, making five on each level. Give 15 of these to Cranky to play his Jetpack game.

Battle Arena Crowns

You get these if you beat the Kremlings in their battle arenas.

Boss Keys

You get these for beating bosses; use them to free K. Lumsy (you need all eight).

Rareware & Nintendo Coins

Hidden in the game; you need both to get the final key.

Switches

Shoot these with your guns; the sign on the switch shows what type of weapon can be used to activate them.

Headphones

Replenish your musical instruments if you stand close to them.

Battle Arena Pad

Use these to go to the battle arenas, by pressing Z.

Kong Barrels

Jump in these to activate special moves. There are barrels for each Kong. Using the special moves uses up your crystal coconuts and you can end them by pressing Z and C left. When you get to a point where you can no longer use the move, a red slashed circle will appear and you will turn back to normal.

Kong Pads

Activate another special ability, if you press Z. As with barrels, there are separate pads for each Kong.

Bananaport Pads

There are two of these with the same number on each area; you can warp between these if you activate both of the same number.

Music Pads

These are where you play your instruments; each bears a picture of the instrument that can be played there. Each Kong can have a different one:

Donkey - Bongos
Diddy - Guitar
Tiny - Saxophone
Lanky - Trombone
Chunky - Triangle

Animal Crates

Touch one and you'll turn into an animal. Press Z and C left to change back; you will also change back if you leave the area in which you can use the skill.

Only two animals appear in this game (pity); Rambo and Enguarde. Note that, like the moves found in Kong Barrels, you cannot go around the whole level as these animals, though. When you are outside the limits, a red, slashed circle will appear and you will turn back. You can also turn back by pressing Z and C left.

Vines

Use these to cross some gaps; they're easy to use Ñ they swing back and forth and when you jump you'll go in the direction the vine is swinging in.

Buttons

Use the Simian Slam to activate these; the Kong pictured on them is the one who can use them.

Cannons

Get in these for a blast!

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3 Special Moves

3.1 All Kongs

Simian Slam

Press A, to jump, followed by Z. This allows you to press green switches.

Super Simian Slam

This is simply an upgrade of the normal simian slam. You can now press the blue buttons.

Super Duper Simian Slam

Same controls as before; this allows you to press the red buttons.

Banana Fairy's Special Move

Hold B, then release it to create a shock wave. It uses up one crystal coconut.

3.2 Donkey

Baboon Blast

Stand on a Donkey pad and press Z. You will be warped to a secret level, in which you are shot repeatedly through barrels, by pressing B, to reach ... more barrels (bananas and coins can also be collected here). There will be one on each level, except for DK Isles and Hideout Helm; you may use it to reach a banana, bonus barrel (if Nintendo couldn't think of anything else), or a star which causes something - unusual - to happen (either freeing someone or opening up part of the level).

Gorilla Grab

Stand by a lever and press B.

Strong Kong

Jump into a Donkey barrel. You will become invincible until your crystal coconuts run out. To end the move, press Z and C left. This move is only needed about six times in the game.

3.3 Diddy

Chimpy Charge

Hold Z, then press B. This is used on some wall switches, but not often.

Rocketbarrel Boost

Jump into a Diddy barrel. This is similar to flying on Banjo - Kazooie, and you get to use your guns! The move ends if you hit the ground though. This move is probably the most frequently used one in the game.

Simian Spring

Press Z on a Diddy pad. These are common in Frantic Factory, but otherwise pretty scarce.

3.4 Tiny

Mini - Monkey

Jump into a Tiny Barrel. Tiny will shrink and can go through the smallest of openings. This is a move you will use at least twice on most levels, as it is used to access about fourteen of Tiny's bananas

(and that's not all).

Pony Tail Twirl

Jump using A, then hold A in mid air to float using Tiny's hair. Useful for getting over huge gaps, and makes it a lot easier crossing the rivers in Fungi Forest.

Monkeyport

Stand on a Tiny pad and press Z. You will be warped to another Tiny pad in an otherwise inaccessible location. Used just five times in the game, sadly.

3.5 Lanky *****

OrangStand

Hold Z, then press B. Continue holding Z and you can get up steep slopes!

Baboon Balloon

Press Z when standing on a Lanky pad and Ñ for a limited time - you can float through the air. Another rarity, there are only about one or two on the levels where it appears.

OrangStand Sprint

Jump into a Lanky Barrel. You will speed up considerably! Very rare.

3.6 Chunky *****

Hunky Chunky

The opposite of Tiny's special move; jump into a Chunky barrel to grow massive. Very common.

Primate Punch

Hold Z, then press B. This can be used more often than you may think, as it is not limited to switches with Chunky's face on, but most gates and ice walls.

Gorilla Gone

Press Z on a Chunky Pad and Chunky will become invisible, except for his clothes and baseball cap (very weird looking)! This is only used about five times, though, and allows you to see invisible objects, such as bananas.

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4 Baddies

Note that nearly all bad guys come back to life not long after you kill them.

You can get energy from most of them, each time you kill them.

Kasplat (Every level except Hideout Helm)

These are nasty! The number of hits they take varies with the character you have chosen, and they are very tough. Watch out for the flames they throw. They are carrying the blueprints that Snide needs, and each level has five. You get nothing for killing them. Note that their hair and their flames are the same colour as the blueprint they hold (i.e. yellow for Donkey, red for Diddy, etc.)

Items: One blueprint (or nothing).

Gnawty (Jungle Japes, Crystal Caves, Kong Isles)

These beavers will charge at you, but they're mostly easy to kill. You will receive a melon slice for killing them.

Zingers (Jungle Japes, Angry Aztec, Frantic Factory, Fungi Forest, Crystal Caves, Kong Isles)

These are really annoying; they will shoot missiles at you. Use guns to kill them, or avoid them. These are probably the only baddie that can damage Hunky Chunky.

Item: One melon slice.

Klumps (Jungle Japes, Angry Aztec, Gloomy Galleon, Fungi Forest, Crystal Caves, Hideout Helm)

Like many other bad guys in the game, they can't be killed - unless you use oranges. They throw stuff at you and whatever you do, don't get sandwiched between a pair of them - you have been warned.

Items: Three oranges

Kritters (Jungle Japes, Angry Aztec, Frantic Factory, Gloomy Galleon, Crystal Caves, Hideout Helm, Kong Isles)

They look fierce, but they're fairly easy to kill.

Item: One melon slice

Purple Klaptrap (Jungle Japes, Angry Aztec, Fungi Forest, Crystal Caves)

These can only be killed with oranges!

Items: Two oranges

Green Klaptrap (Angry Aztec, Hideout Helm)

These are nasty; kill them and their teeth will remain and attack you, so you must also destroy these. However, if you use an instrument or oranges their teeth will not attack you.

Item: One melon slice

Klobber (Angry Aztec, Gloomy Galleon, Crystal Caves)

Only throw oranges at these guys! Most will explode when they get too close to you.

Clockwork Kritters (Frantic Factory)

These need to be taken out with oranges; found in the factory.

Items: Two melon slices.

Walking Dice/Walking Dominoes (Frantic Factory)

Found in the testing area of Frantic Factory; I don't see any need to go into great detail about them.

Item: One melon slice

Giant Toy Monster (Frantic Factory)

Only one exists (fortunately) and only Chunky has to face it. Use the Chunky barrel when fighting this.

Items: Seven melon slices (and you'll need them!), plus one banana

Kosha (Gloomy Galleon, Fungi Forest, Crystal Caves, Creepy Castle, Kong Isles)

Very rare (fortunately). My most hated bad guy in the game (apart from K. Rool, of course. They may look cute, but their clubs can take two melon slices with one hit and cannot be harmed with oranges as they'll bat them away with their clubs. Use Banana fairy's move on them.

Item: Two melon slices

Puffer Fish (Gloomy Galleon)

They will follow you around and explode if you get too close.

Items: None

Star Fish (Gloomy Galleon)

Slightly less annoying than the puffer fish, they don't explode, just get in your way. Invulnerable (but you may be able to kill them as Enguarde; I've never tried).

Skeleton Kritters (Fungi Forest, Creepy Castle)

Found only at night. They are easy to kill.

Item: One melon slice

Mushroom Man (Fungi Forest)

This looks just like one of the normal mushroom springs - until they come to life. Kill them with oranges.

Item: One melon slice

Vampire Bats (Fungi Forest, Creepy Castle)

They fly through the air; like the Zingers, they are best dispatched with guns.

Item: One melon slice

Small Spiders (Fungi Forest)

They scuttle around and are fairly easy to kill, unlike...

Item: One melon slice

Giant Spider (Fungi Forest)

This guy is similar to Queen Gohmi from Zelda; he sends down small spiders to attack you; shoot him when you can, and avoid his spit. The green stuff temporarily reverses your controls while the pink stuff freezes you until you are hit.

Item: One banana

Flames (Crystal Caves)

Not much to say; they appear in Chunky's room in the igloo (see walkthrough for more details).

Item: None

Flies (Creepy Castle)

They simply fly around, like the zingers and bats. Shoot them to kill them like any other flying creature.

Item: One melon slice.

"Ghosts" (Creepy Castle)

These are actually Kremlings in extremely pathetic disguises; who are they trying to kid?

Item: One melon slice

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5 Bonus Games

Each bonus game appears at least three times in the bonus barrels scattered around the game.

Mad Maze Maul

Simply go through the maze and kill all the Kremlings, then get to the chequered flag before time runs out.

Splish Splash Salvage

Collect all the coins by swimming in the barrel. There may be coins above the top, which you must swing to.

Minecar Mayhem

This is nasty! You have to survive the time given by avoiding the TNT carts, by constantly switching lanes using the joystick. In Jungle Japes there is just on TNT cart, but in the later levels there will be two. The TNT carts will usually head towards you, so watch where they are likely to go before making decisions.

Busy Barrel Barrage

Survival is the key here. Keep spinning round and shooting the Kritters before they have a chance to hit you. Try and aim for the ones that are closest to you, and at the very least knock them back, and hit them the moment that they spawn.

Beaver Bother

You are transformed into a Klaptrap and have to herd all the beavers into the pit (not easy). All you can do is chase them in. Make sure, though that you don't fall in yourself, or you will have to restart. Press B to scare them.

Stealthy Snoop

This is fun when you get the hang of it. Get through the maze without stepping into one of the Kremlings' flashlight beams. Wait until their backs are turned, then run past. Learn the patterns carefully.

Krazy Kong Klamour

Use the joystick to aim at the banana that appears, but don't shoot a Kong or you'll have to hit one extra Banana. Also you must hit it before it goes dark. The banana and Kongs will all be in random locations. Let go of the joystick and shoot the melon in the middle to reload (you can only carry six melons at a time).

Peril Path Panic

This is like saving the Twinklies in Banjo - Kazooie. Shoot all the Klaptraps on both levels to knock them out temporarily and let the fairies get past. Watch for which Klaptraps are waking up and shoot them.

Batty Barrel Bandit/Bonkers Barrel Bandit

Press B to spin the barrels, then press B to stop each ring when a banana appears. You will stop the left one first, then move over towards the right. If you miss the banana, quickly stop all the rings then try again.

Searchlight Seek

Move the searchlight around and shoot the Klaptraps when you see them. Fortunately you don't have to reload here.

Teetering Turtle Trouble

Weird is the word I'd use to describe this. Feed the snakes melons to stop them dropping the turtles. If one falls, it's all over.

Reload in the normal way. The best way is to simply fire at all the snakes, but watch for the turtles with "help" appearing above them in speech bubbles.

Kremling Kosh

Several Kriters will appear from barrels. Shoot as many as you can with melons; its harder than it seems. Red Kritters are worth three points, but harder to catch.

Stash Snatch

All you need to do is collect all the coins in the maze then head for the exit.

Speedy Swing Sortie

Swinging from tree to tree, collecting all of the coins. Start off by bouncing into the tree with the mushroom; on one version (using Tiny), you will have to jump between some of the trees using the Pony Tail Twirl.

Big Bug Bash

Swat all the flies that appear; time your hits so the flies are underneath the swatter.

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6 Walkthrough

Go to the Training Area first (it's got three barrels in, where you learn the basic moves). Then go to Cranky ... he'll teach you the Simian Slam and you can exit the area using the Donkey button. Go to the island that Squawks directs you to and speak to K. Lumby, and the first door will open. Go to it and take the Golden Banana. Use it to pay Blocker (no, not one of the characters off Lemmings). Enter level one:

6.1 Jungle Japes

Jungle Japes is a very simple level to start off with; make sure you check the trees for bananas. Cranky's lab is right at the back of the stage, in a spooky area with giant beavers; Funky and Snide are in the centre, near where Diddy is trapped. Before you free Diddy, you will be greatly restricted as to where you can actually go. Donkey Kong can become Rambi the Rhino in the area with Cranky's lab. When you rescue Tiny from Angry Aztec, you can open up a further section of the level.

UPGRADES

Cranky:

Donkey Kong - Baboon Blast (3 coins)

Diddy Kong - Chimp Charge (3 coins)

Funky:

Donkey Kong - Coconut Gun (3 coins)

Diddy Kong - Peanut Poppuns (3 coins)

GOLDEN BANANAS

Donkey

1 Outside Diddy's Cage

Difficulty: Very Easy

Use the vines to reach the switch and open the first gate, and go through the passage. Climb the vine that's just across the lake and get three coins to pay to Funky. He'll give you a gun; now use the vines to reach the cannon and blast up to Diddy's cage. There's a banana outside.

2 Rescue Diddy

Difficulty: Very Easy

Now, three coconut switches will appear; shoot all three (to get the one that's by the lake, go to the ledge where Funky's hut is). Diddy will give you a banana!

3 Blast Barrel Stage

Difficulty: Easy

Go to Cranky's hut (Squawks shows you where it is) with three coins and you will learn the Baboon Blast. You will need to have rescued Diddy just to make this section accessible. Go back to the area near where Diddy was trapped and go to where there's a rock on top of a square with an X on. Climb the tree next to this and swing across to the Donkey Pad using the vines, and be transported to the bonus game (press Z.) Simply watch the barrel in front of you and press B when it's in the crosshairs, then shoot yourself at it. If you miss you'll have to start again. Eventually you will receive a golden banana.

4 Race to Get a Banana

Difficulty: Easy

Return to Cranky's hut and find the coconut switch; shoot it and grab the crate to be turned into Rambi. Press Z and B to charge all the huts, revealing switches. Also, find the door with a rhino on and charge it, breaking it. Change back and go to the Donkey switch, and it will open a trapdoor, containing a banana. This is close to the #1 Warp Pad.

5 Find the Yellow Blueprint

Difficulty: Very Easy

Go along the passage nearest to where the Donkey Pad is and kill the first Kasplat. Now take the blueprint to Snide.

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Diddy

1 Use the peanut Switches

Difficulty: Very Easy

Visit Funky and get your popguns; in the first passage, find the two peanut switches and shoot them, opening another area, and a banana.

2 Race to Get a Banana (2)

Difficulty: Fairly Easy

After ramming the huts as Rambi, become Diddy and press the Diddy switch that was revealed. Now get to the gate that has opened beside Funky's hut, quickly before time runs out (use the warp pads).

3 Run Across the Bridge

Difficulty: Fairly Easy

Near the cage where Diddy was imprisoned is a peanut switch. Get Diddy's gun and shoot this switch, making a ramp appear. Run up it and enter the door that you see. Run to the barrel that's across the stream and get to the top. Press the switch and quickly run back across the stream and get to the top of the barrel with the crates stacked up by it and cross the bridge that has appeared (be careful not to fall off). Press the switch on the other side, then leave the room. Get to the top of the hill to get the banana that has appeared.

4 Diddy's Mine Car Ride

Difficulty: Fairly Easy

Go back to the room where you activated the previous banana and enter the passage at the end. Chimp charge the door at the far end and kill the Kremling, then Chimp charge the green switch. Press the Diddy button and enter the door that opens, and kill the Kremlings. Use the conveyor belts to reach the mine cart ride. This is great fun! Get 50 coins, but watch out for the TNT barrels and Kremlings (they make you lose coins). Press forward to speed up and left/right to lean out and get coins. Press A to jump. Don't worry about losing the cart - it's impossible!

5 Find the Blueprint

Difficulty: Very Easy

Go into the passage to the right of the room that contains Diddy's cage and kill the Kasplat. Take the blueprint to Snide.

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For the following bananas you will need to have visited Angry Aztec.

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Tiny

1 Race to Get a Banana (3)

Difficulty: Fairly Easy

Go to the Tiny button that you uncovered as Rambi and press it. Quickly run back to the cage that has opened and get the banana.

2 Inside the Shell

Difficulty: Easy

Get three coins and go to Funky and get the feather bow, then go to Cranky and learn Mini - Monkey. Go down the passage near the Donkey pad; It's blocked, but shoot the two switches and you'll get past. Find the purple structure with a Tiny barrel beside it, then jump in, shrink and enter the hole. Go left to start with a press the button, then go through the door that opens and press another button. Another door will open, so run in and get the banana.

3 Bounce into the Tree Stump

Difficulty: Very Easy

Near to where you got that last banana is a tree stump. Use the barrel by it to shrink, then backflip onto the mushroom, which will spring you up onto the tree stump. Get inside and get the banana.

4 Bonus Game

Difficulty: Easy

In the passage near the entrance is a door which you must open as Diddy. After that, enter as Tiny and shoot the feather switch, then open the gate and enter the barrel. Welcome to the bonus game! It's Splish Splash Salvage (see section 5 for more information).

5 Find the Blueprint

Difficulty: Very Easy

Go down the passage that led to the Tiny barrels and kill the second Kasplat; you will receive a blueprint, so take it to Snide.

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Lanky

1 Race to Get a Banana (4)

Difficulty: Fairly Easy

When yo became Rambie, you uncovered a Lanky switch! Press it and a banana will be revealed by the cannon. You have 60 seconds to get it, and using the warps makes this one a piece of cake!

2 Bonus Game

Difficulty: Easy

Buy the grape shooter from Funky and go to where you did Tiny's bonus game. Nearby is a grape switch, so shoot it and go to another bonus game; Mad Maze Maul.

3 Another Bonus Game

Difficulty: Easy

Learn the OrangStand from Cranky; in the passage nearby is a slope that you need this move to get up, to another bonus barrel. Another easy bonus game awaits; simply collect all the coins using the vines.

4 The Map Room

Difficulty: Easy

As Diddy, shoot the peanut switch that opens a door at the top of a steep slope. Change to Lanky and OrangStand to reach it. Simian Slam both pegs and several Zingers will appear. Shoot them and the map will open, revealing a banana.

5 Get the Blueprint

Difficulty: Very Easy

It's from the Kasplat nearest to Cranky's lab.

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For the following bananas, you will need to have visited Frantic Factory.

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Chunky

1 X Marks the Spot

Difficulty: Very Easy

Find the rock that's over a large X and grab it, using B then throw it. A banana will pop out.

2 X Marks the Spot (2)

Difficulty: Fairly Easy

Go to Funky and get the Pineapple Launcher, then go back to the big X and simian slam it three times. It will break, revealing a passage. Make your way along, making sure you don't fall and shoot the pineapples in the eyes of the statue (it is a statue, isn't it). The vines on either side will lower. Go left to get a banana.

3 Get the Blueprint

Difficulty: Fairly Easy

In the same room, shoot the Kasplat (that's the safest way), then swing across to get the blueprint. Take it to you - know - who.

4 Bonus Game

Difficulty: Fairly Easy

Learn Hunky Chunky from Cranky, and go to the area with the large palm trees (the ones that are too large to climb). Enter the barrel and you can climb the trees to get the bananas. Also, backflip into the bonus

barrel. Play Minecar Mayhem for a banana.

5 Race to Get a Banana (5)

Difficulty: Fairly Easy

Go to where the door was that you smashed down as Rambi and pick up, and throw, the rock. Get the Chunky switch and then quickly get the banana by Snide's hut (use warp no. 2).

=====

After finishing the level, go to K. Lumsy with the key. To access the new level, climb up the rocks near to where you first came onto the island and cross over to the temple, using the vines. Activate the warp, then enter the level. You need 5 golden bananas to enter:

6.2 Angry Aztec

This is where you will find Tiny and Lanky. Once you've freed them, go back to Level 1 and get their bananas, guns and moves. Also, go to Candy (making her first appearance) to get your instruments; she is located next to the first temple.

This level has two main areas, with three notable temples in; the first temple is accessible to everyone except Donkey Kong (via switches on the sides); I will call this the ice temple, since the water inside is initially frozen. There is also the Llama Temple (where the llama sits after he is freed), and also the dark temple, which has five paths that can be accessed by each of the kongs. The latter two are in the area I will call the "Totem Pole Area" because of the totem pole. The Dark Temple is opened using the switches above the doors, which appear after you use Diddy's Simian Slam on the switch on top of the Llama Temple (use his jetpacks to get up there), at which point the Totem Pole will request to be fed. Fly around the totem pole and fire your peanut popguns into its mouth until its appetite is sated. Funky can be found in the Totem Pole area, as can Snide, while Cranky is located in the passage between the two main areas.

UPGRADES

Cranky:

Donkey Kong - Strong Kong (5 coins)
Diddy Kong - Rocketbarrel Roost (5 coins)
Tiny Kong - Mini Monkey (3 coins)
Lanky Kong - OrangStand (3 coins)

Funky:

All Kongs - First Ammo Belt, allows you to carry up to 100 ammo (3 coins)
Tiny Kong - Feather Bow (3 coins)
Lanky Kong - Grape Shooter (3 coins)

Candy:

Donkey Kong - Bongo Blast (3 coins)
Diddy Kong - Guitar Gazump (3 coins)
Tiny Kong - Saxophone Slam (3 coins)
Lanky Kong - Trombone Tremor (3 coins)
All Kongs - Extra Melon (Free)

GOLDEN BANANAS

Donkey

1 Free the Llama

Difficulty: Fairly Easy

As soon as you leave the first passage, you will find a llama in a cage. Change to Diddy and go to Candy's shop to get his instrument. Use the vines to get to the top of the llama's cage and play the instrument on the music pad, opening a passage nearby. Now become Donkey again and run into the passage. On the other side you will find a temple with a picture of the llama on, with a Donkey pad in front. Do the bonus game the same as before and you will eventually release the llama. Return to the cage to collect your banana.

2 Free Lanky

Difficulty: Easy

After you've freed the llama, switches will appear around the llama's temple (that is the kind that's a building - not the llama's forehead). Go to Candy. Now go to the temple with the llama on and find the coconut switch, which you must activate. Enter the temple and find the pad with the picture of the bongos on, and play them. The llama will now wake and blow into the lava pit, turning it to water. Swim in and you will find Lanky, and a coconut switch. Shoot this to free him, and you get a banana. Make sure you take Lanky back to this area when you have his gun, since there are two banana balloons for him in the area.

3 Bonus Stage

Difficulty: Medium

Learn Strong Kong from Cranky and then go into the temple where you rescued Lanky. Press the Donkey switch to open the door that's in the hot sand. Go to the Donkey barrel that's outside Troff n' Scoffs' room and become invincible, then run through the door you opened and you'll reach a bonus barrel. Play Stealthy Snoop for a banana. Winning will also cause a warp pad to appear, and you can return outside without wasting crystal coconuts.

4 The Dark Temple (1)

Difficulty: Medium

Use Diddy to open the temple with the five doors (see below) and enter the one with the coconut switch on. Go through a maze to reach the banana. Be warned, however, that as soon as you collect it, a gun sight will home in on you and you will have 25 seconds to get out before you are killed.

5 Get the Blueprint

Difficulty: Easy

Need I say more? Well, okay - you have to get across the hot sand near the start, using Strong Kong and kill the Kasplat there.

=====

Diddy

1 Free Tiny

Difficulty: Medium

In the area where the llama is imprisoned, go to the ice temple and find the peanut switch. If you haven't been to Candy yet, do so and then use the switch I mentioned before to enter the temple. Find another peanut switch and shoot it, causing four platforms to appear. Cross them by backflipping before they retract, then press the button to make a plank slide out. Cross this plank and back flip into the alcove at the end, to the musical pad and play your instrument. A light will shine from the roof and you can now swim in the pool below (which was previously frozen), so do so. In the next room, turn right and find Tiny. You must have learned to Chimpy Charge; if not, kick yourself and go back to Jungle Japes to learn it. Chimpy Charge the Diddy switch and four platforms will appear. Charge the four switches, with letters on, in this order: K - O - N - G, and Diddy's cage will open. There's a banana there too; grab it!

2 Play the Gongs

Difficulty: Easy

Go to where the four gongs are, then Chimpy Charge them all. A huge tower, with a banana on top, will appear. Learn the Rocketbarrel Boost from Cranky, then go to the nearest Diddy barrel and fly up the tower.

3 The Vulture's Course of Rings

Difficulty: Medium

Get into the Diddy barrel again and fly to the top of the temple that has several doors. There is a Diddy switch, so Simian Slam it and the totem pole will begin to rotate. Return to the barrel and fly through the sun symbol at the top of the totem pole three times, releasing a vulture. Meet him at the barrel and fly through the rings he produces. Be careful as if you're too slow you'll have to start again. If you touch the ground you'll lose your jetpacks. Eventually the vulture will give you a banana.

4 The Dark Temple (2)

Difficulty: Medium

(N.B. I got this from MarshMallow's FAQ) Go back to the Diddy button I told you about before and press it. The totem pole will begin rotating again. It says "Feed Me". Stand on a tree and fire peanuts into its mouth. Now, a switch will appear over all five doors in the temple, which previously could not be opened. Shoot Diddy's switch and go and get the banana, avoiding the enemies, then get out fast!

5 Get the Blueprint

Difficulty: Fairly Easy

I took ages to get the blueprint and I finally found it by using MarshMallow's FAQ. It was in the one place I didn't look! Go to the temple where Tiny was imprisoned and climb a palm tree nearby and you will find a Diddy barrel. Fly to the top of the dome on the palace to find the Kasplat.

=====

Tiny

1 Cross the Platforms in the Lava

Difficulty: Fairly Easy

After freeing the llama, go to the llama temple and open the door using the feather switch. Find the Tiny barrel and shrink, then run into the opening. Unshrink yourself and kill the Kremling, then press the button. Use the platforms that appear to carefully cross the lava to another switch. Keep crossing using the platforms that appear until you reach the banana. If you fall, quickly backflip out of the lava before you lose your melons or you'll have to start the level again.

2 Race the Sliding Beetle

Difficulty: Fairly Hard

After you've activated the tower as Diddy, change to Tiny and - if you haven't already done so - visit Candy. Now go to the Tiny barrel

that's near the tower and go to the saxophone pad that appeared after you got the banana on the tower. Play your instrument and the parrot will fly down and carry you to the top of the tower, and then drop you down the tiny gap at the top. Now beat the Sliding Beetle to the bottom of the slide and get 50 coins, but beware - if the beetle hits you, you lose three coins! Don't fall off the side either. If you come to a section where there is no barrier, slow down by pulling back. Also, make sure you overtake the beetle quickly. The path will fork three times; the first time, go right. Both other times, fork left to get coins.

3 Battle the Klaptraps

Difficulty: Easy

In the temple where Tiny was imprisoned, go to the Tiny barrel and jump into the water. Go to the passage with purple bananas inside and swim up it. Simply kill all the Klaptraps that come at you to get a banana.

4 The Dark Temple (3)

Difficulty: Medium

Go to the temple with the five doors and enter Tiny's door. Find the banana, avoidng enemy attacks, and get out fast.

5 Get the Blueprint

Difficulty: Very Easy

The Kasplat you must kill for the blueprint is outside the path to Cranky's lab.

=====

Lanky

1 Sound Game

Difficulty: Easy

In the llama temple, find the grape switch and shoot it. In the next room, hit the button and shoot all the faces. When you shoot one, it will make a sound. You must now shoot one which makes the same sound (which will always be the same colour). When two are matched, they'll start to spin. Eventually you'll get a banana.

2 Bonus Stage

Difficulty: Fairly Easy

Go to Candy and then enter the Llama Temple using the grape switch. Find the trombone pad and play your instrument and a bridge (well, two statues) will appear. OrangStand to the top and enter the bonus barrel. This is crazy! Play Teetering Turtle Trouble for a banana.

3 The Dark Temple (4)

Difficulty: Medium

Activate the grape switch on the temple with five doors, and enter. Kill or avoid the Kremlings and eventually you will find a bonus barrel. Play Big Bug Bash for a banana, then quickly run out of the temple before you are killed.

4 "Donkey, I Shrunk the Vulture"

Difficulty: Fairly Easy

In the temple where Tiny was imprisoned, swim into the pool and go straight ahead until you find a Lanky switch on a pedestal. Slam it and a vulture will appear with a banana. Shoot the vulture and it will shrink, making it harder to hit. Keep doing this until it drops the banana. Collecting it will drain the water and you can now reach the Battle Arena Pad!

5 Get the Blueprint

Difficulty: Easy

To do this, you must activate warp 2 within the Llama's temple, and to do this you must go through the small tunnel as Tiny (to get her first banana). Become Lanky and use this warp to get to the Kasplat with your blueprint.

=====

For the following bananas, you will need to have visited Frantic Factory

=====

Chunky

1 Fight to the Death in the Rotating Room

Difficulty: Fairly Easy

Go to see Candy to get the triangle and then go to the temple where Tiny was imprisoned. Find the triangle pad and play it. The banana's right ahead of you, until it vanishes, that is. You must kill all the Klaptraps that appear and the room will then rotate 90 degrees.

Repeat this three times and you will receive the banana.

2 Match the Jugs

Difficulty: Medium

At the start of the level are two pineapple switches. Activate them and then go into the room. Pick up the four jugs (kill the zingers first because they are a nuisance) and place them on the tiles that match the markings on each jug (by pressing Z) and you will receive a banana.

3 Open the Cage

Difficulty: Medium

Go to the Chunky barrel in the passage connecting the two main areas, then pick up the rock nearby. Carry it to the table and put down the rock with Z. It will lift a cage with a bonus barrel inside. Now play one of the toughest bonus games, Busy Barrel Barrage.

4 The Dark Temple (5)

Difficulty: Medium

Go to the temple with five doors and find the pineapple switch. One again, go in, avoiding enemies, and find the bonus game (shooting Kritters in barrels, really easy). Then exit, pursued by a gun sight.

5 Get the Blueprint

Difficulty: Medium

Before you went into the bonus game I hope you killed the Kasplat inside the last temple. That's how you get Chunky's blueprint!

=====

When you give K. Lumsy the key, two levels will open. Go to the island with the large, ugly building on and get to the door at the top; you need 15 bananas to enter:

6.3 Frantic Factory

So far, the best level - a maze of passages and tunnels! Chunky's in the Storage area in the basement. When you first see him he says he's afraid of heights - just look at how "high" up he is! This level has three main areas - the Production Floor, the Packing Room and "R&D" (found on the top floor). Cranky and Candy are both located at the bottom floor, close to where Chunky is imprisoned, while Funky

is near to the testing room. Snide is close to the entrance, and can be reached by entering the door to the right, climbing the pole, heading left and going down another pole. Right at the start, you should also hit the blue switch, which opens up a large part of the level for you.

UPGRADES

Cranky:

Donkey Kong - Gorilla Grab (7 coins)
Diddy Kong - Simian Spring (7 coins)
Tiny Kong - Pony Tail Twirl (5 coins)
Lanky Kong - Baboon Balloon (5 coins)
Chunky Kong - Hunky Chunky (3 coins), Primate Punch (5 coins)

Funky:

Chunky Kong - Pineapple Launcher (3 coins)

Candy:

Chunky Kong - Triangle Trample (3 coins)

GOLDEN BANANAS

Donkey

1 Donkey Prepares to Sue Nintendo for Copyright...

Difficulty: Hard

Go to the storage area and find Cranky (climb up onto some crates and run down a corridor). Learn the Gorilla Grab and then go back to the storage room and complete the bonus course using the Donkey pad. A switch will appear by an arcade machine. Now run down the corridor to the Kasplat (ignore him; he's the wrong one). Climb the pole and run along the corridor; go left and use your new move on the lever by the arcade machine. It's the original 1981 version of Donkey Kong. He must be surprised.

DK plays as Mario and he must save Princess Toadstool (a.k.a. Peach), who has been captured by DK. Simply climb the ladders to get her and win a banana.

Okay, here's a walkthrough for the game:

Level 1: Get up the tower, avoiding the barrels and stuff DK throws at you. I recommend you go fast, climbing up the ladders as you go, and you should avoid all of the barrels. When you're near the top there is a tricky ladder, as DK is rolling barrels at you, and some will go past and others will fall down the ladder. Getting up is risky, so I suggest you keep jumping over barrels until DK drops one straight down, then climb up the ladder fast and jump over the next barrel. Then climb the final ladder.

Level 2: Slightly easier, but hampered by the flames that

move randomly, and generally get in your way. Head to the right as there are more bonuses that way, but watch the final ladders as they keep retracting and it is possible to get caught out by the flames. Also be careful on the long platforms as they are conveyor belts, and carry custard - pie like objects that you mustn't touch.

Level 3: Horrid! Climb up and get the umbrella bonus, then climb down and cross to the moving platforms. Be careful not to fall, as you will lose a life instantly, and this means game over unless you've exceeded 10000 points (this gives you an extra chance). Get past the next set of platforms, avoiding the flame, and get up a long series of platforms, avoiding the missiles that come flying past (and a flame that gets in your way). At the top, pause, then wait for a missile to bounce over your head. Run left until you're just left of the ladder leading to Princess Toadstool and the next one will miss you. Climb up quickly before another one comes.

Level 4: Make all the loose tiles (yellow) fall out, but make sure you don't fall down the gaps they leave. Running or jumping over them makes them vanish. Also avoid the flames. If you collect one of the mallets (two), you can kill the flames, but cannot climb ladders. When all the loose tiles are gone, the platforms will collapse and DK will crash to the ground, and Princess Toadstool and the banana are yours. But there's more to come - see section 12.

2 The Machine Starts

Difficulty: Easy

Go up to R&D and climb one of the ladders. Go through the door that leads to a large hole and this will take you to the Storage Room. Enter the building which says "High Voltage" on and pull the switch, starting up the machine and earning you a banana.

3 Numbers Game

Difficulty: Fairly Easy

Find the numbers board that's close to the testing area and press the Donkey switch. Simply stomp the numbers 1 to 16 in the correct order in the time given to receive a banana.

4 Inside the Machine

Difficulty: Very Easy

After turning on the power, enter the large machine in the production room and get into the Donkey barrel. This is the only way you can run through the 10 - ton weights and flame throwers and get to the banana.

5 Get the Blueprint

Difficulty: Medium

The blueprint's hard to find this time! After operating warp 4, find the Kasplat that's near the top of the production room. It's on a tiny platform, so snipe at it and then go to get the blueprint once it is dead.

=====

Diddy

1 Coded Battles

Difficulty: Medium

Go to the R&D level (top floor), and find the guitar pad and play the guitar. You will enter a room with three doors in, each with a different number combination. Like what you did when you saved Tiny, Chimp Charge the buttons in the combinations shown on one of the doors, and the relevant one will open, revealing some bad guys. Kill them all, then do another combination. When you've killed all the baddies you will receive a banana.

2 My Most Hated Bonus Game

Difficulty: Fairly Hard

Outside the hut where you activated the machine is a Diddy switch. Slam it and some vines will appear, leading to a bonus barrel. You only have 20 seconds to reach it though and if you fall you'll have to make your way back up to R&D. In the barrel, play Beaver Bother.

3 Climb the ABC Blocks

Difficulty: Fairly Easy

Learn the Simian Spring and find the Diddy pad in the testing area. Use it to launch yourself onto the ABC blocks. Get to the top to find a bonus game, Peril Path Panic.

4 Climb the Machine

Difficulty: Medium

Press the Diddy switch and get to the banana that appears (use warp 4 if it is activated) and cross the moving platforms). If warp 4 hasn't been activated, do so before trying to get any of the bananas in this area (the timed ones, anyway).

5 Get the Blueprint

Difficulty: Very Easy

Kill the Kasplat on the floor of the production room.

=====

Tiny

1 Secret Passage

Difficulty: Very Easy

Go to the room with the Donkey Kong arcade machine and enter the Tiny barrel. Climb the crates to the desk and enter the pipe to get the banana.

2 Race the Toy Car

Difficulty: Medium

Near the R&D room is a tunnel leading to a racetrack where you must beat a racing car in two laps and collect 10 coins; avoid the TNT carts or you will lose three coins per hit.

3 Shoot the Wheel

Difficulty: Fairly Easy

By the testing room is a Tiny barrel; jump in and run through the passage. Press the switch and a wheel will appear with pictures of items on. Shoot the one shown on the board, and the wheel will gradually begin to move faster. If you hit the wrong thing, you'll have to start again though. When you get this banana, a banana fairy will appear outside Funky's hut.

4 Climb the Machine (2)

Difficulty: Medium

Hit Tiny's switch in the production room and a bonus barrel will appear. Hopefully you will already have activated warp 4, and if you haven't you'll have to go up the hard way. Cross the platforms near to warp 4 and climb up some conveyor belts. The bonus barrel can only be reached using the Pony Tail Twirl. It's Krazy Kong Klamour.

5 Get the Blueprint

Difficulty: Very Easy

This can be got from the Kasplat closest to the arcade machine.

=====

Lanky

1 Free Chunky

Diffiulty: Very Easy

In the storage room is a steep pipe with blue bananas on. OrangStand up it and hit the Lanky switch. Chunky's cage will crash to the floor and he will give you a banana as a reward.

2 Play the Same

Difficulty: Easy

On the R&D level, find the trombone pad and play your instruments. You will have to play a memory game. Watch the sequence of crocodiles as they pop out of their barrels and pound the musical keys corresponding to each barrel (i.e. red, yellow, etc.) in the order that you saw the crocodiles appear (I hope you understood that). Each time the sequence will get longer, and eventually you will receive a banana.

3 Climb the Machine (3)

Difficulty: Medium

After activating warp 4, hit the Lanky switch and get to the banana that appears near the top of the room, across some rotating platforms.

4 Bonus Stage

Difficulty: Easy

In the room with the ABC blocks, go to the Lanky pad and float up to the bonus barrel to play Batty Barrel Bandit.

5 Get the Blueprint

Difficulty: Very Easy

Kill the Kasplat on the R&D level for a blueprint.

=====

Chunky

1 Activate the Platforms

Difficulty: Easy

In the room where Chunky was imprisoned is a gate which you must knock down with the Primate Punch. Behind is a box with ?s on it; simian slam this and a banana will appear. To get it, primate punch the Chunky switch and then get up there using the platforms that temporarily appear.

2 Bonus Stage

Difficulty: Very Easy

Go to the corridor outside the Donkey Kong arcade machine and Primate Punch the door ahead. Enter the bonus game, Stash Snatch, which is really easy!

3 Toy Monster

Difficulty: Medium

Use the triangle pad in the R&D level and primate punch the switch on the toy box. Toys will appear to attack you. Kill them, then a load will come out and form into a massive monster. Quickly get into the Chunky barrel to become big and punch the monster to death (Primate Punch helps a lot).

4 Climb the Machine (4)

Difficulty: Medium

Hit the Chunky switch in the production room and get to the banana that's on top of the machine, but watch out - it's under a massive 10 ton weight that tries to crush you! You have ninety seconds (fortunately).

5 Get the Blueprint

Difficulty: Very Easy

Kill the Kasplat in the testing room.

=====

You don't need to wait until you defeat the boss to go to the next stage, so jump off the side of the factory and find the hole in the side (underwater). Swim in to find the next level, which requires

30 bananas:

6.4 Gloomy Galleon

Note that the switches for raising and lowering the water are at the base of the lighthouse, under water. They are activated by touch, and any Kong can activate them. Some areas cannot be reached with the water down, while some music pads cannot be used with it up. There are two main underwater areas - the lighthouse area and the sunken ship area (the latter is named because of the sunken ship).

UPGRADES

Cranky:

None, though at this point you will probably have 15 banana medals and can try his Jetpack game.

Funky:

None

Candy:

All Kongs - Instrument Upgrade; strength goes up to 15 (5 coins)

GOLDEN BANANAS

Donkey

1 In the Sunken Ship (1)

Difficulty: Fairly Easy

Near to Funky's hut (in the Sunken Ship Area) is a bongo pad. Use it and quickly swim to the door that opens in the ship, labelled "1" (you have only a minute). Swim in and find the bonus barrel, where you must play Krazy Kong Klamour again.

2 Turn on the Lighthouse

Difficulty: Fairly Hard

Open the door that leads to the lighthouse and find the switch that raises the water level. Press the Donkey switch and enter the lighthouse. Now simply get to the top, using the moving platforms and gorilla grab the level. The lighthouse will come on and you will receive a banana. Note that a Kremling ship will also appear.

3 Free Clapper

Difficulty: Fairly Easy

By the lighthouse is a Donkey pad to take you to the bonus game. Complete it as usual and Clapper the Seal will appear out of a cage nearby, and swim to a platform near Candy's hut. Swim to him for a banana.

4 Clapper's Race

Difficulty: Medium

You can also get a banana by racing against Clapper. Enter the tunnel behind him (being stupid, I didn't notice it at first), and play a mini game similar to the race against the toy car in Frantic Factory (actually it's very like Diddy Kong Racing). Get 10 coins, but try and go through as many gates as you can; miss five and you're disqualified (but you can miss a few to help you to get ahead of Clapper). Don't hit a crate, or you'll lose three coins.

5 Get the Blueprint

Difficulty: Easy

The Kasplat with your blueprint is way up in the "treasure room", which you open by jumping through the star as Enguarde. You have to use warp 4, which appears after you've completed Diddy's bonus game and starts in the lake nearby.

=====

Diddy

1 Board the Boat

Difficulty: Easy

Outside the lighthouse is a Diddy barrel. After the Kremling boat appears (this is after Donkey activates the lighthouse), use this to get on board (you can probably jump, but using the barrel is easier) and hit the Diddy switch and a banana will be fired from the cannon for you to take.

2 Inside the Robot Fish

Difficulty: Fairly Hard

Using the Diddy barrel again, fly to the top of the lighthouse and slam the switch. Get to the robot fish that appears (in the sunken ship area) and swim inside.

This is probably the hardest banana on the level; you must shoot all three lights behind the fan three times before they break, but you can only do so when the fan stops. It will alternately block the top two lights and the bottom light. The best method is to kill the zinger first, then jump on a crate as the water will rise each

time the fish opens its mouth, then shoot one of the top lights. The fan will spin and a 100 second timer will start. Alternate between one of the top lights and the bottom one; as soon as you get a hit, the fan will start, so make sure you hit quickly or you will waste time (this is hard, as your gun sight will become shaky as the water rises and falls). There is barely enough time to do it in, but if you are down to one hit to go and the timer runs out, it is still possible to win, as there is a gap between the "time out" music and being ejected from the fish, and if you keep firing at the remaining light, you should break it and you will be given the banana anyway! If the zinger respawns, quickly take it out while the fan is spinning.

3 Bonus Stage

Difficulty: Fairly Hard

Open the treasure cave as Lanky (see below) and get to the top of the treasure pile with the Diddy pads on (for this, the water must be up). Play the bonus game; it's Stealthy Snoop, only it's harder this time :(

4 Inside the Sunken Ship (2)

Difficulty: Fairly Easy

Play the guitar on the pad near Funky's hut (you need the water down for this) and the door labelled "2" on the shipwreck will open. Play Splish Splash Salvage again (like Tiny on Jungle Japes, only harder). To get the coin that's unreachable above the water, you must first get all the coins in the water, then the water will rise so Diddy can reach the vines above. Hurry!

5 Get the Blueprint

Difficulty: Very Easy

Kill the Kasplat near the lighthouse (the water must be down).

=====

Tiny

1 Inside the Underwater House

Difficulty: Fairly Easy

By the Kosh is a Tiny switch. Hit it and get to the door that opens in the underwater house. Find the bonus barrel and complete Kremling Kosh again.

2 Find the Pearls

Difficulty: Fairly Easy

Near the lighthouse is an underwater Tiny barrel; use it to enter the mermaid's cave and talk to her. She has lost her pearls. Open the tunnel by jumping through the star as Lanky/Enguarde and swim in as Tiny, with the water down. Get in the Tiny barrel, then enter the keyhole on the chest. Swim into all the oysters and get their pearls (when their mouths are open). Take them to the mermaid.

3 Inside the Sunken Ship (3)

Difficulty: Fairly Easy

Play the saxophone on the music pad near Funky's hut and the door on the sunken ship, labelled "5" will open. Simply swim in and collect the banana.

4 Bonus Stage

Difficulty: Fairly Easy

Dive down near Funky's Hut and find the large tower - like object. Use the Tiny barrel to enter and play the bonus, Big Bug Bash.

5 Get the Blueprint

Difficulty: Fairly Easy

Use the cannon near to the treasure chests and cross to the wooden platforms using the vines, then carefully going over the planks to the Kasplat. Try shooting the Kasplat from a distance.

Lanky

1 Open the Treasure Cave

Difficulty: Medium

Become Enguarde from the box above the shipwreck, then jump through the star three times and a door will open to another section of the level. If you raised the water (by the lighthouse), the two piles of gold are now accessible. Get onto the one with the Lanky pad and float up to the bonus barrel. Play Searchlight Seek.

2 Inside the Underwater House (2)

Difficulty: Fairly Easy

Press the Lanky switch that's near to the club Ñ wielding Kosha and swim to the door that opens in the underwater house. Become Enguarde and break open all the treasure chests (with B), and one reveals a passage to the banana.

3 Inside the Sunken Ship (4)

Difficulty: Fairly Easy

Go to the music pads by Funky's hut; play the trombone on the right pad and the door in the sunken ship labelled "4" will open. Swim to it and get in, then grab the banana from on the bed inside.

4 Open the Chests

Difficulty: Easy

Become Enguarde in the lighthouse area and smash open the chest outside the mermaid's cave using B, for a banana.

5 Get the Blueprint

Difficulty: Easy

With the water up, go down the tunnel nearest to the entrance/exit to the level and find the Kasplat; kill him for the blueprint.

=====

Chunky

1 Open More Chests

Difficulty: Very Easy

Go straight ahead until you come to a wooden tunnel. Enter it to find three chests; Primate Punch them and one contains a banana (another has a Banana Fairy).

2 Inside the Sunken Ship (5)

Difficulty: Fairly Easy

Play the triangle on the music pad near the lighthouse (do this with the waterlevel down), then get to the door that opens in the ship and swim to the bonus barrel. It's Batty Barrel Bandit again.

3 Shoot the Targets

Difficulty: Fairly Hard

With the water up, go into the first cave near the entrance and kill the Kasplat - he gets in the way. Pick up the rock and drop it in the cannon. Aim the cannon and keep shooting the target, but you only get six shots. If you miss you'll have to start again. Press Z to shoot. When you hit it, it will appear again somewhere else. Hit it three times for a banana.

4 Inside the Kremling Ship

Difficulty: Medium

Board the Kremling ship (best done with the water down and then using Warp 1 to get to the lighthouse platform) by the lighthouse and slam the trapdoor at one end, then get past the missiles. Primate punch the door, then keep doing the same to the Chunky picture on each section of the rotating pillar. Each time it gets faster, but you'll get a banana eventually. Now, the controls will become reversed. This makes it harder to get back (although you can always exit the level and go back in).

5 Get the Blueprint

Difficulty: Very Easy

Kill the Kasplat near to Funky's hut (by the music pads).

=====

After killing the boss, give the key to K. Lumsy and one of the rocks near the island will explode, revealing a cannon. It will fire you up to:

6.5 Fungi Forest

You need 50 bananas to enter this level, which contains one of the best features in the game - a magic cuckoo clock that can change day to night and back again; I'm not cuckoo! Climb it and shoot the switch with the moon on to make it night and the sun to make it day again. Note that some areas can only be accessed at day and others at night. (They will have a picture of a moon blocking them in the day, or a sun blocking them at night). There are several main areas: The clock area, the rainy area, the barn area, the toadstool area and the autumn area (so called because it looks like autumn; accessed off the mushroom area and directly accessible from the clock area by warp #4). Cranky is located in the Toadstool area, Funky in the rainy area, and Snide in the Barn Area (but can only be accessed during the daytime). Candy isn't on this level at all.

Also, to make your ascent up the giant toadstool easier (before you activate the warp at the top), have each Kong shoot their own button on the ground level, and a series of cannons will appear, allowing you automatic access to the top! But you can't use them to reach any intermediate points in the mushroom. You'll need to use the ladders for that. Note that if you quit and don't save after activating the

cannons and getting Donkey's banana in the mushroom, you may lose the cannons and not get them back. If you're going for a speedrun, complete all of the tasks you can during the day before changing the time to night.

UPGRADES

Cranky:

All Kongs - Super Simian Slam (5 coins)

Funky:

All Kongs - Homing Ammo (5 coins)

Candy:

Haha; she's not even on this level

GOLDEN BANANAS

Donkey

1 Bonus Stage

Difficulty: Medium

As you climb the giant mushroom, you will find a Donkey pad. Play the secret level to find the bonus barrel. It's Peril Path Panic again (see Diddy on Frantic Factory).

2 Use the Cannons

Difficulty: Very Easy

In the giant mushroom is a Donkey switch. After learning the Super Simian Slam and activating the cannons (see above), press it and use the cannons to get to the banana in time.

3 Levers in the Barn

Difficulty: Fairly Easy

In the barn, which you must enter by day, are some "?" boxes, which you must simian slam. One contains a Donkey switch. Press it and enter the door that opens. There are three levers, with 1, 2 and 3 marks by them. Pull them in this combination: 21132; if you get one wrong, you'll be electrocuted and lose energy. After you've done it right, the conveyor belt will carry the banana outside, but you must go to the clock and make it night to actually get at it.

4 Enter the Stables

Difficulty: Fairly Hard

At night, go to the stables (in the barn area) and get in the Donkey barrel. Make sure you don't touch the walls when you're not invincible as they're covered in thorns! Hit the Donkey switch (which is in the middle of the thorns) and the stable will open. Go in and slam the box to reveal a Donkey switch. Press it for the bonus barrel to appear and climb the ladder, then swing to it on the vines. Oh dear! It's Minecar Mayhem again (like with Chunky on Jungle Japes) and there are now TWO TNT carts to avoid.

5 Get the Blueprint

Difficulty: Very Easy

At night, head for the stables, but run around the back to find a well-hidden Kasplat. Note that you cannot go to Snide during the night (well, he has to sleep sometime I guess...)

=====

Diddy

1 Across the Rafters

Difficulty: Medium

At night, enter the other building in the Barn Area and use the music pad. Squawks will appear with the torch and you will be able to make your way along the rafters to the banana without falling. Getting the banana will make a banana fairy appear.

2 Bonus Barrel

Difficulty: Medium

Near the giant toadstool is a mushroom spring that takes you to a Diddy barrel. Fly to the top of the toadstool and enter the bonus barrel. Do Teetering Turtle Trouble for a banana.

3 Caged Banana

Difficulty: Fairly Easy

At night again, climb up the pulley on the side of the barn in the mill and press the Diddy Switch (this can only be done at night). A door nearby will open, so go in and shoot the high up button that says "ON". Now, chimpy charge the green (up) arrow to raise the banana in a cage. A guitar pad will appear in the gates of the churchyard. Play the guitar and the cage will vanish; you can now get the banana.

4 The Owl's Course of Rings

Difficulty: Hard

At night, play the guitar by the tree in the Autumn Area and an owl will come out, but he'll tell you to come back when you have wings. Use the Diddy barrel. He will tell you to fly through the rings he makes. Make sure you do not lose your rockets or you'll have to wake him up again. Be careful not to miss a ring, or you will have to start over, and although you get infinite crystal coconuts, there is a point at the beginning (while you talk to the owl) where you can lose them. If you keep having to restart, the counter will hit zero and you'll come crashing to the ground. When you've flown through every ring (and you have to make two circuits of the tree to do so), the owl will present you with a bonus barrel! Fly to the top of the tree and get inside to play Busy Barrel Barrage.

5 Get the Blueprint

Difficulty: Easy

Kill the Kasplat about halfway up the inside of the giant mushroom, for the blueprint.

=====

Tiny

1 Bonus Stage

Difficulty: Medium

After learning the super simian slam, use it on the Tiny switch that is inside the toadstool and get to the bonus barrel. Get all the coins using the vines and also the pony tail twirl, and be quick; you don't have much time!

2 Inside the Tree Stump

Difficulty: Fairly Easy

Enter a passage from the area with the giant toadstool and find the Tiny barrel by the large tree stump. Enter it and go to the saxophone pad and play it. The parrot will carry you up the tree stump, so drop into the top and kill all four purple klaptraps and a banana will appear. Also grab the pink bean that appears before leaving.

3 Tiny and the Beanstalk

Difficulty: Easy

You will probably have been puzzled by the area near Funky's hut, where ALL the Kongs start to wonder if hey can find anything to plant (like you do...). If you go thereafter getting the bean, Tiny will plant it and it will become a beanstalk. Use the Tiny barrel and use the music pad to get a lift up to the banana, courtesy of Squawks.

4 Giant Spider

Difficulty: Hard

As Chunky, find the closed door to the barn (during the day) and Primate Punch it, opening it. Punch all the "?" boxes and you will reveal a tunnel which Tiny can enter and exit through. Turn it to night and become Tiny, and enter via this hole after using the Tiny barrel (you can't enter through the main door at night). Unshrink and find the door with the moon over it (this is covered by a spider's web in the day). Enter and prepare to face the mini - boss, the giant spider. See section 4 for tips.

5 Get the Blueprint

Difficulty: Very Easy

Kill the Kasplat on the side of the giant toadstool (as you go up) for the blueprint.

=====

Lanky

1 Five Toadstools

Difficulty: Medium

At the top of the giant mushroom, OrangStand to the blue switch after learning the super simian slam. Press the switch and you will open two doors at the side of the toadstool. Quickly run inside one and you will find five toadstools. Slam the yellow one first, then red, purple, green, blue, in that order, for the bonus barrel to appear. Play Krazy Kong Klamour again.

2 More Mushrooms

Difficulty: Very Easy

Go into the other door that opens from the switch I mentioned before and kill the Zingers; use one of the mushroom springs to reach an easy banana.

3 The Hare and the Orang-Utan

Difficulty: Medium

Near to the owl's tree during the day is a trombone pad, with a hare sleeping by it. Play your instrument and beat the hare through all the flags to win a prize - the Kasplat will get in the hare's way, so overtake him now. The prize is three blue coins. For the next bit, you will have to unlock and visit Crystal Caves and learn the OrangStand Sprint before attempting the race again, as the hare will speed up, but a Lanky barrel will appear at the start of the course; beat him again and wipe the smile off his face for good.

4 Fight Some Bats

Difficulty: Easy

At night, go to the barn and float up using the Lanky pad (well, you could also climb up the rope on the other side and OrangStand on the roof, but the Lanky pad is more fun). Enter the opening in the roof and shoot all the bats that appear, for a banana.

5 Get the Blueprint

Difficulty: Very Easy

Lanky's Kasplat is under the owl's tree.

=====
Chunky

1 Attack of the Killer Tomatoes

Difficulty: Medium

Near the entrance is a door that you must open with Tiny (using the bow). Run along the corridor as chunky and open the next door by shooting the switches, to access the Rainy Area. Now enter the Chunky barrel and simian slam the four killer tomatoes. Now, pick up the apple with the maggot in and carry it to the area around the cuckoo clock and find the picture of an apple, and put it down there. Be warned, however, that if you run out of crystal coconuts, you'll shrink and drop the apple. If you put it in the wrong place it will vanish and you'll have to go back and get it.

2 Chunky's Minecart Ride

Difficulty: Fairly Hard

Find the well and simian slam the grating on top to reach a bonus level similar to Diddy's minecart ride - only harder! It's more interesting though; you also have to slow down to open gates by jumping up when you see a green bell and jump over falling pillars (among other things). Note that if you lean left and grab the first

lever you will kill the first Kremling who attacks you by dropping a ton of rocks on his head. At one point you will see a red bell; don't hit this - it lowers a gate.

3 Picture Game

Difficulty: Medium

At the top of the mushroom is a blue Chunky switch. Press it to open a door. Inside, kill the bees then press the switch and the picture of Chunky will turn into a mixture of all five Kongs. Shoot each square until it bears part of Chunky's picture and eventually you will get a picture of Chunky, and a banana. You must do this within a minute, though.

4 Milk Churns

Difficulty: Easy

In the back room of the barn (primate punch the door to enter), punch the ? box covering the triangle pad, and use it to start the mill going. Now take the milk churn you find there and put it on the conveyor belt (after Donkey has activated it) and it will hit the grinder and be destroyed. Do the same for the two churns that are in the room with the grinder. A banana will appear.

5 Get the Blueprint

Difficulty: Very Easy

This can be got from a Kasplat on the side of the giant toadstool. This is accessed via some vines from the inside, but only at night.

=====

After you have the key from Fungi Forest, two levels will open. The one you should head for next is tough to reach, as you need to get to it from the Fungi Forest entrance. Jump towards the island from this platform and you should hopefully land in the entrance, but if this is too hard I suggest you use the Diddy barrel and fly there, or use Tiny's Pony Tail Twirl. You need 65 bananas to enter:

6.6 Crystal Caves

This is probably the hardest bit so far; be especially because every few minutes stalactites will begin to fall from the ceiling. This is caused by a giant Kosha that only Tiny can reach. To get to it, use the Tiny pad in the area where Chunky's banana no.2 (listed below) is found (this is only accessible after Chunky has used the button to break the ice that encases it) and once it is

dead, it will be gone for good (even after you quit). None that when you are on this platform, you should not fall off, or you will die. There are two notable areas; the cabin area (down the river to the left of where you enter), and the igloo area (to the right of where you enter). Cranky is close to the igloo area, and is easiest to access using Lanky up the slope next to him (there is a Kong Barrel next to his lab); Funky is across the river from where you enter; Snide is close by, behind an ice wall that Chunky can break using Primate Punch, while Candy returns, and can be found in the Cabin Area.

UPGRADES

Cranky:

Tiny Kong - Monkeyport (7 coins)
Lanky Kong - OrangStand Sprint (7 coins)
Chunky Kong - Gorilla Gone (7 coins)

Funky:

All Kongs - Second Ammo Belt, increases your maximum ammo to 200
(7 coins)

Candy:

All kongs - Instrument upgrade, up to 20, plus third melon (7 coins)

GOLDEN BANANAS

Donkey

1 Battle the Bees

Difficulty: Medium

Near Candy's shop are some cabins; go in the one by the slope and play the bongos using the music pad. Inside, shoot all the bees (collect some homing missiles) to receive a banana, and watch out for the trapdoors.

2 Matching Game

Difficulty: Medium

In another cabin nearby is a matching game. Get in using the bongo pad again and match the picture by slamming a question mark then finding the identical one; you will have to rotate the room with the blue switches at either side. Any two matching pictures are the same colour, so it shouldn't be too much problem in the time limit. I recommend you start by rotating one way, then getting both Tinys or both Donkeys as they're on the same wall as each other, then going for another one.

3 Bonus Game

Difficulty: Fairly Hard

On the bridge by Cranky's lab is a Donkey pad. Play the barrel blast game until you reach the special stage, Busy Barrel Barrage.

4 Moving Maze of Spikes

Difficulty: Hard

Become Diddy and get into the Diddy barrel by Cranky's lab. Fly to the igloo that's down a tunnel nearby and you'll see a star above it; fly into this and five music pads will appear around the igloo (one for each Kong). Become Donkey again and play the bongos on the relevant pad. Inside you must negotiate a maze to get the banana. This would be simple enough if it wasn't for the fact that the maze is constantly rotating back and forth. To top that, the walls are lined with spikes, which take an ENTIRE melon. Ouch! Fortunately, if you went to see Candy, she'll give you a third melon.

5 Get the Blueprint

Difficulty: Very Easy

The blueprint is from the Kasplat who is near the ice castle.

=====

Diddy

1 Battle in the Cabin

Difficulty: Very Hard

Find the lowest cabin (near Candy) with a guitar pad outside and use it. Inside, get in the Diddy barrel and fly up to one of the high platforms, and kill all the Kremlings in sight. This is tough as you have just 50 seconds. I recommend you get one of the Kritters first (the only baddies that don't require oranges to kill), then stand on his platform and go to first person (or rather first ape) view, and throw oranges at the TNT kremlings that are in line with you (i.e. at the corner nearest to you and the one opposite this). Then, get the other Kitter and repeat. Quickly, get to the platform where the TNT kremlings were (using the jetpacks is easiest) and take out the Klumps on the far platforms. Whatever you do, don't run out of oranges as you'll have to go searching for more. If you fail, leave fast (you get 10 seconds) or you'll get shot. This is quite possibly the hardest banana in the ENTIRE game.

2 Bonus Game

Difficulty: Difficulty: Medium

Near Candy's hut is a Diddy barrel. Use this to fly to the waterfall with a bonus barrel in and play Mad Maze Maul. (you can also access this from the other side of the waterfall).

3 Barrels Inside the Igloo

Difficulty: Fairly Easy

Play the guitar on the pad outside the igloo, and enter. Pick up and throw the barrels in the correct order. They are arranged as such:

4 6

1 3 Door

2 5

Try not to screw up as you will not have enough time to get out before you are shot dead!

4 Light a Candle For Me

Difficulty: Medium

There is another cabin near Candy's hut you can enter, above the previous one (use the music pad again). Kill both the Koshas and a Diddy pad will appear; use it to reach the barrel and fly to all the candles. They will be automatically lit and a banana will appear. When you grab this, a Banana Fairy will also show up.

5 Get the Blueprint

Difficulty: Medium

The blueprint is hard to get to this time; find Tiny's barrel near Funky's hut (as Tiny, of course) and run through the tiny door. This leads to a monkeyport pad, warp 4 and the red Kasplat. Activate the warp, as it is the only way Diddy can get in. The only problem is, warp 4 is up on a high platform near the igloo, which Diddy can only reach with his jetpack (and that's pretty hard as you have to land exactly on the warp, and more often than not you'll accidentally jump off).

=====

Tiny

1 Kill Some More Klaptraps

Difficulty: Medium

Near Candy's shop is a building with several music pads in front of it; use the saxophone pad and enter the door that opens. Kill all the purple Klaptraps and you'll receive a banana.

2 Moving Target

Difficulty: Fairly Hard

After you've opened the music pads by the igloo (using Diddy), use the saxophone switch and open Tiny's door. Inside, avoid or kill the Kosha, then slam the mat in the middle. It will begin to move. Before time runs out, slam it repeatedly until it shrinks to nothing. The only problem is the Kosha, which keeps returning even after you've killed it, after what seems like five seconds (the reason I listed this one as "fairly hard"). :(If time runs out, you will need to run out of the igloo before you are shot.

3 Monkeyport

Difficulty: Easy

Near Funky's hut is a Tiny barrel (access it using Pony Tail Twirl). Use it to get through the tiny opening to the Monkeyport pad. This will transport you to a dome, containing a banana.

4 Bonus Stage

Difficulty: Easy

Go into the small opening near the entrance (using the tiny barrel) and play Crazy Kong Klamour again.

5 Get the Blueprint

Difficulty: Fairly Easy

Kill the Kasplat above Candy's shop and get the blueprint. The only problem is the Zinger nearby that shoots you when you are trying to reach the Kasplat.

=====

Lanky

1 Race in the Cabin

Difficulty: Fairly Easy

Go to the cabins near Candy's shop and find the Lanky pad, which will take you to a Trombone pad. Play your instrument and enter

the door that opens. This would be simple if it weren't for the Koshas! Kill them both, then use the Lanky pad to reach the barrel and OrangStand Sprint to the blue button then QUICKLY get the banana that appears (you have a mere three seconds to do so).

2 Picture Game in the Ice Castle

Difficulty: Medium

Near to Funky's hut is a castle made of ice. Outside are two Lanky switches. Press the one outside the door and it will open. Play the game with - whatever it is (looks like a pumpkin made of ice or something). You have to turn over (simian slam) as many tiles as you can so "DK" is showing, but your opponent will be trying to turn them over to reveal K.Rool's face. Make sure you keep moving at all times and don't let your opponent get the upper hand.

3 Race the Sliding Beetle Again

Difficulty: Fairly Hard

Press the other switch by the ice castle and use the Lanky pad to get into the top of the castle. Race against the Sliding Beetle again (I recommend you use the Lanky barrel that is provided.) Do not try and beat him on the slides, as you'll most likely lose rings, but stay close behind him, then sprint past him on the final run; unlike Tiny, you will be much faster at running than he is. Towards the end, there is no barrier, so don't go too fast as there are a lot of turns.

4 Kill the Bad Guys in the Igloo

Difficulty: Very Easy

By the igloo is a trombone pad. Use it and enter the door. Kill all the beavers, and then the Kritters that appear and use the Lanky pads that appear to float to the banana.

5 Get the Blueprint

Difficulty: Medium

This is tough to find, but use the Diddy barrel near Funky's hut (as Diddy, of course) and fly really high, and you should see an ice stack with a Kasplat on. Use Diddy's popguns to kill the Kasplat before landing, then activate warp 5. This will take you to the cabins near Candy. Hop in the tag barrel and choose Lanky, then go back to warp 5. Wait for the Kasplat to reappear and kill him again. Get the blueprint, and about 20 bananas, then take it to Snide.

=====

Chunky

1 Invisible Banana

Difficulty: Very Easy

Near the entrance is a panel of ice; primate punch this and go to the Chunky pad. Become invisible and a banana will appear.

2 Banana Encased in Ice

Difficulty: Fairly Easy

Near the ice castle is a rock. Carry it and put it down (with Z) on the blue switch. A larger rock, previously covered up by a dome, will now be accessible. Find it (it is behind a glass wall across the bridge from Cranky's Lab, which you must Primate Punch) and get in the Chunky barrel. Put the rock down on the blue switch that keeps moving about, and a dome near the igloo will explode, revealing a banana.

3 Hare Today, Gone Tomorrow

Difficulty: Medium

Go into the igloo, using the Triangle pad and find the Hare guarding a TNT barrel. Kill all of the flames that appear during the time; if one hits the barrel, the Hare will be killed. He'll give you a banana if he survives.

4 Searchlights in the Cabin

Difficulty: Fairly Hard

This is a nightmare, until you know what to do. I got the solution by reading MashMallow's FAQ (because I'm lame). Play the triangle near to Candy's hut, and enter the cabin. You must slam all three targets, but you must avoid being hit by the three searchlights or you'll be killed and have to begin again (a bit like Stealthy Snoop). Two of them move back and forth and the other moves around in circles. Chunky seems to get all the nasty ones, doesn't he? Anyway, when you've hit the switches and Chunky pad will appear. You can now sneak past the lights and get into the barrel (also collect 20 bananas!) Play Searchlight Seek again.

5 Get the Blueprint

Difficulty: Fairly Easy

Kill the Kasplat on top of the igloo for a blueprint.

=====
When you returned the fifth key, K. Lumsy will also have broken the big rock near his island, which reveals a massive cannon. This fires you up to a spooky place high up in the sky. I hope you have the 80 bananas it takes to enter:

6.7 Creepy Castle

Not surprisingly, this is a spooky level. I hope your balance is good, because you'll need to cross a narrow plank at the start and there are no warps to bypass it. It is best to go up to the top of the castle as Tiny, activating all the warps as you go - her pony tail twirl is best for passing the wide gaps with the moving platforms. Cranky is about halfway up the castle, while Snide is right at the top. Funky can be found in the spooky corridor right at the bottom of the castle, while Candy can be found half way along the main corridor of the castle.

UPGRADES

Cranky Kong:

All Kongs - Super Duper Simian Slam, allows you to hit the red buttons (7 coins)

Funky Kong:

All Kongs - Homing Sight (7 coins)

Candy Kong:

All Kongs - Final Instrument Upgrade, up to 25 strength (9 coins)

GOLDEN BANANAS

Donkey

1 Another Picture Game

Difficulty: Easy

Find Cranky, on the way up to the top of the castle and he'll teach you the Super Duper Simian Slam. Go to the basement of the castle and find the red Donkey switch. Inside is a board with a mixture of Kong faces on. Slam each tile until it shows part of Donkey's face, for a banana. There is no time limit to this.

2 Haunted Library

Difficulty: Fairly Easy

Going up the side of the castle, to the top, you will find a Donkey switch. Press it to open the library door, then get there before it shuts. You can use the cloud to get across to it. Go left and kill the baddies, causing a Donkey switch to appear; press it. Go the other way and get into the Donkey barrel to pass the flying books safely and get to the banana. Also, you can save a few crystal coconuts by stopping the Strong Kong move when you're past the books, then shooting the coconut switch on the wall; a secret door will open and you can exit via the door by the Donkey switch.

3 Shoot More Targets

Difficulty: Fairly Easy

Near the start of the level is a Donkey pad. Complete the mini game and open the tree. Don't enter yet; go to Funky at the sub -- basement level of the castle (accessed from the graveyard) and get the homing sights. Enter the tree now and fire a coconut at the switch, opening another door. Kill the Kasplat (collect the blueprint) and jump down the pit inside, swimming along the underground river. Shoot the target, using the homing sights and the water will rise. Keep shooting it until you are high enough to reach the banana. To exit, swim towards the white light - you will exit via a drainpipe.

4 Donkey's Ghost Train Ride

Difficulty: Fairly Hard

In the sub - basement, go to the scary door and open it with the coconut switch. Find the next coconut switch (head left, and go right at the next junction, or use warp #2) and open the door. There are six levers. Pull them in the order (X means don't pull).

| Door to Ghost Train|

1 2

X X

3 X

Entrance

The door will open and you will go on a ghost train ride; Luckily, you only need 25 coins, but it's harder still, especially with the presence of the skeletal demon that hovers over the track and constantly swipes its fists at you - jump or change tracks to avoid this; you will get plenty of warning if you watch what the demon is doing and get ready to move when it moves its hands. When the camera cuts to a reverse shot, speed up as you'll have a ton of fiery skulls chasing you; keep switching lanes when one is about to hit you. Also watch out for the

gravestones that pop up from nowhere.

5 Get the Blueprint

Difficulty: Very Easy

When you went into the tree, you killed a Kasplat. He has your blueprint.

=====

Diddy

1 Yes, Diddy; You May go to the Ball

Difficulty: Hard

As you ascend to the top of the castle, notice the Diddy switch by a door. Go in to find the ballroom. Kill all the baddies and a Diddy barrel will appear; now fly to the top of every candle to light it, making the bonus barrel appear. Its ... AAAGH! the minecart game again that Chunky played on Jungle Japes. The game makers sure have a nasty sense of humour!

2 Tales from the Crypt

Difficulty: Fairly Easy

By the door to the basement is a ladder, leading to a graveyard, and a door leading to the, well, sub - basement. Kill the Kasplat (he has your blueprint, BTW), and find the scary looking door with some switches around it. Hit the peanut switch to enter and head left to the peanut switch. Press it and then simply Chimp Charge the numbered buttons in order (1 to 4), and the coffin will open. Ooh, its getting scary. Out comes ... A banana! I bet you thought I'd say a vampire, didn't you? (Well, that's what I expected).

3 Swing on the Chains

Difficulty: Fairly Easy

In the basement is a Diddy button, which opens a door. Behind is a room with a Kosha (kill it) and a banana on the far wall. The only problem is that if you come too close the wall spins round and the banana is gone :(If you haven't done so already, go to Funky (in the sub - basement) and get the power up. You can now press C right to zoom in on your target. This allows you to hit the peanut switch. The chains in the ceiling will be lowered and you can swing on them (like vines) to the banana without touching the floor.

4 Bonus Stage

Difficulty: Medium

Rocketbarrel up to the very top tower and get in the bonus barrel.
Play Big Bug Bash again.

5 Get the Blueprint

Difficulty: Very Easy

Kill the Kasplat in the sub - basement (accessed via the graveyard).

=====

Tiny

1 Bonus Stage

Difficulty: Medium

In the basement is a gap which only Tiny can cross, leading to a
bonus barrel. Play Teetering Turtle Trouble again for an easy
banana.

2 What Has Handles and Flies?

Difficulty: Fairly Easy

On the way up the tower is a bin with a springy mushroom by it,
and a Tiny barrel. Shrink as usual and spring into the hole at
the top of the building. Inside, shoot all of the flies and a
banana will be your reward.

3 If You Want to Get a Banana, Get a Hand (or seven!)

Difficulty: Medium

In the sub - basement, get to the Tiny switch and open the door.
Go down the steps, then turn right; pony tail twirl over the
deadly slime and press the Tiny switch. You must use the Pony Tail
Twirl again, crossing the hands that appear, but they keep rising
and sinking (very nasty). The banana is on the far side.

4 Return to Frantic Factory

Difficulty: Medium

Open the ballroom as Diddy and become Tiny. There's a Tiny pad
inside, so use it to enter the museum. Get in the Tiny barrel
and enter the small door inside, to return to Frantic Factory
and race around the testing room with the racing car you met

before. Get all of the coins, while driving through as many pairs of flags as you can. if you miss five, you will be disqualified.

5 Get the Blueprint

Difficulty: Medium

Kill the Kasplat near the graveyard (its best to shoot it from a distance rather than get up all close and personal or you risk being pushed into oblivion).

=====

Lanky

1 Greenhouse Maze

Difficulty: Medium

On the way up the castle, you will see a greenhouse. Press the Lanky switch to get in and get into the Lanky barrel to give yourself a chance of making it through the maze.

2 Your Worst Nightmare Returns - Beaver Bother

Difficulty: Hard

At the very top of the tower is a turret with a Lanky switch by it. Open it using the switch and kill the baddies. A lanky pad will appear. Now, use your gun's aiming sights (you get these from Funky) to pull in on the grape switches and shoot all four. The grate in the floor will open and a jet of air will appear. Use the lanky pad and float into it and it lifts you up to the bonus barrel. Once again, play Beaver Bother for a banana.

3 Float to the Bonus Stage

Difficulty: Medium

In the basement, press the Lanky switch and play the trombone on the pad through the door. A number of Lanky pads will appear, and a bonus barrel. It is possible to cross the deadly slime using only one pad, and easier than trying to land on another pad. Play Kremling Kosh again.

4 Race in the Sub - Basement

Difficulty: Medium

In the sub - basement, hit the grape switch and enter the door that opens. Stand under the Lanky Barrel and shoot the grape

switch ahead, then immediately jump into the barrel to give yourself a head start and run to the door that opened (down the passage to the left). Now play the trombone on the instrument pad provided and use the vines that appear to cross the slime.

5 Get the Blueprint

Difficulty: Very Easy

As you go up the side of the tower, past the area with all the warps in, make sure you kill the Kasplat - then carry on up and give the blueprint to Snide at the top.

=====

Chunky

1 Enter the Museum

Difficulty: Easy

On the way up the tower (near to Cranky's lab) is a door labelled "Museum". Press the Chunky switch by it and go in. There are three shields on the wall, which you must primate punch in order, left to right. One of the cases nearby will open, revealing a rock (and some bananas). Pick it up and put it on the table. The other case will open, revealing a banana.

2 Bonus Stage in the Crypt

Difficulty: Medium

In the sub - basement, shoot the pineapple switch and enter the door that opens. Head right (or use warp #3 if it is activated) and shoot the pineapple switch at the dead end, opening a door. Primate punch all the coffins; some contain bananas and coins, the other has a bonus barrel, which takes you to Searchlight Seek. Performing a Simian Spring on the coffin will unleash a bunch of ghosts and skeletons, which you can kill; only do this if you are in need of extra melons.

3 AAAGH!!!

Difficulty: Hard

In the tree that Donkey opened, Primate Punch the wall with the green bananas in front of it. Use the homing sights that Chunky gave you to shoot the pineapple switch from long range (it vanishes if you get too close). Open the gate for a bonus barrel. AAGH! It's Beaver Bother again; twice on the same level! So much for originality...

4 Bats in the Shed

Difficulty: Medium

By Lanky's maze is an annexe, with a door that Chunky can Primate Punch open. Inside, collect all the homing ammo and punch the box, revealing a Chunky pad. The bats only hit you when you're invisible, so quickly kill them all for a banana.

5 Get the Blueprint

Difficulty: Very Easy

Kill the Kasplat in the basement (near to Candy's shop).

=====

After completing the level, become Tiny and use the Monkeyport pad on the side of K.Rool's tower. Get to the mouth that has opened and jump in. To get to Blocker, become Chunky and use the Chunky pad to become invisible. Several vines will appear, so cross the lava and if you have at least 100 bananas, Blocker will vanish. Activate the warp too and the other Kongs can cross. As Donkey, shoot the coconut switch for a bridge to appear. Make sure you kill the Kasplat first, using Donkey Kong, and take the blueprint to Snide; now, check to see how many blueprints you've given Snide and if there are any missing, check your totals and give Snide any others you are holding - or check which you are missing and go to find them. After Snide has all the blueprints, enter the final level...

6.8 Hideout Helm *****

This is where Snide's blueprints come into play; after K. Rool activates the machine, Snide will use his blueprints to delay the machine for up to 50 minutes (it depends how many blueprints you have, which is why you should give him all of the blueprints before entering the level to save backtracking too much). You must locate the machine to stop Kong Isles being destroyed. Note that the timer will ONLY count down when you are inside the level, so you can leave and collect extra blueprints for extra time!

Enter as Lanky (or become him in the first Kong barrel), then use his OrangStand to climb the slopes. Next switch for Chunky and hit the pineapple switch to open the wall, then use the vines to cross the lava. In the next room, select Tiny and enter the Tiny barrel. Run through the pipe and enter the generator room. Become Donkey now and Gorilla Grab the lever, causing several stars to appear in the air. You have a minute to get Diddy and use the Diddy barrel to fly through them. They will begin to rotate when you have flown through. Five doors (labelled 1 to 5 in roman numerals) will appear. Become Chunky and Primate Punch the grating that covers each of them. One hides a Bongo pad, so get Donkey to play it and enter the room that opens up.

=====

Donkey

You will be faced with a banana medal, which you cannot get because it is guarded by a forcefield. The only way is by playing both bonus games (these are in K. Rool barrels). (TIP: Press B when the instructions come up to skip them; you'll waste less time).

1) Jump in the blast barrel and fire at all three targets. Hurry; you've not got long.

2) You are Rambi! Charge all the Kremlings (you don't need B for this), but don't hit a pylon or you'll have to restart.

=====

When you have done this, the banana medal will be collectable and a triangle pad will appear on the other entrance accessible from the ground. Note that you must collect the medals immediately, as if you wait until you've left the level and come back, you will not be able to take them. Become Chunky and enter. You must repeat the process for each Kong.

=====

Chunky

1) Get in the Chunky barrel and primate punch all the boxes until you find the Kritter inside (it's tiny!). Kill it.

2) Use the Sniper mode (from Creepy Castle) on your gun, and shoot all the Kritters! Easy!

=====

A Saxophone pad appears in the entrance at the top of the steps in the main room; get Tiny and use it.

=====

Tiny

1) Fly through the stars, but don't touch the ground (stand on the crates). Use the Pony Tail Twirl. Then hit the switch.

2) Fly through three out of four stars, but to reach them you must use the mushrooms, then Twirl towards them.

=====

Enter a Trombone pad in the next nearest door.

=====

Lanky

1) Shoot all the Zingers (fairly easy).

2) Run through the maze using the Lanky barrel, and take the first right, then left and hit the switch. Come back the way you came and

follow the path to the chequered flag (watch out for the Kremlings).

=====
Now, become Diddy and rocketbarrel up to a door on Diddy can reach
and play your guitar.

=====
Diddy

1) Kill Kritters until you find the one that activated the switch
(you'll know when because the switch will go solid and you can press
it).

2) Fly up in the air and shoot all the up switches to raise the cage.
Land, dodge the Kosha and slam the switch.

=====
You will now stop the machine!!! The timer will stop!!!

The door with K. Rool's face on will open and you may progress to a
room with the other end of the Warp on (this takes you right to here
from the level entrance point).

You need four battle crowns to progress through the next door. It
leads to K. Rool's room, only the coward has scarpered. The next
door requires both the Nintendo and Rareware coins, in order to
collect the final boss key.

Before we go on any further, lets look more closely at the:

6.9 Kong Isles *****

There are also several bananas found in the main area (i.e. outside
the levels). There are five for each Kong. Snide can also be found
on the Kong Isles, located in a room halfway up K.Rool's fortress
(on the way to Frantic Factory). Cranky can be found close to DK's
treehouse.

Donkey

1 At the Start...

Difficulty: Outrageously Easy

Worlds you need to have visited: None

The one you get just as you enter the first level (to show B. Locker).

2 Play the Bongos

Difficulty: Very Easy

Worlds you need to have visited: Angry Aztec, Frantic Factory

Learn the Gorilla Grab, then use it on the lever outside Frantic Factory, to activate the lift. At the top, use the bongo pad and Squawks will appear to give you a banana.

3 Caged Banana

Difficulty: Fairly Easy

Worlds you need to have visited: Angry Aztec (and given K. Lumsy the second key)

There's a hard - to - reach coconut switch a the side of the tower leading to Frantic Factory - I suggest you drop down from outside the area containing Snide's HQ.

4 Good Old-Fashioned Lava, Boy!

Difficulty: Easy

Worlds you need to have visited: Angry Aztec, Frantic Factory, Fungi Forest (and given K. Lumsy the fifth key)

Outside Crystal Caves are two ice walls which you must Primate Punch as Chunky to break. As Donkey, enter the one that doesn't lead to a deadly pool of lava to get the Donkey barrel. You can now cross the lava to get the banana.

5 Get the Blueprint

Difficulty: Very Easy

Worlds you need to have visited: Crystal Caves, Creepy Castle (and unlocked Hideout Helm)

Kill the Kasplat outside Hideout Helm and take the blueprint for Snide.

=====

Diddy

1 Bonus Game

Difficulty: Fairly Easy

Worlds you need to have visited: Angry Aztec (and given the second key to K Lumsy)

In a hidden - away corner of the tower leading to Frantic Factory (cross over with some vines) is a room containing Snide's hut and also a Diddy pad, which takes you to a bonus game. It's a slot machine, like with Chunky in Gloomy Galleon. Simply beat it again

for a banana.

2 Caged Banana (2)

Difficulty: Easy

Worlds you need to have visited: Frantic Factory, Gloomy Galleon
(and opened the way to Fungi Forest)

Near Fungi Forest is a peanut switch; shoot it to get to a banana. In order to reach it, however, become Chunky and pick up and break both rocks outside Angry Aztec. One has a trombone pad underneath, so become Lanky and a Diddy Barrel will appear outside Fungi Forest after you use the music pad. Now you can get at the banana!

3 Play the Guitar

Difficulty: Fairly Easy

Worlds you need to have visited: Angry Aztec, Fungi Forest (and given K Lumsy the fifth key)

Use the Diddy pad in the entrance to Crystal Caves to reach Diddy's Wrinkly door (to access the Wrinkly doors, get Chunky to put a rock down on the blue switch), and play the guitar on the music pad for a banana.

4 Summit of the Kong Island

Difficulty: Medium

Worlds you need to have visited: Angry Aztec, Frantic Factory, Gloomy Galleon

Use the Diddy barrel by Fungi Forest again and fly up over the top of Kong Isles and you will find a bonus barrel, containing Peril Path Panic.

5 Get the Blueprint

Difficulty: Medium

Worlds you need to have visited: Fungi Forest (and given K Lumsy the fifth key)

In the entrance to Creepy Castle is a door with a coconut switch on. Shoot it as Donkey, revealing a Kasplat. Its best to shoot it as Diddy, then carefully cross the deadly slime to retrieve the blueprint.

=====

Tiny

1 Bonus Game

Difficulty: Medium

Worlds you need to have visited: Angry Aztec

Outside the entrance to Angry Aztec are two gongs. As Diddy, charge them and a bonus barrel will appear that you can only reach as Tiny. Inside swat eight flies for a banana. It's very tough as they move around a lot.

2 Through the Pipe

Difficulty: Easy

Worlds you need to have visited: Fungi Forest

Outside Gloomy Galleon is a Chunky blue switch. As Chunky, Super Simian Slam it and a passage will appear Change to Tiny and enter the Tiny barrel. Through the passage is a banana.

3 Play the Saxophone

Difficulty: Very Easy

Worlds you need to have visited: Crystal Caves

At the base of the tower that leads to Frantic Factory is a monkeyport pad. After learning this move (in Crystal Caves), use this and you will be warped to a music pad. Play is and Squawks will give you a banana.

4 Caged Banana (3)

Difficulty: Very Easy

Worlds you need to have visited: Angry Aztec (but just to rescue Tiny)

On Banana Fairy's island is a feather switch. Shoot it for a banana.

5 Get the Blueprint

Difficulty: Very Easy

Worlds you need to have visited: Frantic Factory

As Chunky, Primate Punch the box outside Frantic Factory,

revealing a Kasplat. Change to Tiny and kill the Kasplat for the blueprint.

6 Banana Fairy's Hidden, Rare, Banana

Difficulty: Hard (taking into account the difficulty in accessing the new worlds, defeating all the bosses etc.)

Worlds you need to have visited: All except Hideout Helm

Tiny has SIX bananas! After you've retrieved every banana fairy, a door will open in Banana Fairy's cave revealing another banana. This is different as it has the Rare logo on instead of the Nintendo logo.

=====

Lanky

1 Play the Trombone

Difficulty: Easy

Worlds you need to have visited: Frantic Factory

After you've rescued Chunky, take him to the area outside Jungle Japes and pick up - and throw away - the rock. It's on a trombone pad, so change back to Lanky and play the trombone. The parrot will appear with a banana.

2 Caged Banana (4)

Difficulty: Very Easy

Worlds you need to have visited: Angry Aztec (in order to free Lanky)

At the side of K. Lumsy's island is a grape switch. Shoot it to reveal a banana.

3 Race through K. Lumsy's Room

Difficulty: Fairly Easy

Worlds you need to have visited: Crystal Caves

Get to the Lanky barrel in K. Lumsy's cave and run to the blue switch. Now quickly get the banana in the door that just opened. Warning: There is a glitch in this game that can mess this up - if you don't go to visit K. Lumsy right after collecting the keys from Frantic Factory or Crystal Caves, then the cinemas of K Lumsy receiving the key may appear randomly, sometimes in place of other ones. If this happens while you're attempting this banana, you will

have to sit through the cinema while your time runs out. The best way to avoid this is to go to K Lumsy as soon as you get each new key.

4 Bonus Game

Difficulty: Medium

Worlds you need to have visited: Fungi Forest (and given K Lumsy the fifth key)

Pick up and throw the rock outside Creepy Castle (as Chunky) to reveal a Lanky pad. Become Lanky and float up to the bonus barrel.

5 Get the Blueprint

Difficulty: Very Easy

Worlds you need to have visited: Fungi Forest (and given K Lumsy the fifth key)

Behind one of the ice walls that you break as Chunky, outside Crystal Caves, is a Kasplat. He has Lanky's blueprint.

=====

Chunky

1 Caged Banana (5)

Difficulty: Very Easy

Worlds you need to have visited: Frantic Factory (in order to rescue Chunky)

On the main island you cannot miss the pineapple switch. Shoot it for a banana.

2 Play the Triangle

Difficulty: Very Easy

Worlds you need to have visited: Frantic Factory (in order to rescue Chunky)

Outside Angry Aztec are two rock; throw them, revealing a triangle pad under one. Use this to play the triangle and Squawks will retrieve a banana for you.

3 X Marks the Spot - Again

Difficulty: Fairly Easy

Worlds you need to have visited: Crystal Caves

I'm sure you will all have noticed the big X that is close to the shore of Kong island. When you used the Tiny pad on the side of K. Rool's tower, using the saxophone pad will also have made a Chunky barrel appear on the small island near Banana Fairy's island. Get this as Chunky and swim to the X, then slam it. A nearby rock will shatter, revealing a banana.

4 Invisible Bonus Barrel

Difficulty: Medium

Worlds you need to have visited: Crystal Caves, Creepy Castle (and unlocked Hideout Helm)

Use the Chunky pad outside Hideout Helm to find a bonus barrel, accessible via some vines. Play Kremling Kosh again.

5 Get the Blueprint

Difficulty: Very Easy

Worlds you need to have visited: Angry Aztec (and given K Lumsy the second key)

This is from the Kasplat outside Gloomy Galleon.

=====

6.10 The Grand Finale

Once you've got all the bananas, take the final key to K. Lumsy, and he will be free. K. Rool conveniently emerges from his tower at this point, riding some sort of craft, which K. Lumsy will chase until he crashes into a conveniently - placed rock (we can see how he got his name), and he will knock K. Rool out of the sky. But it's not over yet; find the location of K. Rool's ship and jump in. The final battle is about to commence. See "Bosses".

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7 Bosses

Army Dillo (Jungle Japes)

Play as Donkey

Bananas needed: 60

Run back and forth to avoid the flames this boss shoots at you; when he stops, quickly run forward and pick up the TNT barrel and throw it at the boss, before he curls up. When he curls up, run. He will then start firing bullets at you again. Dodge these and go in and hit him once more. He takes three hits to defeat.

Hell Hath No Fury Like A Dogadon Scorned (Angry Aztec)

Play as Diddy

Bananas needed: 120

Don't kill the tiny dragon, what ever you do ... oh, too late, you just did; the game forced you to. Bad idea, because one of its parents is watching (his name's Dogadon, by the way). Like the last boss, this one will shoot fireballs at you, but this time you're on a small platform above lava. Throw the barrel at the dragon before it rises up, and knock it into the lava. After each hit, you will get a greater barrage of missiles shot at you! This boss takes three hits to beat.

Mad Jack (Frantic Factory)

Play as Tiny

Bananas needed: 200

Jump onto the white pad and the pillars will rise up. Next, a jack - in - the - box/Donald Duck/ monster will appear and chase you from block to block. Jump across quickly (use the pony tail twirl) until the boss stops and pops out of the box and begins shooting fireballs at you. Quickly find the blue switch and simian slam it and you'll hit the boss. After three hits he changes tack and speeds up, and will also fire lasers at you. Also, two switches will appear. Hit the one on a pillar the same colour as the one the boss is on or you'll be hit. After the fourth hit he will become invisible and you can only tell where he is by the stars when he jumps. Hit him again and it's all over. Don't worry if you fall off, BTW, as you will be carried back up with no loss of energy.

Pufftoss (Gloomy Galleon)

Play as Lanky

Bananas needed: 250

You don't appear to have any weapons. As soon as the massive puffer fish appears, press Z and begin to sail round in circles to avoid the fire it breathes. Jump through the star and an electrode will appear. You have thirty seconds to get to the next star. Do this five times and the puffer fish will receive a nasty shock, but miss a star and you'll have to start again. Repeat the entire sequence five times, but be warned Ñ each time the allotted time to reach the next star will be five seconds less, and also the puffer fish will step up its attacks, with shock waves and mines being just a

few of them.

Dogadon II: Judgement Day (Fungi Forest)

Play as Chunky

Bananas needed: 300

Remember Dogadon from Angry Aztec? Well, he's back! Play the same way you did before for the first four hits, but be aware of his new moves - involving sending shockwaves across the platform. Also, after hit number 2, he will send a tidal wave of flame across the arena (very nasty)! After three hits, he will stomp the floor, which will begin to sink into the lava in a style reminiscent of the T-1000 in Terminator 2. Avoid his attacks and throw the TNT at him again and get in the Chunky barrel that appears, and repeatedly punch Dogadon before you shrink again. Keep doing this, and don't miss once and you should manage to defeat him just before the floor sinks into the lava.

Army Dillo's Back! (Crystal Caves)

Play as Donkey

Bananas needed: 350

You thought you'd seen the last of him, but no ... he's back for revenge on Donkey, but he is no harder than last time! His new tricks include slamming the ground to produce a shockwave, but this is more feeble than any of his old moves, as you can avoid it easily by jumping over it. After three hits, his cannons will fall off, but he's not finished yet. He'll produce a new cannon, which fires flames at you, which you must avoid, followed by a homing missile (very nasty). Hit him the same way as before; after another hit, he'll lose his shell and you've won.

A K.Rool Trick (Creepy Castle)

Bananas needed: 400

Enter the door as Lanky and you will find yourself in an arena with water round you and a tag barrel. A gang of Kritters will stick a model of K.Rool over the castle walls and you must fire Lanky at it using one of the cannons (use the one facing the wall). As long as the cut out is still there when you fire yourself, you will hit it and land in the water. After three hits, one arm will fall off and the Kritters will step up their attack. First of all, one of them will enter the arena wearing a ghost costume (kill him each time he comes back). Also, they will sometimes fire missiles at you. If this happens, don't fire yourself as the model doesn't stay out very long. Also, look out for the purple (rather than green) K.Rool. Don't fire yourself at this as it isn't really there! Another three hits will see off the other arm. Now the Kritters will send off two waves of bullets, then the cut out will pop out briefly from each wall, successively. To hit it, stand by a cannon and enter it just as it is about to appear at the nearest wall to be sure of hitting it. Another three hits will win the battle. If Lanky runs out of energy, or fires himself over the castle walls, Tiny will pop out of the bonus barrel and

you will have to use her. Following this, you will play as Chunky, Donkey and finally Diddy. If you lose Diddy you must start the fight again. Note that even if you do get a different kong, your energy will not be replenished.

King K. Rool (Hideout Helm)

You will be taken to a boxing ring where all five kongs must fight K. Rool, one by one, in the time provided. If you run out of time, you must go into a second round, and start again, but you will only have the energy that you finished the last round with. If you lose all your energy, you must start the whole thing again. There will be a maximum of 12 rounds, after which you can also automatically lose if you have failed to beat K. Rool.

Donkey

Jump over the shockwaves that K. Rool throws at you, and after three of these, four blast barrels will appear. Jump onto the corner post and press up and jump to enter a barrel. Wait until K. Rool moves his fists, then fire at him. He takes four hits to beat this time.

Diddy

This is pretty tough; K. Rool will rush at you (just get out of his way, then throw his right glove at you twice. Avoid it. A Diddy barrel appears; get in it quickly, while trying not to be hit by K. Rool's glove, and fly up. One of the lights has targets on either side, so shoot both with your guns (this is pretty tough as K. Rool is still throwing his glove at you, and one hit can knock you off course). Do NOT let you feet hit the top of the lights or you will stop flying and have to get in the barrel again (and you will probably lose energy in the fall). Once both targets are hit the light will crash down on K. Rool's head. Targets will appear on the next light anti - clockwise, so repeat with all four lights.

Lanky

This is probably the funniest bossfight so far; K. Rool will still have the light fitting stuck over his head (and the ring will be completely in the dark). Run around avoiding him until four switches (1 - 4) appear at the side of the ring. When you have some room to manoeuvre, stand at the side and hold B so Lanky reaches out and presses the switch. A barrel will appear next to you. Tap B to grab it and let go, or you'll throw it out of the ring. Four music pads will appear. Throw the barrel so it lands near one, then stand on the pad. A banana skin will appear from the barrel. Wait until it is between K. Rool and yourself and play your trombone, but don't take too long or the banana skin will vanish. When you play, K. Rool will charge you and - if the banana skin was in the way - slip up. Warning: If he doesn't, you will be unable to move and he will hit you! Once you have used a music pad it will vanish (and so will a button). Repeat (I don't think you need do it in numerical order) three times.

Tiny

After a hilarious sequence where the referee/snake/microphone ignores the bell (inducing one of the Kritters to dance on top of it wildly), the Kritters will now pull the light off K. Rool's head (resulting in them getting squashed flat under K. Rool and the light). Now, Tiny faces the King. Pony Tail twirl over his shock waves (try not to glide towards K. Rool, as he might hit you as he charges across the ring. Eventually, he will start yelling in pain (I think he's trodden on his tail - or something). at this point, get in the Tiny barrel that appears (backflip, but be quick). One of his shoes has a hole in one end, so run in (weird or what?) and you will find yourself looking at - HIS TOES!!! Tiny will also whip out her feather bow. You must keep shooting them (this is meant to tickle them, by the way), but watch out as they will keep attacking you by lunging forward (you can see which are about to as they will jiggle; eventually, he'll raise his left hand toe; shoot this and you will be warped out. Repeat this (K. Rool's attacks get more vicious each time, but in the foot its generally the same and this time you must hit the toe second from the left when it is raised - twice. Repeat basically with the next to on the right each time, and you must hit it one more time too, so the last time, you will hit his right toe four times when it is raised. K. Rool will finally lose his balance and the Kritters will also break the bell.

Chunky

This is tough! K. Rool will start to spring himself against the ropes, until he becomes invisible (except for his shadow). A blue Chunky switch will appear (just for those of you who didn't learn the Super Duper Simian Slam), so press it and four Chunky pads will appear. Once you're invisible, K. Rool will be visible, and a Chunky barrel will appear. Jump inside (this is harder than it looks) and you will be placed at a corner, facing K. Rool, who will charge you. Simian Slam him, but time it right so you hit him - otherwise he will hit you! Four hits and he's finally out for the count. This gets harder as on the third time, K. Rool will become invisible, and he'll be faster. The last time, he'll also weave about. After Chunky knocks him out, he'll get up again, but he'll be distracted by the appearance of Candy. This will give Funky the chance to try out a new shooter on him (a large boot), which sends K. Rool flying into the air and away from Kong Isles. You will now see the end sequence. If you got all 201 bananas and all the fairies and banana medals (and all the boss keys and special coins, which you need to fight K. Rool anyway), then you will get an amusing animation at the end showing Cranky directing the other Kongs and trying to teach them moves (for some reason, Lanky doesn't appear here; I guess he wasn't popular enough).

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8 Battle Arenas

Each level has a battle arena; press Z on the pad to enter it. The enemies will always get tougher as you progress, with the easiest ones being in the early arenas. Kritters are easier to kill and will drop watermelon slices; be careful when dealing with Kasplats as they don't leave anything behind when killed.

Beaver Brawl (Jungle Japes)

Play as: Any Kong

Location: Outside Funky's hut.

Simply fight all the beavers, that come in trios in the time allotted. Make sure you don't fall off the platform though.

Kritter Karnage (Angry Aztec)

Play as: Diddy, Tiny, Lanky or Chunky

Location: Get Lanky's banana by shooting the vulture and draining the water. There it is!

Kill the three Kritters that keep appearing. Really easy again.

Arena Ambush (Frantic Factory)

Play as: Any Kong

Location: On the R&D level, as Donkey, find the lever and pull it (Gorilla Grab) and a trapdoor will open in the floor, revealing the Battle Arena Pad.

This involves fighting two Kritters and a Kasplat, but they're just as easy! An extra Kritter will enter the arena towards the end.

More Kritter Karnage (Gloomy Galleon)

Play as: Any Kong

Location: In a room under Cranky's lab; use Chunky's primate punch to get in.

Three Kritters again; easy!

Kamikaze Kremlings (Fungi Forest)

Play as: Any Kong

Location: At night, get to the top of the giant mushroom and there is a hatch leading down to the battle arena pad.

There's a Kritter and two Kasplats this time.

Plinth Panic (Crystal Caves)

Play as: Donkey

Location: In the cabin where you play Donkey's matching game, press the blue switch that is on the left as you enter. You will end up on the wall/floor with the battle arena pad.

Exactly the same as above; just slightly tougher.

Pinnacle Pallaver (Creepy Castle)

Play as: Lanky

Location: After you've traversed the maze as Lanky, the Battle Arena Pad will appear nearby.

Four enemies this time; two Kasplats and two Skeleton Kritters. Are you up to it?

Shockwave Showdown (Hideout Helm)

Play as: Diddy

Location: Use the Diddy barrel to fly to the top of the machine!

I recommend you don't play this until you have shut down the generator. Keep your head for 100 seconds while fighting two Kasplats and a Kritter. Note that a third Kasplat will join you during the last 15 seconds.

Bish Bash Bother (Kong Isles)

Play as: Any Kong

Location: Outside Snide's HQ is a rock. Throw it as Chunky and you will reveal a battle arena pad!

Fight a Kritter, a Kasplat and a skeleton to win the crown.

Forest Fracas (Kong Isles)

Play as: Chunky

Location: This is hard to find; go to the area outside the Fungi Forest entrance and become Diddy. See the red mushroom floating around? Well, shoot it and it will turn yellow, so become Donkey and shoot it. Carry on, shooting the each colour with the right Kong, i.e.:

Blue - Lanky

Green - Chunky

Purple - Tiny

A hatch will open revealing a Chunky pad. Become Chunky and make yourself invisible, and a battle arena pad will appear.

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9 Banana Fairies

You will notice that at first all the Banana Fairy films cannot be collected. You don't have the camera. To get it, learn Tiny's Mini Monkey move and go to the island with the sort of palm - tree like structure on and enter the barrel (as Tiny, or course). You can now enter the passage and speak to Banana Fairy, who will give you the camera. To take a photograph, press Z and C down to go into camera view mode, then press B, but ONLY when the green, smiley face appears. Capturing fairies will increase your Crystal Coconut capacity and also max out your ammunition. The locations of the fairies are as follows:

9.1 Jungle Japes

1) (ANY KONG) Go through the door you battered down as Rambi and you'll see a banana fairy.

2) (LANKY) Go to the room where you slammed the pegs and there's a fairy!

9.2 Angry Aztec

3) (ANY KONG) By Tiny's barrel in the Llama's temple.

4) (TINY) Enter the Dark Temple and find the two small holes near the Tiny barrels; one leads to a fairy (you can even hear her giggling from the other side).

9.3 Frantic Factory

5) (ANY KONG) In a passage off the testing room.

6) (ANY KONG) When you get Tiny's banana from the wheel game, a fairy appears outside Funky's hut.

9.4 Gloomy Galleon

7) (ANY KONG) Inside one of the chests that Chunky breaks.

8) (TINY) When you enter the ship as Tiny, there's a fairy behind some bars.

9.5 Fungi Forest

9) (DIDDY) One appears when you get Diddy's banana in the old building near to the barn.

10) (DONKEY) In the stables, slam the crate on the upper level for a fairy.

9.6 Crystal Caves

11) (DIDDY) After lighting the candles in one of the cabins, a fairy will appear.

12) (TINY) After you've collected Tiny's banana in the igloo, a fairy will appear. But while trying to photograph it you'll have to contend with that @%f\$&! Kosha, which respawns way too quickly).

9.7 Creepy Castle

13) (TINY OR CHUNKY) When you enter the museum as Chunky, you will go past two glass panels with a Tiny pad on either side. You can just about see the fairy, and it is possible to take the photo from here, although its probably easier as Tiny.

14) (DONKEY) Enter the tree as Donkey and go down to the underground river, and there's a fairy there.

9.8 Hideout Helm

15 and 16) (ANY KONG) They're in the room with he last key, but you don't need the Rareware or Nintendo coin to get a picture of them; simply aim the camera at them and say cheese!

9.9 Kong Isles

17) (ANY KONG) Close to Banana Fairy's island is a small island, with a fairy on.

18) (ANY KONG) Outside Frantic Factory is a large crate. As Chunky, Primate Punch it and it will reveal a fairy.

19) (ANY KONG) Outside Fungi Forest is a feather switch; shoot it as Tiny for a fairy!

20) (TINY) Use the Monkeyport pad as Tiny (on the side of K.Rool's tower) and you will be warped to a fairy (as well as a music pad).

9.10 Prizes

These are what you get for getting certain amounts of Banana Fairies:

Two: DK Theater (i.e. the intro, the DK rap and all the other animations - but only after you've seen them in the game).

Six: Go to a series of arenas where you can play as all the animal characters (for fun). You can also play Cranky's Jetpack game and the DK arcade game (see secrets).

Ten: Go to any of the bosses.

Fifteen: You get to activate Krusha for the Kong Battle mode.

Twenty: You get to activate cheats!!!

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10 Warp Locations

These are the locations of the warps found on each level (numbered 1 to 5); using each warp will take you to the other one of the same number.

10.1 Kong Isles

All warps start outside the passage to DK's hut.

- 1 - To K. Lumsy's island.
- 2 - To outside Angry Aztec
- 3 - To halfway around the island (by the cannon leading to Fungi Forest/ Crystal Caves and where K. Rool's ship crashes.
- 4 - To outside Frantic Factory
- 5 - To Banana Fairy Island

Plus an extra set of warps outside Hideout Helm to help reach the entrance quickly after it is first accessed.

10.2 Jungle Japes

- 1 - The start of the level to the lake
- 2 - The edge of the lake to near Snide's hut
- 3 - Pretty redundant - warps you from one end of the lake to the other
- 4 - The passage by the lake to Cranky's lab
- 5 - The area near where Tiny's barrels are to the top of the hill where Diddy's mine car ride starts; the second warp appears after you get the banana that appears there.

10.3 Angry Aztec

10.3.1 Main Area

- 1 - The start (practically) to near Candy's hut.
- 2 - The first temple to the second main area
- 3 - The second main area to Cranky's lab (saving a dangerous trek along a narrow path in the hot sand)
- 4 - Through the second main area, as a shortcut to Funky's hut
- 5 - Near Snide's hut to the area where DK plays Stealthy Snoop (only opens after this game is completed). This allows Diddy to grab a banana balloon.

10.3.2 Llama Temple

- 1 - By the pool to the Tag Barrel behind the llama
- 2 - By the pool to Lanky's kasplat (otherwise only accessible to Tiny)

10.4 Frantic Factory

- 1 - The entrance to the store room
- 2 - The entrance to the top floor
- 3 - The entrance to Snide's HQ
- 4 - The floor of the production room to a point half - way up
- 5 - Outside Funky's hut to the Donkey Kong arcade machine

10.5 Gloomy Galleon

- 1 - The area around Cranky's lab to the lighthouse
- 2 - The main lake (with the sunken ship) to the room where Cranky's lab is
- 3 - The platform near Tiny's Kasplat to Snide's HQ
- 4 - The main lake to Donkey's Kasplat (only accessible after Diddy has completed Stealthy Snoop)
- 5 - The Sunken Ship Area to the lighthouse

10.6 Fungi Forest

- 1 - By the clock to the Barn Area
- 2 - By the clock to Funky's hut
- 3 - By the clock to the foot of the toadstool
- 4 - By the clock to the Autumn Area
- 5 - Near the toadstool to the top of the toadstool

10.7 Crystal Caves

- 1 - Near the entrance to the igloo area
- 2 - Near the entrance to near Candy's hut (and the cabins)
- 3 - the igloo to another cave that only Tiny can enter; it only appears after Tiny has completed her bonus game.
- 4 - A pinnacle between Cranky's lab and the igloo (which can only be accessed as Diddy, using his jetpack) to Diddy's Kasplat (otherwise only accessible to Tiny)
- 5 - The Cabin Area, near to Diddy's cabins, to Lanky's kasplat (otherwise only accessible with Diddy)

10.8 Creepy Castle

10.8.1 Main Area

All warps start by the lake at the front of the castle

- 1 - The door at the back of the castle basement
- 2 - A Diddy barrel a little way up the castle
- 3 - Cranky's lab
- 4 - The ballroom
- 5 - The top of the tower

It is best to have Tiny go all the way up the castle, activating the warps as her Pony Tail Twirl is ideal for passing the tricky jumps involving the moving platforms.

10.8.2 Crypt

All three warps in this area start from the entrance:

- 1 - Leads to the coffin that Diddy opens
- 2 - Leads to Donkey's Ghost Train ride
- 3 - Leads to the coffins where Chunky plays Searchlight Seek

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11 Dirt Pad Locations

All dirt pads contain a multicolour coin which adds five coins to each Kong's total. Access them with the move the Banana Fairy gives you.

11.1 DK Isles

- 1) (ANY KONG) In a passage near DK's house
- 2) (ANY KONG) In the "banana hoard"
- 3) (ANY KONG) In K. Lumsy's room
- 4) (ANY KONG) On the way to Angry Aztec
- 5) (ANY KONG) Outside the room containing the Fungi Forest entrance
- 6) (DIDDY) Above Angry Aztec
- 7) (LANKY) Under Lanky's bonus barrel outside Creepy Castle

11.2 Jungle Japes

- 8) (LANKY) At the top of the slope leading to the room with the map in

11.3 Angry Aztec

- 9) (ANY KONG) Under the tag barrel near to Candy's shop
- 10) (CHUNKY) In Chunky's section of the Dark Temple

11.4 Frantic Factory

- 11) (ANY KONG) In the room where Chunky uses the moving platforms to reach a banana

11.5 Gloomy Galleon

12) (DONKEY) Inside the lighthouse

11.6 Fungi Forest

13) (ANY KONG) By the area where the beanstalk appears

11.7 Crystal Caves

14) (TINY) Use the monkeyport pad that leads to the giant Kosha who is knocking down the stalactites and the dirt pad is there.

11.8 Creepy Castle

15) (ANY KONG) **I had this wrong before; thanks to all of you who wrote and told me - NOT! It's by Snide's hut, at the top of the castle.

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12 Rareware and Nintendo Coins

Rareware Coin

After getting 15 banana medals, go and see Cranky. To get the coin, you must score over on his Jetpack game, which involves shooting down aliens. Shooting one increases your score by 25. Also, you must assemble your rocket by getting the pieces hold jump to get them while avoiding the aliens, then collecting enough fuel for the rocket. You must run onto them then carry them to the rocket (you pick them up automatically) to go to the next level. You start off with three lives. The best way to do this is to get 5000 points on the first level, then finish fuelling the rocket. Get the bonus items that appear to increase your score. If you reach level 2 with over 5000 points, the Rareware coin will appear so get it!

Nintendo Coin

After beating four levels on Donkey Kong (in the arcade machine in Frantic Factory), do it again!!! This time, you are playing Level Two, so it is slightly harder.

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13 Glitches

Note: I am only using the ones I have managed to do myself.

Secret Room under Kong Isles

After you've learned the monkeyport and used it to get to Tiny's music pad on K. Rool's tower, and made the Chunky Barrel appear, become Chunky and use the barrel. This is best done when you have all the fairies and can activate the cheats; go to the steps that lead to Angry Aztec and jump at the first one and - if done right - Chunky will fall under the island. He can walk around here, and swim out to sea (but if he surfaces, you'll have to do it again. This may take some practise, but go to the waterfall and Chunky will start to swim in mid - air; turn round and swim towards the island, stay swimming under the island and Chunky should vanish. Now, change the camera angle with the C buttons and you will find Chunky swimming in the room with K. Rool's monitors and stuff. As soon as you jump onto the keyboards, the water will vanish. To leave, jump behind the monitors. Be careful when doing this move as it is possible to get trapped in the cage where Chunky's banana is (of course you could try not getting Chunky's shooter, then trying to get the banana this way!)

Turn Chunky into Rambi

On Jungle Japes, go into the Chunky barrel (once again, best done when you can get infinite crystal coconuts) and jump towards the beehive - thing which Tiny enters. If done right (you will take a few goes), you will fall into the area where Lanky's Kasplat is. You can also roam across the level as Hunky Chunky (it seems the slashed "you can't do that past here" circle will only appear in the regular passage from Chunky's barrel, as the programmers didn't anticipate this ;). You can also jump towards the wall just left of the alcove with the Rambi crate in and you'll go through the wall! You can become Rambi, because - unlike Enguarde's crates - this crate is solid for all Kongs, as it didn't look possible for the other Kongs to get here. Thus, you can become Rambi (you can even pass through the bars!) When you change back, Chunky will be normal size, but still act like Hunky Chunky; you'll hear the ground crashing as he walks, even though the Hunky Chunky music isn't used. Also, all the warps on the level will vanish until you enter a tag barrel (at which point everything goes back to normal).

Tiny Goes To Visit Wrinkly

Outside Angry Aztec, activate Chunky's Wrinkly door (open the back cave with Tiny's bow, then kill the zingers inside for a Chunky barrel. As Hunky Chunky, stand on the table (sounds like a chimps tea party...) and a door will appear in the lobby.) Become Tiny and stand over the door, then drop in front of it, making Wrinkly appear. When she retreats, run forward and Tiny will enter the door. It's all black behind. To leave you must listen to Wrinkly's advice again.

Carry (almost) Anything As Normal Chunky

If you go to almost any rock that can be carried only as Hunky Chunky,

then carry it (as Hunky Chunky) to an area where you are forced to shrink, you will drop it. Return to the Chunky barrel, then go to where the rock is it will still be where the slashed circle appeared) and pick it up as you shrink, you will be able to carry it even though you are too small (note: this will not work with the apple in Fungi Forest as it will vanish and warp back to the starting point if you drop it in the wrong place).

Milk Churns Glitch

Go into the main section of the barn, and carry (as Chunky) either of the churns outside, then carry it back in. Another has appeared in its place!

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14 Frequently Asked Questions

Q: Where's Candy Kong on Jungle Japes/Fungi Forest?

A: She's not there; get over it

Q: Where's Diddy/Tiny/Lanky/Chunky?

A: See the walkthrough for how to rescue them

Q: So, are Rambi and Engaurde the only animals you can transform into? How about squitter?

A: Sorry, those really are the only animals you can become. Squawks is in the game, but you can't turn into him. Hmm - and in one game you become a Klaptrap...

Q: What about poor Winky and Expresso?

A: Nope, sorry?

Q: What's this "Great Girder Grapple" that Cranky talks about in the manual?

A: It's a joke, as far as I'm aware. It doesn't exist.

Q: How do I get the Nintendo/Rareware coins?

A: Read chapter 12.

Q: I went into the building labelled "Snide's HQ" and some weasel yelled at me for not having any blueprints. What do I do?

A: Kill the Kasplat with one of your Kong's blueprints and then take them to Snide.

Q: What do I do with those pictures of musical instruments?

A: Try speaking to Candy Kong.

Q: I found a rock that Chunky can't pick up? How do I pick it up?

A: Try becoming Hunky Chunky...

Q: How do I open the boss doors?

A: Get enough normal bananas from the level and feed them to Scoff (the hippo).

Q: Isn't Candy a bit ... suggestive?

A: Well, this game was made by the people behind Banjo Tooie (full of hidden dirty jokes) and Conker's Bad Fur Day, so not really a surprise there.

Q: I keep falling during the boss battle with Mad Jack? What's wrong?

A: Presumably you never visited Cranky Kong with Tiny after unlocking Frantic Factory and hence don't have her Pony Tail Twirl; try visiting Cranky first.

Q: How do I control the boat during the Pufftoss fight?

A: Hold down Z to accelerate - the rest should be self explanatory.

Q: How do I kill the purple Kasplats/Klumps?

A: Try throwing oranges.

Q: How do I kill the Koshas? They keep batting my oranges away!

A: Visit the Banana Fairy and learn her special move; this works on them.

Q: How many lives do I have?

A: Infinite; how nice of Rare.

Q: The Troff and Scoff doors all vanished after I beat the boss! How do I replay the boss fights?

A: You can replay them after getting ten banana fairies on a single file.

Q: What's "Krusha", and how do I play as him?

A: You need to be in Multiplayer. The bad news is - you need more than one human player to play this mode.

Q: So, I can't play multiplayer on my own against the computer?

A: Sorry, no. I feel your pain.

Q: How do I get past those doors in Fungi Forest with moons on them?

A: Climb the cuckoo clock and shoot the picture of the moon, to turn it to night.

Q: I'm having trouble getting this game to work! What's up?

A: Remember, you need to memory expansion pack. The game should come with a special tool to remove the old one so you can insert the new one.

Q: I read there was a picture of Banjo and Kazooie in DK's shower. Where is it?

A: From what I can tell, it's nonexistent, false, pseudologous.

Q: How do I kill that fish that keeps following me around in the dark rooms in Gloomy Galleon?

A: You can't; that's Glimmer, and he's lighting your way.

Q: So - sob - how did Wrinkly die?

A: No idea...

Q: How do I stop those stalactites falling in Crystal Caves?

A: See the section on Crystal Caves; there's a Monkeyport pad that you can use to reach and kill the Kosha that is perpetrating this.

End of FAQ. If you have any comments, complaints or hints, please e-mail GavLuvsGA@aol.com (so long as its nothing patronising like pointing out a speeling mistace!)

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