

Donkey Kong 64 FAQ/Walkthrough v2

by InvaderHera

Updated on Jul 14, 2005

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<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>2. General Controls</span>
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F. Gloomy Galleon

G. Fungi Forest

H. Crystal Caves

I. Creepy Castle

J. Hideout Helm

K. The Ending

8. Banana Fairy Locations

9. Battle Arena Locations

10. Mini-Games

11. Secrets

12. Copyright Stuff

1. STORY

This is copied from the instruction manual, so I take no credit for it.

"Left!" rasped a voice to his left.

"Right!" came back the immediate response from the other side.

"It had seemed like a good idea at the time, but now the Klaptrap turning the wheel wasn't so sure." His little legs were getting tired, and those two incompetent fools didn't have a clue where they were going.

Left!

Right!

With a sudden sickening crunch of metal against rock, the King's pride and joy came to a shuddering halt, knocking all three off their feet. The tough little Klaptrap was up first, dashing eagerly across to the broken bridge window to see what those goons had hit.

"You two are going to be in sooo much trouble!" he barked gleefully.

But the pair weren't the only ones in trouble. Deep within the gloomy bowels of his latest creation, a furious King K. Rool sat on his throne, glaring down at the quaking generals of his vast Kremling army.

"Well? I'm still waiting for an answer..."

His plan couldn't fail this time, or so he had thought. But like so many times in the past, he'd underestimated just how useless his scaly minions could be. It had taken years to build, but now his mighty island stronghold lay immobile off the coast of its very first target—Kong Isle. Perhaps, all was not lost, though.

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

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"Instead of a deafening explosion, there came only a pathetic
whimper.<o:p></o:p></pre><pre><span
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<span
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"I'm so v-very sorry your m-majesty, but I'm afraid the Blast-o-
Matic isn't quite w-working yet...<o:p></o:p></pre><pre><span
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<span
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"K. Rool turned to face the white-coated technician responsible
for the bad news. The King began to cry.<o:p></o:p>
</pre><pre><span
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<span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
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"It's just not fair...' he sobbed.
'I really thought I was going to win this time.'<o:p></o:p></pre><pre><span
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<span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
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"Klump waddled over and put a consoling arm round his distraught
leader.<o:p></o:p></pre><pre><span
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<span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
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"Don't get all upset now, your excellency.<span style='mso-
spacerun:yes'> We'll go and capture those nasty Kongs for you.<span style='mso-
spacerun:yes'> Then we'll steal their Golden Bananas as usual so that if any Kongs
escape us, they'll be <o:p></o:p></pre><pre><span
class=GramE>too
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> busy looking for them to come and
ruin your magnificent plans.'<o:p></o:p></pre><pre><span
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<span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
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"As K. Rool watched his generals leave, he wiped away his
crocodile tears and began to laugh. His little play
acting had worked, and now those Kongs would soon be history.<span style='mso-
spacerun:yes'> He <o:p></o:p></pre><pre><span
class=GramE>glared
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> down at his bemused technician.
<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
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"Well, what are you waiting for?
<span
class=GramE>Get the Blast-o-Matic working.
I've got an island to destroy!"<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
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-----<o:p></o:p></pre><pre>2. GENERAL CONTROLS<o:p></o:p></pre><pre>-----<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Control Stick: move character<o:p></o:p></pre><pre>A: jump, hold to swim fast when underwater<o:p></o:p></pre><pre>A+Z: ground pound (Simian Slam)<o:p></o:p></pre><pre>B: attack, hold to swim slowly when underwater, hold down B then let go for shockwave attack (after you talk to Banana Fairy Queen), fire shooter when it is out<o:p></o:p></pre><pre>Start: pause game<o:p></o:p></pre><pre>Z: crouch, dive when in water, stop swimming while underwater, use character pad<o:p></o:p></pre><pre>Z+A: jump high<o:p></o:p></pre><pre>C buttons and R: move camera<o:p></o:p></pre><pre>Up C: first person view<o:p></o:p></pre><pre>Z+left C: take out or put away shooter, cancel special move<o:p></o:p></pre><pre>Z+right C: throw orange grenade<o:p></o:p></pre><pre>Z+up C: play instrument<o:p></o:p></pre><pre>Z+down C: get out camera<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>-----<o:p></o:p></pre><pre>3. CHARACTERS<o:p></o:p></pre><pre>-----<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>THE MAIN CHARACTERS<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Donkey Kong: Donkey Kong is the main character, of course, and he's the only that wasn't captured by the Kremlings. He can collect yellow bananas and coins.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Diddy Kong: Diddy is Donkey Kong's little buddy; I'm sure all of you remember him from earlier games. He's the second playable character, and you'll find him locked up in Jungle Japes. <o:p></o:p></pre><pre></pre>

He's quite a useful character with good jumping ability. He collects the red bananas and coins.

Tiny Kong: Tiny Kong (not to be confused with her older sister, Dixie Kong) is the third playable character. You rescue her in Angry Aztec. Her Mini-Monkey ability lets her reach places no one else can go. She also has the Pony Tail Twirl ability like Dixie, which lets her jump extra far. She collects the purple bananas and coins.

Lanky Kong: Lanky is a strange (and a bit creepy) orangutan that you rescue in Angry Aztec, and he's the fourth playable character. He collects the blue bananas and coins.

Chunky Kong: Chunky is the final character that you rescue; the poor ape's found high up in a cage in Frantic Factory. He collects green bananas and coins.

THE OTHERS

Cranky Kong: Cranky is Donkey's grumpy, old dad. You can buy potions from him that give you new moves. Also, once you get fifteen Banana Medals, you can go to him to play Jetpac, which will earn you the Rareware Coin.

Funky Kong: You can go to Funky to buy weapons for each Kong, and later on, upgrades will be available, too.

Candy Kong: Candy is Donkey's girlfriend, and she gives you instruments and upgrades your health sometimes. Also, in some areas, she upgrades your instruments.

King K. Rool: K. Rool is, obviously, king of the Kremlings, and he's causing trouble for the Kongs again. This time, he stole all of Donkey's Golden Bananas, kidnapped four of the Kongs, and

is going to destroy DK Isles with the Blast-o-Matic. Fortunately for you, he and the rest of the Kremling Krew are still as dumb as ever, so you should have no trouble stopping them once again

K. Lumsy: Poor K. Lumsy was locked up because he didn't want to hurt the Kongs, so you have to help free him. Every time you defeat a boss, you'll get a key to K. Lumsy's cage, and when you use it on a lock, he'll usually open up a world for you.

Snide: Snide had helped the Kremlings make the Blast-o-Matic, but he was fired because King K. Rool didn't trust him. Snide wants to help you get back at the Kremlings, but he needs the blueprints for the Blast-o-Matic back. For every blueprint you bring him, you'll get a Golden Banana. Also, the more blueprints you give him, the more time you will have to finish Hideout Helm.

Troff 'n' Scoff: In most of the areas, you have to go through the Troff 'n' Scoff portal to get to a boss battle. But first, you have to feed Scoff (the hippo) the required number of bananas so that Troff (the pig) can unlock the door to the boss room.

Banana Fairy Queen: Once you learn Mini-Monkey, Tiny can go inside Banana Fairy Island and talk to the Banana Fairy Queen. All of the Banana Fairies got scared away when the mechanical Crocodile Isle crashed nearby, and she's hoping that you can catch all of them for her.

She'll give you banana camera film and a camera so you can capture each Banana Fairy on film.

Also,

she'll teach you a special move, where you hold B and release to create a shockwave attack. (This can be used on enemies and to destroy dirt mounds.)

Wrinkly: Even though she has passed away, Wrinkly's ghost can still give you advice. In each world lobby are Wrinkly Doors; go to them, and she'll give you a few hints for getting some of that world's Golden Bananas.

B. Locker: All B. Locker does is sit in front of a world portal, then, go away after you come to him with enough Golden Bananas.

B. Locker: All B. Locker does is sit in front of a world portal, then, go away after you come to him with enough Golden Bananas.

4. UPGRADES

CRANKY'S UPGRADES

ALL KONGS

Simian Slam (Buttus Bashium): You get this move at the beginning of the game. Jump and press Z to do a ground pound that can be used to activate green switches (as long as you're using the right character).

Super Simian Slam (Big Buttus Bashium): Talk to Cranky in `<stl:place w:st="on"><st1:PlaceName w:st="on">Fungi</st1:PlaceName> <st1:PlaceType w:st="on">Forest</st1:PlaceType></st1:place>` to upgrade your Simian Slam move. Now you can activate blue switches.

Super Duper Simian Slam (Bigga Buttus Bashium): Talk to Cranky in `<stl:place w:st="on"><st1:PlaceName w:st="on">Fungi</st1:PlaceName> <st1:PlaceType w:st="on">Forest</st1:PlaceType></st1:place>`

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style='font-size:12.0pt;font-family:"Times New Roman"'>Mini-Monkey (Kongum Smallus): You
get this move in Jungle Japes. It lets you use Tiny
Kong barrels, which make you smaller, so you can fit in small places and be picked up by
Squawks. <o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>You can't use it for too long,
though, since it uses up crystal coconuts.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Pony Tail Twirl (Roundum Roundus):
You learn this useful move in Frantic Factory. Jump
and hold A so you can jump farther.<o:p></o:p></pre><pre><span
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<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Monkeyport (Warpum Craftious):
You'll learn this in <stl:place
w:st="on"><stl:PlaceName w:st="on">Crystal</stl:PlaceName> <stl:PlaceName
w:st="on">Caves</stl:PlaceName></stl:place>. Press
Z while on a Tiny Kong pad to teleport to another Tiny Kong pad.<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>LANKY KONG<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>OrangStand (Palmus Walkum): You get
this move in Jungle Japes, and it lets you run up steep hills.<span style='mso-
spacerun:yes'> Just hold Z and then press B.
(You have to hold Z the entire time you want to handstand.)<o:p></o:p></pre>
<pre><span
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<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Baboon Balloon (Baboonus
Balloonus): You learn this in Frantic Factory, which lets you use Lanky Kong pads.<span
style='mso-spacerun:yes'> Press Z while on a pad to float up in the air for
limited time.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>OrangSprint (Palmus Dashium):
You'll learn this in <stl:place
w:st="on"><stl:PlaceName w:st="on">Crystal</stl:PlaceName> <stl:PlaceName
w:st="on">Caves</stl:PlaceName></stl:place>. Now
you can use Lanky Kong barrels, which let you run extra fast.<span style='mso-
spacerun:yes'> It uses crystal coconuts, though.<o:p></o:p></pre><pre><span
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<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>CHUNKY KONG<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Hunky Chunky (Kremlinus Crushum):
You'll get this move in Jungle Japes; it lets you use Chunky Kong barrels.<span
style='mso-spacerun:yes'> These make you big, so you can pick up heavy objects,
activate large switches, <o:p></o:p></pre><pre><span
class=GramE>etc
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>.
It uses crystal coconuts, though.<o:p></o:p></pre><pre><span

Primate Punch (Sandwichium Knucklus): You'll learn this move in Angry Aztec. Press Z+B for an extra strong punch, which is good for breaking down cracked doors.

Gorilla Gone (Whereisum Gonium): You'll learn this in Crystal Caves. Press Z on a Chunky Kong pad to become invisible, which sometimes makes invisible things become visible.

FUNKY'S UPGRADES

ALL KONGS

Ammo Belt 1: In Jungle Japes, Funky will give you Ammo Belt 1, which holds 100 ammo.

Homing Ammo: Talk to Funky in Fungi Forest for homing ammo. Now, if you find red ammo boxes, you get get homing ammo. It, obviously, homes in on enemies. When you're in first-person mode with your shooter out, the homing ammo will home in on enemies when the crosshairs are green. They are the same as normal ammo when the crosshairs are red.

Ammo Belt 2: Talk to Funky in Crystal Caves so that you can hold 200 ammo.

Sniper: Talk to Funky in Creepy Castle for this upgrade. Now you can shoot things that are farther away. Use C-left and C-right to zoom in and out when you're in first-person mode.

EACH KONG

<pre>Shooters: Starting in Jungle Japes, go to Funky with each Kong to get a shooter. Press Z+left C to take out your shooter and B to shoot it. Press up C to go in first-person mode so you can aim <o:p></o:p></pre><pre>better.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>CANDY'S UPGRADES<o:p></o:p></pre><pre>ALL KONGS<o:p></o:p></pre><pre>Second Health Melon: Talk to Candy in Angry Aztec for an extra melon of health for all Kongs.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Instrument Upgrade 1: Talk to Candy in Gloomy Galleon to upgrade everyone's instruments.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Third Health Melon: Talk to Candy in <stl:place w:st="on"><stl:PlaceName w:st="on">Crystal</stl:PlaceName> <stl:PlaceName w:st="on">Caves</stl:PlaceName></stl:place> to get a third melon of health.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Instrument Upgrade 2: Talk to Candy in <stl:place w:st="on"><stl:PlaceName w:st="on">Creepy</stl:PlaceName> <stl:PlaceType w:st="on">Castle</stl:PlaceType></stl:place> to upgrade everyone's instruments again.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>EACH KONG<o:p></o:p></pre><pre>Instrument: Starting in Angry Aztec, you can go to Candy for an instrument for each character. Press Z+up C to play your instrument, which can kill enemies around you. Play it on an <o:p></o:p></pre><pre>instrument pad so that it doesn't use any instrument power. It will also do special things when it's played on an instrument pad.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>-----<o:p></o:p></pre><pre></pre></pre>

5. ITEMS

Animal Crates: You don't find animal crates very often, but they are still useful. In Jungle Japes, Donkey will be able to use the animal crate to become Rambi, and in Gloomy Galleon, Lanky will be able to become Enguarde. These two animals are useful for breaking certain things, but they can't go everywhere. When you're done with them, either go out of bounds or press Z+left to turn back into a monkey.

C to turn back into a monkey.

Bananas: There are 500 bananas in each level (excluding DK Isles and Hideout Helm). Each monkey can collect 100 bananas of a certain color. (Donkey-yellow, Diddy-red, Tiny-purple, Lanky-blue, and Chunky-green.) Feed these to Scoff to get to the boss of that world.

Banana Bunch Coins: You have to pay Funky, Cranky, and Candy these coins to get stuff. They can be found in many different places.

Banana Camera Film: You need Banana Camera Film and a camera (which you get from the Banana Fairy Queen) to take pictures of Banana Fairies.

Banana Medals: For every Kong, collect at least 75 bananas in a level for a Banana Medal. With 15, you can talk to Cranky to play Jetpac (to win the Rareware Coin).

Bananaport Pads: Press Z while standing on these to teleport to another pad with the same number.

Battle

Arena Crowns: You get a Crown when you survive a Battle Arena. You'll need a few of these Crowns to open doors in Hideout Helm. You can

get one in each world (and two in DK Isles).

<p></p></pre><pre><p> </p></pre><pre><stl:City w:st="on"><stl:place w:st="on">Battle</stl:place></stl:City> Arena Pad: Every world has one of these pads, and DK Isles has two. Use the pad to get to a Battle Arena, where you have to survive against enemies for a certain amount of time to win <p></p></pre><pre>a <stl:City w:st="on"><stl:place w:st="on">Battle</stl:place></stl:City> Arena Crown.<p></p></pre><pre> </pre><pre>Blueprints: In each level are 5 blueprints, one for each Kong. (You get blueprints when you defeat Kasplats.) Give them to Snide for Golden Bananas, which also earns you more time to <p></p></pre><pre>complete Hideout Helm.<p></p></pre><pre> </pre><pre>Boss Keys: When you beat a boss, you get a Key. You use them to unlock the locks on K. Lumsy's cage.<p></p></pre><pre> </pre><pre>Candy's Headphones: Candy's Headphones will replenish your instrument's energy.<p></p></pre><pre> </pre><pre>Cranky's Kong Barrels: Once you've learned the correct ability, you can go into these barrels as the Kong pictured on it to use your special ability. Unfortunately, these abilites use crystal <p></p></pre><pre>coconuts.<p></p></pre><pre> </pre><pre>Cranky's Kong Pads: Press Z on these pads with the same Kong pictured on it to use a special ability (once you've learned it).<p></p></pre><pre> </pre><pre><stl:City w:st="on"><stl:place w:st="on">Crystal</stl:place></stl:City> Coconuts: You need Crystal Coconuts for special moves.<p></p></pre><pre> </pre><pre>DK Portals: You go through these portals to get to worlds.<p></p></pre><pre> </pre></pre></div>

Golden Bananas: Each monkey can collect 5 of the 25 Golden Bananas in each world (except for Hideout Helm). You need a certain amount of Golden Bananas to get into each world. If you get

get

all 201, you'll get to see the secret ending of the game.

Melon Crates: Melon crates give you melons to replenish your health.

Nintendo Coin: You can get this by beating the Donkey Kong Arcade in Frantic Factory twice. You need this at the end of Hideout Helm.

Oranges: These oranges blow up when you throw them. They're good for killing enemies, especially purple Klaptraps, Klumps, Kabooms, and Klobbers.

Rareware Coin: You can get the Rareware Coin by getting a certain amount of points in Jetpac (which you can play after bringing Cranky 15 Banana Medals). You need this at the end of

Hideout Helm.

Supply Crates: Supply crates give you more ammo.

Switches: When you shoot a switch with the correct weapon, stuff happens.

Tag Barrels: Jump into these to switch to a different character. Your health will also be replenished.

Troff 'n' Scoff Portals: Go into a Troff 'n' Scoff portal to get to Troff and Scoff. They'll open up the boss battle for you when you give them enough bananas.

Wrinkly Doors (that sounds weird): Go to a Wrinkly door and Wrinkly's ghost will come and give you a hint on getting a Golden Banana.

style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>6. ENEMIES<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> I got these enemy names from Donkey Kong Country games and from
Prima's Official Strategy Guide for Donkey Kong 64, so I take no credit for them.<o:p>
</o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Bats: I couldn't think of anything
creative to call them. They're just bat enemies
that you can shoot at to kill. (Not all bats are
enemies.) They're annoying because they swoop down
on you <o:p></o:p></pre><pre><span
class=GramE>when
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> you get near them.<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Bones: These skeletons are easy to
kill and can be found in <st1:PlaceName
w:st="on">Fungi</st1:PlaceName> <st1:PlaceType w:st="on">Forest</st1:PlaceType> at night
and <st1:place
w:st="on"><st1:PlaceName w:st="on">Creepy</st1:PlaceName> <st1:PlaceType
w:st="on">Castle</st1:PlaceType></st1:place>.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Ghost: Ghosts are in <st1:place
w:st="on"><st1:PlaceName w:st="on">Creepy</st1:PlaceName> <st1:PlaceType
w:st="on">Castle</st1:PlaceType></st1:place>, and they're easy to kill.<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Gnawty: Gnawties are beavers, and
they're easy to kill. They are in areas like DK
Isles and Jungle Japes.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Kaboom: Kabooms are Kremlings in
TNT barrels. If they come after you, they'll blow
up after a short time. Or you can just blow them up
with an orange grenade.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Kasplat: Kasplats are stronger than
most Kremlings and have annoying attacks, with the worst one being their shockwave attack.
 There are five in every level (except for Hideout
Helm). They <o:p></o:p></pre><pre><span
class=GramE>take
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> a few hits to kill, but once they
die, you'll get a blueprint.<o:p></o:p></pre><pre><span

Klaptrap: Klaptraps are little Kremlings that can be found in many places. When you hit them, their teeth come after you, so either hit it again or run away until the teeth break on their own.

Klobber: Klobbers are Kremlings that hide in barrels and come after you if you get too close. Kill them with orange grenades.

Klump: Klumps are fat Kremlings that throw grenades at you. Fight back with your own orange grenades to kill them.

Kosha :
Koshas have big clubs that they use to smack the poor Kongs. After you see the Banana Fairy Queen, you can hold down B and then release to use a shockwave attack that will kill them.

Also, you can use an instrument or throw an orange at it while its club is stuck in the ground to kill it.

Kritter: Kritters are easy to defeat.

Mechanical Zinger: Mechanical Zingers are just like normal Zingers, except that they take more hits to kill (and they're, well, mechanical). They are in Frantic Factory.

Mr. Dice: Mr. Dice are in Frantic Factory. They are easy to kill.

Puftup: Puftups are puffer fish enemies that blow up when you get near them.

Purple Klaptrap: These Klaptraps can only be killed with orange grenades.

Robokremling: Only an orange grenade, a shockwave attack (hold B and let go), or a Primate Punch will kill these creepy mechanical Kremlings. They are in Frantic Factory.

style='font-size:12.0pt;font-family:"Times New Roman"'>Shroom: Not surprisingly, these mushroom Kremlings are only found in <stl:place w:st="on"><stl:PlaceName w:st="on">Fungi</stl:PlaceName> <stl:PlaceType w:st="on">Forest</stl:PlaceType></stl:place>. They look like ordinary mushrooms, until you get close and they pop out of the ground to attack you.</p></pre><pre><o:p> </o:p></pre><pre>Shuri: Shuri are annoying starfish enemies. Since they're in the water, you can't kill them.</p></pre><pre><o:p> </o:p></pre><pre>Sir Domino: Sir Dominos are found in Frantic Factory and need only one hit to kill.</p></pre><pre><o:p> </o:p></pre><pre>Tomato: Tomatoes can be found in <stl:place w:st="on"><stl:PlaceName w:st="on">Fungi</stl:PlaceName> <stl:PlaceType w:st="on">Forest</stl:PlaceType></stl:place>. To kill them, have Chunky use his Hunky Chunky ability, then, Simian Slam them.</p></pre><pre><o:p> </o:p></pre><pre>Zinger: Zingers are scary bees that either drop bombs on you or swoop down and attack. The best way to kill them is by shooting them. Zingers are in most areas.</p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>-----<o:p></o:p></pre><pre>7. WALKTHROUGH<o:p></o:p></pre><pre>-----<o:p></o:p></pre><pre> A. THE BEGINNING<o:p></o:p></pre><pre>-----<o:p></o:p></pre><pre><o:p> </o:p></pre><pre> After the first big, long cut scene, you are Donkey Kong. Go out of Donkey's house, and talk to Squawks. Now, go see Cranky. He will tell you to do some training stuff, so go over <o:p></o:p></pre><pre>to</pre><pre> the training barrels. They're all easy, but I'll say what they are anyway. In one, you have 60 seconds to dive down in the water and get a coin. In another, you have 60 seconds to climb up a <o:p></o:p></pre><pre>tree</pre></pre>

and swing across some vines to get a coin. In another one, you have 60 seconds to grab five orange grenades and throw them. In the last one, you have 60 seconds to pick up five barrels and throw them. Now, talk to Cranky again for Simian Slam (Buttus Bashium). Go down the tunnel farthest from Cranky's Lab, and use Simian Slam on the switch to open the gate. Now you can go through the doorway here to get to the main part of DK Isles. Squawks will show you a small cave attached to the mechanical Crocodile Isle, so go over there and go inside. Here, K. Lumsy will talk to you. The poor guy wants you to find all the keys needed to free him. To start you off, he'll open up the way to Jungle Japes.

B. DK ISLES

OVERVIEW

Enemies: Gnawty, Kasplat, Kritter, Mechanical Zinger, Zinger

IMPORTANT STUFF

Banana
Fairy
Island

Have Tiny swim over to the island with the big fairy head on it, and go into the Tiny barrel to become little. Go through the small hole in the front of the island to get inside. You'll find the Banana Fairy Queen in here, who is upset because all of the other Banana Fairies were scared away when K. Rool's island crashed nearby. She will give you a special

camera

that will capture Banana Fairies when you take their pictures. Also, she'll teach you a new attack. Hold down B and then release it to create a shockwave. This is useful for breaking

dirt

mounds.

The Diddy Barrel: Get Chunky, and go to the rock closest to the Angry Aztec lobby. Pick that up to reveal a trombone pad. You need to go get Lanky now, but you can't go inside

anywhere

, or else the rock will come back. Go to the tag barrel at the front of DK Isles to get Lanky, then, return to the trombone pad. Play your instrument here, and a Diddy barrel will appear

outside the <st1:PlaceName w:st="on">Fungi</st1:PlaceName> <st1:PlaceType w:st="on">Forest</st1:PlaceType></st1:place> lobby.

The Rareware Coin: When you have 15 Banana Medals, go see Cranky to play the Jetpac game. In this game, shoot meteors and collect items for points. (If you get hurt, you'll die,

but

you have a few lives, luckily.) Once you get 5,000 points, the Rareware Coin will appear.

The Chunky Barrel: When Tiny plays the saxophone on the saxophone pad on the top of Crocodile Isle, a Chunky barrel will appear on the small island next to

<st1:PlaceName w:st="on">Banana</st1:PlaceName> <st1:PlaceName w:st="on">Fairy</st1:PlaceName> <st1:PlaceType w:st="on">Island</st1:PlaceType></st1:place>.

A Secret Banana: Go into <st1:PlaceName w:st="on">Banana</st1:PlaceName> <st1:PlaceName w:st="on">Fairy</st1:PlaceName> <st1:PlaceType w:st="on">Island</st1:PlaceType></st1:place> after you have taken the pictures of all 20 Banana Fairies to get Golden Banana #201.

UPGRADES

From Cranky:

All Kongs: At the beginning of the game, talk to Cranky after you

finish your training for Simian Slam (Buttus Bashium)

LOCATIONS

Cranky's Lab: Cranky's Lab is in the area where you began the game (the same place as DK's treehouse).

Snide's HQ: When climbing up Crocodile Isle, you'll find some vines. Swing across them and go inside here to find Snide's HQ.

Dirty Mounds: Dirty mounds are found in DK's Banana Hoard (climb up a tree near the water and swing across some vines to find DK's Hoard), down the tunnel near Cranky's Lab, (when facing away from the Angry Aztec lobby) go right and swing across some vines to find the dirt mound, and in the <stl:place w:st="on"><stl:PlaceName w:st="on">Creepy</stl:PlaceName> <stl:PlaceType w:st="on">Castle</stl:PlaceType></stl:place> lobby (on top of the big, middle structure).

Bananaports

#1: First-in front of DK Isles, Second-outside of K. Lumsy's cave

#2: First-in front of DK Isles, Second-outside of Angry Aztec lobby

#3: First-in front of DK Isles, Second-at the back of DK Isles

#4: First-in front of DK Isles, Second-outside of the Frantic Factory lobby

#5: First-in front of DK Isles, <stl:place w:st="on"><stl:PlaceName w:st="on">Second-on</stl:PlaceName> <stl:PlaceName w:st="on">Banana</stl:PlaceName> <stl:PlaceName w:st="on">Fairy</stl:PlaceName> <stl:PlaceType w:st="on">Island</stl:PlaceType></stl:place>

Bananaports in Hideout Helm lobby

#1: First-near lobby entrance, Second-near world entrance

COINS

Coins: There are only three yellow coins here. They are down the tunnel near Cranky's Lab.

<o:p> </o:p></pre><pre>
GOLDEN BANANAS<o:p></o:p>
</pre><pre>
Donkey<o:p></o:p></pre><pre>#1: At the beginning of the game,
talk to K. Lumsy. He will open up Jungle Japes, and
in the entrance to the Jungle Japes lobby will be a Golden Banana.<o:p></o:p></pre>
<pre><o:p> </o:p></pre><pre>
#2: Go outside the place that leads
to Snide's HQ. From here, you can see a ledge below
the vines. Drop down to that ledge, and shoot the
coconut switch to get a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>
#3: In the Frantic Factory lobby,
pull the lever to make a nearby platform go up and down.
Ride that up to a higher place. Now play
your bongos on the instrument pad for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>
#4: Have Chunky Primate Punch the
ice on the right and left sides of the <st1:place
w:st="on"><st1:PlaceName w:st="on">Crystal</st1:PlaceName> <st1:PlaceName
w:st="on">Caves</st1:PlaceName></st1:place> lobby to break them.<span style='mso-
spacerun:yes'> As Donkey, go to the area on the left and go into the Donkey barrel
to become <o:p></o:p></pre><pre>invincible
</pre><pre>.
Now go through the area on the right and over the lava to get to the Golden Banana.
<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>
#5: Go to the Hideout Helm lobby,
and use your sniper ability to shoot the coconut switch above the world entrance.
A walkway to the yellow Kasplat will appear. Go defeat the Kasplat for <o:p></o:p></pre><pre>
the
</pre><pre> blueprint, then give that to Snide
for the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>
<o:p> </o:p></pre><pre>

Diddy<o:p></o:p></pre><pre>#1: Near Snide's HQ, use the Diddy
pad to get up to a bonus barrel to play Batty Barrel Bandit.<span style='mso-
spacerun:yes'> Get four Golden Bananas in a row 3 times in 40 seconds for a Golden
Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>
#2: Use the Diddy barrel that

appeared outside of the <stl:place
w:st="on"><stl:PlaceName w:st="on">Fungi</stl:PlaceName> <stl:PlaceType
w:st="on">Forest</stl:PlaceType></stl:place> lobby to fly over to the ledge nearby.<span
style='mso-spacerun:yes'> Shoot the peanut switch to open the gate for a Golden
Banana. (If the Diddy barrel is <o:p></o:p>
</pre><pre><span
class=GramEnot
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> there yet, you'll need Lanky to
play his trombone on a trombone pad near the Angry Aztec lobby.)<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#3: Use the Diddy barrel that
appeared outside of the <stl:place
w:st="on"><stl:PlaceName w:st="on">Fungi</stl:PlaceName> <stl:PlaceType
w:st="on">Forest</stl:PlaceType></stl:place> lobby to fly to a bonus barrel a little bit
above DK Isles. Go in to play Peril Path Panic.
 Save 10 fairies in 60 seconds for a <o:p></o:p>
</pre><pre><span
class=GramEGolden Banana.
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>
(If the Diddy barrel is not there yet, you'll need Lanky to play his trombone on a
trombone pad near the Angry Aztec lobby.)<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#4: In the <stl:place
w:st="on"><stl:PlaceName w:st="on">Crystal</stl:PlaceName> <stl:PlaceName
w:st="on">Caves</stl:PlaceName></stl:place> lobby, use the Diddy barrel to fly up to a
higher ledge. Play the guitar on the guitar pad and
Squawks will give you a Golden Banana.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#5: In the <stl:place
w:st="on"><stl:PlaceName w:st="on">Creepy</stl:PlaceName> <stl:PlaceType
w:st="on">Castle</stl:PlaceType></stl:place> lobby, when your back's to the world
entrance, you'll see a coconut switch. Have Donkey
shoot it to open the gate. The red Kasplat is
behind the gate. Get the <o:p></o:p></pre>
<pre><span
class=GramEblueprint
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> from it, then, give it to Snide
for the Golden Banana.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
Tiny<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>#1: Go behind <stl:place
w:st="on"><stl:PlaceName w:st="on">Banana</stl:PlaceName> <stl:PlaceName
w:st="on">Fairy</stl:PlaceName> <stl:PlaceType
w:st="on">Island</stl:PlaceType></stl:place> and shoot the feather switch to open the
gate to get a Golden Banana.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#2: In the Angry Aztec lobby, have
Diddy Chimpy Charge the two gongs to make a bonus barrel appear.<span style='mso-

spacerun:yes'> As Tiny, go up the stairs and stand on the thin, raised area in front of the world <o:p></o:p></pre><pre>entrance.Pony Tail Twirl into the bonus barrel to play Big Bug Bash. Hit 8 bugs in 60 seconds for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#3: Have Chunky Primate Punch the big box in the Frantic Factory lobby to reveal the purple Kasplat. Defeat him for the blueprint, then, give that to Snide for the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#4: When you have Super Simian Slam (which you get in <st1:place w:st="on"><st1:PlaceName w:st="on">Fungi</st1:PlaceName> <st1:PlaceType w:st="on">Forest</st1:PlaceType></st1:place>), go to the Gloomy Galleon lobby. Have Chunky Simian Slam the blue Chunky switch to open up a gate in the water. As <o:p></o:p></pre><pre>Tiny, Pony Tail Twirl to the Tiny barrel above the water to become small. Swim through the gate to get to a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#5: Use the Tiny pad behind Crocodile Isle to Monkeyport to the top of the island. Play the saxophone on the saxophone pad, and Squawks will give you a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#6: After capturing all 20 Banana Fairies, go into <st1:place w:st="on"><st1:PlaceName w:st="on">Banana</st1:PlaceName> <st1:PlaceName w:st="on">Fairy</st1:PlaceName> <st1:PlaceType w:st="on">Island</st1:PlaceType></st1:place>. Talk to the Banana Fairy Queen, and she'll open a big door that has the secret Golden Banana behind it.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre> Lanky<o:p></o:p></pre><pre>#1: Shoot the grape switch behind K. Lumsy's cave to open the gate to get a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#2: In the Jungle Japes lobby, have Chunky destroy the big rock to reveal a trombone pad. Have Lanky play the trombone on the pad to get a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#3: In K. Lumsy's cave <span

class=GramE>is a switch and a Lanky barrel near a gate. Go into the barrel to run fast, then, run over the switch. The gate will open for 8 seconds. Run quickly into it to get a Golden <o:p></o:p></pre><pre>Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#4: In the <stl:place w:st="on"><stl:PlaceName w:st="on">Crystal</stl:PlaceName> <stl:PlaceName w:st="on">Caves</stl:PlaceName></stl:place> lobby, have Chunky break the ice on the left side with a Primate Punch. The blue Kasplat is through here. Defeat him for the blueprint, then, give that to Snide for the <o:p></o:p></pre><pre>Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#5: In the <stl:place w:st="on"><stl:PlaceName w:st="on">Creepy</stl:PlaceName> <stl:PlaceType w:st="on">Castle</stl:PlaceType></stl:place> lobby, have Chunky pick up the rock to reveal a pad with Lanky's face on it. Have Lanky use the pad to float up to the top of the big structure in the middle of the <o:p></o:p></pre><pre>room. Go in the bonus barrel to play Searchlight Seek. Hit 10 Klaptraps in 60 seconds for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre> Chunky<o:p></o:p></pre><pre>#1: Behind DK Isles, shoot the pineapple switch to open a gate to a get a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#2: With your back to the Angry Aztec lobby, go left. At the second big rock, pick it up to reveal a triangle pad. Play your triangle on it for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#3: Defeat the Kasplat in the Gloomy Galleon lobby for the green blueprint. Give that to Snide for the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#4: When Tiny plays the saxophone on the saxophone pad on the top of Crocodile Isle, a Chunky barrel will appear on the small island next to <stl:place w:st="on"><stl:PlaceName w:st="on">Banana</stl:PlaceName> <stl:PlaceName w:st="on">Fairy</stl:PlaceName> <stl:PlaceType

w:st="on">Island</st1:PlaceType></st1:place>. Have Chunky go to it, and <o:p></o:p></pre><pre>go in to become big. Swim to the island with the X on it. Simian Slam it and an island will break to reveal a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#5: In the Hideout Helm lobby, use the Chunky pad to make vines appear. Use them to get over to a bonus barrel to play Kremling Kosh. Shoot 28 Kremplings in 60 seconds for a Golden <o:p></o:p></pre><pre>Banana.</pre><pre><o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>-----<o:p></o:p></pre><pre> C. JUNGLE JAPES<o:p></o:p></pre><pre>-----<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>OVERVIEW<o:p></o:p></pre><pre> Requirement: 1 Golden Banana<o:p></o:p></pre><pre> To get here: Talk to K. Lumsy at the beginning of the game. He'll open up this place, which is not far from the tag barrel and five Bananaports in front of DK Isles.<o:p></o:p></pre><pre> Enemies: Gnawty, Kasplat, Klump, Kritter, Purple Klaptrap, Zinger<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>IMPORTANT STUFF<o:p></o:p></pre><pre> When you first get to this world, climb up a tree and swing across the vines to get to a switch. Use Simian Slam on the switch to open the gate beneath you to get to the rest of the <o:p></o:p></pre><pre>world</pre><pre>.<o:p></o:p></pre><pre> To save Diddy: Go to Funky's Armory and pay 3 coins for a Coconut Shooter. (Remember to do this for every character as you get them.) Leave here and swing across the vines <o:p></o:p></pre><pre>nearby</pre>

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</span><span
style='font-size:12.0pt;font-family:"Times New Roman"')>, then, have the cannon shoot you
up to where Diddy is.<span style='mso-spacerun:yes'> </span>Get the Golden Banana here,
and three switches will appear (one above each of the three tunnels that you can't get
into yet).<span style='mso-spacerun:yes'> </span><o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')>Shoot all three switches to free
Diddy.<span style='mso-spacerun:yes'> </span>The three tunnels will also open up.<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')><span style='mso-tab-count:
1'>
</span>Rambi: Go behind Cranky's Lab as Donkey and shoot the coconut
switch above the gate to open it.<span style='mso-spacerun:yes'> </span>Go into the
animal crate to become Rambi.<span style='mso-spacerun:yes'> </span>Destroy the huts,
then, go out into the <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"')>tunnel</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"')> and then left.<span style='mso-
spacerun:yes'> </span>Charge and destroy the wall with Rambi's face on it.<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"')><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"')>UPGRADES<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')>From Cranky<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')><span style='mso-tab-count:
1'>
</span>Donkey: Pay 3 coins for Baboon Blast (Barrelium Perilous)<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')><span style='mso-tab-count:
1'>
</span>Diddy: Pay 3 coins for Chimp Charge (Hurtus Cranium)<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')><span style='mso-tab-count:
1'>
</span>Tiny: Pay 3 coins for Mini Monkey (Kongum Smallus)<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')><span style='mso-tab-count:
1'>
</span>Lanky: Pay 3 coins for Orangstand (Palumus Walkum)<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')><span style='mso-tab-count:
1'>
</span>Chunky: Pay 3 coins for Hunky Chunky (Kremlinus Crushum)<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')>From Funky<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')><span style='mso-tab-count:
1'>
</span>Each Kong: Pay Funky 3 coins for shooters for each Kong<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')><span style='mso-tab-count:
1'>
</span>All Kongs: After getting all the shooters, pay Funky 3 coins for
an Ammo Belt (100 ammo)<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"')><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"')>LOCATIONS<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"')>Cranky's Lab: Cranky's Lab is at
the end of the middle tunnel in the main part of the world.<o:p></o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"')><o:p>&nbsp;</o:p></span></pre><pre>
<span

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style='font-size:12.0pt;font-family:"Times New Roman"'>Funky's Armory: Climb up the vine in the water in the main part of Jungle Japes to find Funky's Armory.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Snide's HQ: Snide's HQ is found on the top of the mountain in the main part of the world.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Dirt mounds: The single dirt mound is atop the hill on the far right side of the main part of Jungle Japes. (Lanky has to use Orangstand to get up to it.)<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Bananaports<o:p></o:p></pre><pre>#1: First-near world entrance; Second-at the end of the very first tunnel<o:p></o:p></pre><pre>#2: First-at the end of the very first tunnel; Second-on the top of the mountain in the main part of the world, near the taller brown hill<o:p></o:p></pre><pre>#3: First-on the left side of the main part of the world; Second-on the right side of the main part of the world<o:p></o:p></pre><pre>#4: First-at the beginning of the middle tunnel in the main part of the world; Second-near Cranky's Lab<o:p></o:p></pre><pre>#5: First-atop the brown hill on top of the mountain in the main part of the world; Second-at the end of the tunnel on the left side of the main part of the world<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>COINS<o:p></o:p></pre><pre> Yellow: You'll find yellow coins in the tunnel near the beginning of the world. Then, in the main part of the world, go left. Climb up the tree over here and cross the vines to get to a <o:p></o:p></pre><pre>Donkey pad.</pre><pre> There are coins on it, plus when you use the pad, you'll find coins up in the sky, where you can get them as you shoot from barrel to barrel. Also, go into the tunnel on the far right <o:p></o:p></pre><pre>side</pre><pre> of this main area to find some more yellow coins, then, head on over to Cranky's Lab. You'll find a Rambi crate nearby, which has more yellow coins near it.<o:p></o:p></pre><pre> Red: You'll find red coins through the gate in the tunnel near the world entrance. Then, when you get to the main area, you'll find red coins in the water and in the far right tunnel. <o:p></o:p></pre><pre>Then, climb up to the cannon that

a pile of coal in the first room, then, in the second room, you'll find red coins near the Diddy switch, through the smaller gate straight ahead, and in the area with the conveyor belts.

Purple: Go to the main area, and go to the far left tunnel. Purple coins are in this tunnel, and past that is a big shell. Go in the big shell, and you'll find some purple coins past gate #2. They're a bit hidden, but you'll see them as you're leaving this room. Also, on the left side of the main area is a big X. When Chunky breaks it, he'll reveal a big hole. When Tiny falls through that hole, she'll find some purple coins near the cannon. Now, go into the middle tunnel in the main area. You'll find a small area shortly before Cranky's Lab, and in the water here are more purple coins.

Blue: Blue coins are found past the gate in the tunnel near the entrance. Then, go to the main area, and you'll find blue coins in the water and near Snide's HQ. On the right side of here is a steep hill. Through the gate on top of that hill are more coins. Lastly, in the middle tunnel in this main area is a blue Kasplat. Near him are blue coins.

Green: Green coins are found near the world entrance and in the water in the main part of the world. Also, on the left side of the main area, you can break through the big X with a few Simian Slams to find a tunnel underground. In here are some green coins, too.

BANANAS

<pre> Yellow: First of all, cross the vines near the entrance to find some bananas, then, continue on to the main part of this world. On the left side are yellow bananas on a #3 Bananaport <o:p></o:p></pre><pre>and a yellow balloon to shoot. Also, you can climb up a nearby tree and swing across the vines to find a Donkey pad. Use it to get to an area in the sky, and use the barrels to blast through <o:p></o:p></pre><pre>banans. Now go to the right side of the area. Climb up a tree and cross the vines to find bananas in front of a Troff 'n' Scoff portal. Now let's start climbing. You'll find three trees on the <o:p></o:p></pre><pre>mountain with bananas on top. One tree is near Funky's Armory, one is near the cannon, and the third is near where Diddy locked up. Get the other bananas on the ground up here, then, shoot <o:p></o:p></pre><pre>the yellow balloon near Snide's HQ. Now get down to ground level, and go through the middle tunnel. You'll find yellow bananas in here, and you'll find more near Cranky's Lab. Shoot the <o:p></o:p></pre><pre>yellow balloon here, then, get the yellow bananas near the Rambi crate behind Cranky's Lab.<o:p></o:p></pre><pre> Red: Red bananas are near the beginning of the world. Go into the tunnel here and through the gate to find a red balloon containing bananas, too. Now go to the main part of the <o:p></o:p></pre><pre>world. On some trees near the tunnel you just came from are red bananas, and more bananas are on the trees on the right side of this area. Get some red bananas in the water, then, go into the <o:p></o:p></pre><pre>far right tunnel. There are red bananas in here, and there are more near Cranky's Lab. Now return to the main area, and climb up to the brown hill. Around it are red bananas, and on top of it is <o:p></o:p></pre><pre>a red balloon. Now go into the hill to find your last bananas. They are in the shallow water and on top of some coal in the first

room. Now go to the second room. Go through the big gate to find some red bananas and a red balloon. Climb up the conveyor belt to find red bananas in the minecart up here. Purple: Purple bananas are in the first tunnel in the word. Then, in the main area, go through the far left tunnel. Purple bananas are under the two logs (you need to use the Tiny barrel to be small enough to get under them) and in front of and inside the giant shell. Now return to the main area, and go through the middle tunnel. On the right side is a tunnel shortly before Cranky's Lab. There are purple bananas and a purple balloon here. Now go to Cranky's Lab. The last bananas are on a tree here and in a balloon. Blue: Blue bananas can be found through the gate in the first tunnel and in the water in the main area. On the right side of the main area, Orangstand up the hill to find some blue bananas. Then, go through the gate here to find more bananas and a balloon. Now, climb up to Snide's HQ. Nearby are blue bananas and some more are on top of the nearby tree. Now go through the middle tunnel in this main area. Shortly before Cranky's Lab is a tunnel going to the left. There are blue bananas here (don't forget to check the top of the hill to the right) and a blue balloon. Also, shortly before Cranky's Lab is a tunnel to the right. In it are more bananas. Near Cranky's Lab is a tree with blue bananas on top, and there's also a Lanky switch here. Around the Lanky switch are blue bananas and a balloon. Green: Go to the main area, and go to the left side. There are green bananas over here. Also, you can break through the big X here to open up an underground tunnel. Bananas can be found in here. Green bananas can also be found on the roof of Funky's Armory and

in the far left tunnel. At the end of the tunnel, use the Chunky barrel to become big, and climb up the big <o:p></o:p></pre><pre>
<span
class=GramE>trees
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> to find some bananas.<span
style='mso-spacerun:yes'> Now return to the main area and go into the middle
tunnel. Near the end, go right.<span style='mso-
spacerun:yes'> Throw the big rock to find some bananas, then, shoot the three
green balloons. <o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Now go to Cranky's Lab.<span
style='mso-spacerun:yes'> Climb up a tree and jump to the roof to find the last
green bananas.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>GOLDEN BANANAS<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Donkey<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>#1: This Golden Banana is in front
of where Diddy is found locked up.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#2: After getting Donkey's first
Golden Banana, three coconut switches will appear above three tunnels.<span style='mso-
spacerun:yes'> Shoot them all to save Diddy, and a Golden Banana will appear where
he was locked <o:p></o:p></pre><pre><span
class=GramE>up
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#3: In the main part of Jungle
Japes, the yellow Kasplat is in the tunnel on the far left.<span style='mso-
spacerun:yes'> Defeat him for the blueprint, and give that to Snide for the Golden
Banana.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#4: Near Cranky's Lab, there are
huts. Shoot the coconut switch behind Cranky's Lab
to open a gate. Go into the animal crate as Donkey
to become Rambie, and use him to destroy all of the <o:p></o:p></pre><pre><span
class=GramE>huts
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>.
Simian Slam the switch with Donkey's face on it, and a Golden Banana will appear in
an obvious place. Go and get it.<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#5: When you have Baboon Blast,
climb up the tree on the left side of the main area.
Swing across the vines, and press Z on the Donkey pad.<span style='mso-
spacerun:yes'> Shoot from barrel to barrel to get the Golden <o:p></o:p>
</pre><pre><span
class=GramE>Banana at the
end.<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p></o:p></pre><pre><span

Diddy

#1: In the first tunnel in this world, shoot the two peanut switches to open the gate. In here is a Golden Banana.

#2: In the main part of this world, the red Kasplat is in the tunnel on the far right. Defeat him for the blueprint, and give that to Snide for a Golden Banana.

#3: Simian Slam the switch with Diddy's face on it near Cranky's Lab (after using Rambi to destroy the huts here). A gate will open near Funky's Armory. You have 50 seconds to get to the

Golden Banana.

Just use the nearby Bananaport to teleport back to the main part of the level, and climb up that vine to quickly get to the Banana.

#4: Go to the top of the mountain in the main part of the world, and go to the tall, brown hill. Shoot the peanut switch on it, and a ramp will appear for a limited time. Run up it, and go inside

the

mountain. You'll find a peanut switch in here. Shoot it, and a pathway will appear for 30 seconds.

Quickly cross that, and Simian Slam the switch with Diddy's face on it.

A Golden

Banana will appear on top of the brown hill.

#5: Go back inside the brown hill described in Diddy's fourth Golden Banana explanation. Go into the next room in this area, and Chimpy Charge the small, cracked gate to break through it.

Chimpy Charge the "Lo" button to slow down the conveyor belts for a limited time. Now run and Simian

Slam

the switch with Diddy's face on it to open a gate. Go through, and go up the

conveyor

belts, and jump into the mine cart

up here. You'll go along a little course, where you have to collect 50 coins by the end to get a Golden Banana. Remember to use the control stick to speed up, slow down, and lean to the left or right to hit levers. Watch out for enemies, like the Kremlings that swing clubs at you and the TNT barrels. If you get hurt, you'll lose a few coins.

Tiny

#1: In the very first tunnel is a gate that must be opened by shooting the two peanut switches as Diddy. Past that, have Tiny shoot the feather switch to open a small gate, and go into the bonus barrel. The bonus game is Splish Splash Salvage, where you have to collect 10 coins in 60 seconds (while watching out for the Shuri) to get a Golden Banana.

#2: In the main part of Jungle Japes, the purple Kasplat is in the tunnel on the far left. Defeat him for the blueprint, then, give that to Snide for the Golden Banana.

#3: Go in the tunnel on the left side of the main part of the world, and shoot the feather switch to open the gate. Go to the tree stump, and go into the Tiny barrel to become small. Bounce on the mushroom near the tree stump to get onto the stump. Drop down the hole to get to the Golden Banana.

#4: This next Golden Banana is in the same place as Tiny's third Banana. Go into a Tiny barrel, then, go into the big shell. Go through the only open doorway, and Simian Slam the switch to open gate #2. Go through the next gate, (kill the purple Klaptraps with orange grenades) and Simian Slam this switch to open gate #3. Now go through gate #3, where you'll find the Golden

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<span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>Banana.</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#5: Near Cranky's Lab is a switch
with Tiny's face on it.<span style='mso-spacerun:yes'> </span>(You must first use Rambi
to break the huts that are covering up the switches.)<span style='mso-spacerun:yes'>
</span>Simian Slam it and a gate will open in the main area, <o:p></o:p></span></pre><pre>
<span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>just</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> outside the middle tunnel.<span
style='mso-spacerun:yes'> </span>You have 30 seconds to get the Golden Banana behind the
gate.<span style='mso-spacerun:yes'> </span>You should have no trouble getting to it,
since the Bananaport nearby will bring you near where <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>the</span></span>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> gate is.<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
</span>Lanky<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>#1: In the very first tunnel in
this world is a gate that must be opened by shooting the two peanut swichtes.<span
style='mso-spacerun:yes'> </span><span
class=GramE>Past that, shoot the grape switch to open the gate.</span><span style='mso-
spacerun:yes'> </span>Go into the bonus barrel behind <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>the</span></span>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> gate to play Mad Maze Maul.<span
style='mso-spacerun:yes'> </span>You have 60 seconds to kill all 5 enemies and to get to
the checkered area for a Golden Banana.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#2: When going towards Cranky's
Lab, go left to find the blue Kasplat.<span style='mso-spacerun:yes'> </span>Defeat him
for the blueprint, then, give thatto Snide for the Golden Banana.<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#3: Go through the middle tunnel in
the main area, and shortly before Cranky's Lab, go left.<span style='mso-spacerun:yes'>
</span><span
class=GramE>Orangstand up the hill to the left to get to a bonus barrel.</span><span
style='mso-spacerun:yes'> </span>Go in to play Speedy Swing Sortie.<span style='mso-
spacerun:yes'> </span>You <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>have</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> 40 seconds to climb up the tree
(or bounce up using the mushroom) and swing across the vines to get 9 coins.<span
style='mso-spacerun:yes'> </span>The last coin is on top of a tree.<span style='mso-
spacerun:yes'> </span>When you win, you'll get a Golden Banana.<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
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style='font-size:12.0pt;font-family:"Times New Roman"'>#4: Simian Slam the switch with Lanky's face on it near Cranky's Lab. (If huts are covering the switches, you'll need to use Rambi to destroy the huts.) You have 60 seconds to get the Golden <o:p></o:p></pre><pre>Banana. It is near the cannon, which is below where Diddy used to be locked up. You can quickly use the nearby Bananaport to get back to the main area, then, swim across the water and use <o:p></o:p></pre><pre>Bananaport #2. You'll end up on top of the mountain. Go right and drop down to get to the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#5: On the right side of the main area is a gate atop a steep hill. Have Diddy shoot the peanut switch above the gate to open it. Now get Lanky and Orangstand up the hill. Go through the gate <o:p></o:p></pre><pre>and Simian Slam each wooden peg. Five Zingers will appear, so shoot them all for a Golden Banana. (A Banana Fairy will also appear now.)<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre> Chunky<o:p></o:p></pre><pre>#1: On the left side of the main area is a rock. Throw it for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#2: On the left side of the main area is a rock. Throw it, then, Simian Slam the big X here three times to break open a big hole. Drop down into the hole, and go through the tunnel. At the end, <o:p></o:p></pre><pre>shoot the two pineapple switches on the statue's eyes to make vines appear. Swing across the vines to your left to get to the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#3: Go to the same place where Chunky got his second Golden Banana. To the right is the green Kasplat. Shoot him from afar to defeat him, then, cross the vines to get to the blueprint he <o:p></o:p></pre><pre>leaves behind. Bring this to Snide for a Golden Banana.<o:p></o:p></pre>

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<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#4: In the middle tunnel in the
main part of the world, shortly before Cranky's Lab, go right.<span style='mso-
spacerun:yes'> </span>Pick up the rock here to reveal a switch.<span style='mso-
spacerun:yes'> </span>Simian Slam the switch to make a Golden Banana appear <o:p></o:p>
</span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>near</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> Snide.<span style='mso-
spacerun:yes'> </span>You have 50 seconds to get it.<span style='mso-spacerun:yes'>
</span>This one's a bit hard to get.<span style='mso-spacerun:yes'> </span>Try to get
through this tunnel as quickly as possible, and go to the #2 Bananaport across the water.
<span style='mso-spacerun:yes'> </span>Use it to teleport to <o:p></o:p></span></pre>
<pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>the</span></span>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> top of the mountain.<span
style='mso-spacerun:yes'> </span>Go left to get to the Golden Banana.<o:p></o:p></span>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#5: In the main area, go through
the left tunnel.<span style='mso-spacerun:yes'> </span>At the end of here, go into the
Chunky barrel to get big.<span style='mso-spacerun:yes'> </span>Climb up a tree nearby
and jump into the bonus barrel.<span style='mso-spacerun:yes'> </span>The bonus is
Minecart Mayhem.<span style='mso-spacerun:yes'> </span><o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>You must last 30 seconds without
hitting the other mine cart for a Golden Banana.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>BOSS: ARMY DILLO<o:p></o:p></span>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> </span>Go through a Troff 'n' Scoff portal, and give Scoff 60 bananas.
<span style='mso-spacerun:yes'> </span>Go through the big door as Donkey to fight Army
Dillo.<span style='mso-spacerun:yes'> </span>Army will shoot fireballs at you.<span
style='mso-spacerun:yes'> </span>Dodge them until he stops <o:p></o:p></span></pre><pre>
<span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>shooting</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'>, then, throw a TNT barrel at his
head to hurt him.<span style='mso-spacerun:yes'> </span>(He'll turn to face you when he's
shooting.<span style='mso-spacerun:yes'> </span>Try to keep him facing the TNT barrel, so
it's easier to hit him with it when the time <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>comes</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'>.)<span style='mso-spacerun:yes'>
</span>Now, he'll roll around, so just go hide in one of the alcoves along the walls of
this area.<span style='mso-spacerun:yes'> </span>Afterward, he'll shoot at you again.
<span style='mso-spacerun:yes'> </span>Just repeat the process, and hurt the boss with a
total of <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>three</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> TNT barrels to defeat him, and
you'll get a key.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
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D. ANGRY AZTEC

OVERVIEW

Requirement: 5 Golden Bananas

To get here: After you unlock K. Lumsy's cage with the first key, this world will be opened up. Go to the ledges near the 5 Bananaports, and climb up. Climb up the tree to get to a higher place, then, go forward and swing across some vines. Inside the building is the Angry Aztec lobby.

Enemies: Kasplat, Klaptrap, Kritter, Purple Klaptrap, Shuri, Zinger

IMPORTANT STUFF

To open up the second tunnel: Have Diddy talk to Candy for Guitar Gazump, then, climb up the tree nearby that brings you to some vines. Swing across to the guitar pad on top of the llama cage, and play your instrument to open up the second tunnel. Now you can get to the second part of this world.

To make switches appear on the front of the (non-llama) building in the second area: In the second part of this world, get Diddy. Go into the Diddy barrel to fly. You'll find a switch on top of one of the buildings. Simian Slam it to make the statue spin. Now, fly in front of the statue and shoot peanuts into its mouth. (If you hover just right, this will be really easy, even when the statue spins faster.) Finally, five switches will appear on the front of a

nearby building.

To open the llama building: In the front of the llama building is a Donkey pad, so bring Donkey here and press Z at it.

You have to shoot from one barrel to the next, then, shoot through the star at the end to free the llama.

Switches will appear on the llama building, which will allow you to open it.

To save Tiny: As Diddy, go to the building near Candy's Store. Shoot the peanut switch on the side of the building to open the door. Go inside and Simian Slam the switch with the peanut switch.

Diddy's face on it to make some platforms appear for a limited time.

Use your big jump (Z+A) to get onto the platforms. Climb up them before they disappear, then, shoot the peanut switch on the wall across from you to make another pathway appear for a limited time.

Cross it, then, use a big jump to get up to a guitar pad. Play Guitar Gazump to melt the ice. Now go into the water, and swim forward and then right to get to a room.

Tiny is locked up in here. To free her, you must first Chimp Charge the switch here that has Diddy's face on it. Now Chimp Charge the switches with letters on them in the right order to spell KONG.

Tiny is now free!

To save Lanky: First, you must get inside the llama building. As Donkey, go find a bongo pad and play your instrument on it. The llama will wake up and turn the lava to water. Swim through the tunnel in the water to find Lanky.

Shoot the coconut switch, and Lanky will be free.

UPGRADES

From Candy

Each Kong: Pay 3 coins for instruments for each Kong (the first time you'll also get an extra melon of health)

From Cranky

Donkey: Pay 5 coins for Strong Kong (Strongum Kongus)

Diddy: Pay 5 coins for Rocketbarrel Boost (Boostum Highus)

Chunky: Pay 5 coins for Primate Punch (Sandwichium Knucklus)

LOCATIONS

Candy's Store: Candy's Store is found in the first of the bigger areas.

Cranky's Lab: In the second tunnel in this world, go right across a narrow walkway to get to Cranky's Lab.

Funky's Armory: Funky's Armory is in the second main part of this world.

Sinde's HQ: Snide's HQ is in the second main part of this world.

Dirt Mounds: One dirt mound is found in the first main area, underneath the tag barrel. Another one is in the building with the five switches on the front (in the part that Chunky can get into).

Bananaports

#1: First-near the beginning of the world; Second-near Candy's Store

#2: First-near the building near Candy's Store; Second-at the end of the second tunnel

#3: First-near Cranky's Lab; second-at the end of the second tunnel

#4: First-at the end of the second tunnel; second-near Funky's Armory

#5: First-across the hot sand near Funky's Armory; second-through the tunnel next to Funky's Armory (which must be opened in the llama building)

Bananaports inside the llama building

#1: First-near the stairs near the entrance; second-near the tag barrel

#2: First-near the stairs near the entrance; second-at the end of a small tunnel only Tiny can go through

COINS

Yellow: You can find yellow coins in the first tunnel, in the same room the yellow Kasplat is in. Then, when you get to the first open area, you'll find coins near the cage the llama was

locked

in.

More yellow coins are in the second tunnel, and in the second open area, you'll find yellow coins near the tag barrel near Snide's HQ.

Inside the llama building are coins near a bongo

pad

, and there are also yellow coins in the building with five switches on the front, near the second coconut switch.

Red: There are red coins near the building Tiny was locked in. Go inside that building, and you'll find red coins on a guitar pad there and near where Tiny was locked up.

Leave here, and

and

go into the second tunnel in this world.

Red coins are in here, and in the second open area, you'll find red coins in the building with five switches on the front.

Purple: Some purple coins are near the tag barrel near Candy's Store. Then, go into the building Tiny was locked up in.

Go in the water and swim straight ahead to find more coins.

In

the

second tunnel are more coins, and in the second open area, you'll find purple coins near the #5 Bananaport that is across the hot sand near Funky's Armory.

More purple coins are in the

building

with five switches on the front and near the tag barrel in the llama building.

Blue: You'll find blue coins in the first part of the building where Tiny was locked up. You'll also find coins near Cranky's Lab and Funky's Armory and behind the building with five

switches

on the front. Now go into the llama building, and go behind the tag barrel. Shoot the grape switch to open up an area. Blue coins are in here, but you must first defeat the Kremlings

here

to make vines appear so you can get to them.

Green: Green coins can be found outside of the building that Tiny was locked up in, plus there are coins in the first room of that building. In the second part of this world, you'll find

green

coins if you climb up the tree near Snide's HQ and swing across some vines. Also, you can use the #5 Bananaport that is across the hot sand near Funky's Armory to teleport to some

coins

. More coins are in the building with five switches on the front.

BANANAS

Yellow: In the first tunnel in this world is a room with the yellow Kasplat. Yellow bananas can be found here. Then, past here is the first open area. More bananas are on the trees

here

and near the llama's cage. Now go into the second tunnel, and shoot the two yellow balloons near Cranky's Lab, then, continue on to the next open area. Yellow bananas are on the hot

sand

next to Funky's Armory, but you must first open the gate to get to them (then, use the Donkey barrel to get them). There are also yellow bananas near the tag barrel near Snide's HQ and

near

the llama building. There is also a yellow balloon behind the llama building.

Red: Red bananas are near the building Tiny was locked up in. Go inside that building, and you'll find bananas on some platforms in the main room and in the water. Now leave here,

and

 go get red bananas in the second tunnel and at the end of it. Use the Diddy barrel to fly around, and you'll find bananas on top of one of the buildings and in the ring on top of the big <o:p></o:p></pre><pre>statue. Near Snide's HQ are gongs. There are red bananas here and on the nearby trees. Also, there are red bananas on the stairs of the building with five switches on the front and in a red <o:p></o:p></pre><pre>balloon in that building. Lastly, use the #5 Bananaport that is across the hot sand near Funky's Armory to warp to another red balloon.<o:p></o:p></pre><pre> Purple: Go into the building Tiny was locked up in. You'll find purple bananas in a small tunnel in the water and two balloons in the room Tiny was locked up in. Leave here and get <o:p></o:p></pre><pre>the bananas in the second tunnel, then, go get the bananas that are near the Tiny barrel near the gongs. More bananas are near the #5 Bananaport that is across the hot sand near Funky's Armory. <o:p></o:p></pre><pre>You'll also find bananas near the building with the five switches on the front and on the trees around it. Now go into the llama building. Some bananas are on the left side. Through the small <o:p></o:p></pre><pre>tunnel here are more bananas and a balloon.<o:p></o:p></pre><pre> Blue: Blue bananas are in the first tunnel in this world. More are in the building Tiny was locked up in. Go in the water in this building and swim straight ahead to find some bananas, <o:p></o:p></pre><pre>and when you get to the room that is straight ahead, you'll find more bananas on the switch. Now leave here, and get the bananas near Cranky's Lab, which is in this world's second tunnel. <o:p></o:p></pre><pre>Now go to the second open area, and you'll find bananas on many of the trees here. In the building with five switches on the front is a blue balloon. You'll find more bananas in the llama <o:p></o:p></pre><pre>building. They are on the stairs and in the two blue balloons in the place where Lanky was locked up. Also, there are bananas on the #1 Bananaport closest to the entrance. Lastly, go

behind

the tag barrel and shoot the grape switch.

Through here, defeat the Kremlings to make vines appear.

Use these to get to the bananas.

Green: Green bananas are in the first tunnel and in the room here that has big pots.

Go to the building where Tiny was locked up, and you'll find bananas in the first room and a balloon

in the same room as the Battle Arena Pad.

Go to the second open area, and you'll find bananas around the tall statue and on the stairs near the tag barrel near Snide's HQ.

Now go into

building with five switches on the front and shoot the green balloon.

GOLDEN BANANAS

Donkey

#1: Near the beginning of the world, shoot the coconut switches to open the gate.

Use the Donkey barrel to become invincible so that you can cross the hot sand and get to the yellow Kasplat.

Defeat him for a blueprint, then, give that to Snide for the Golden Banana.

#2: Go to the building with five switches on the front, and shoot the coconut switch to open a door.

Go in, and shoot the coconut switch to move the walls.

Go left and shoot another switch to

move

the walls again.

Go right to find the Golden Banana.

After you get it, you'll have 25 seconds to escape, or else you'll get shot.

#3: In front of the llama building is a Donkey pad.

Use it, and after you shoot through the star at the end, the llama will be freed.

A Golden Banana will be left in the llama's cage, and

switches

will appear on the llama building.

<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#4: Get inside the llama building, then, go find a bongo pad and play your instument on it.The llama will wake up and turn the lava to water.Swim through the tunnel in the water to find <o:p></o:p></pre><pre>Lanky.</pre><pre>Shoot the coconut switch, and Lanky will be free.You'll also get a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#5: In the llama building, Simian Slam the switch with Donkey's face on it (which is not too far from the tag barrel) to open the gate near Funky's Armory.Leave here, and go to the #5 <o:p></o:p></pre><pre>Bananaport that is next to the gate you just opened.A Donkey barrel is also here, so use it to cross the hot sand in the newly opened tunnel.In here is a bonus barrel.Go in to play Stealthy <o:p></o:p></pre><pre>Snoop.You have 50 seconds to get to the end of the maze without getting caught by Kremlings.When you win, you'll get a Golden Banana and the second #5 Bananaport will appear.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>Diddy<o:p></o:p></pre><pre>#1: In the same area as Candy's Store, you'll find a Diddy barrel up on one of the trees.Use the barrel to fly, then, fly to the top of the nearby building to find the red Kasplat.It's best to kill it <o:p></o:p></pre><pre>by</pre><pre> hovering and shooting at it.Then, get the blueprint from it and give that to Snide for the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#2: Go to the building near Candy's Store.Shoot the peanut switch on the side of the building to open the door.Go inside and Simian Slam the switch with Diddy's face on it to make some <o:p></o:p></pre><pre>platforms</pre><pre> appear for a limited time.Use your big jump (Z+A) to get onto the platforms.Climb up them before they disappear, then, shoot the peanut switch on the wall across from you to <o:p></o:p></pre><pre>make</pre><pre> another pathway appear for a limited time.Cross it, then, use a big jump to get up to a guitar pad.Play Guitar Gazump to melt the

ice. Now go into the water, and swim forward and then right to get to a room. Tiny is locked up in here. To free her, you must first Chimpy Charge the switch here that has Diddy's face on it. Now Chimpy Charge the switches with letters on them in the right order to spell KONG. Tiny is now free, and a Golden Banana will appear.

#3: In the area with the tall statue, you'll find a Diddy barrel. Jump in, and fly through the ring atop the statue three times to free a vulture. Return to the Diddy barrel, and talk to the vulture. Now, you need to fly through all the rings that the vulture leaves behind. (The arrow will point you in the right direction.) If you're too slow, you'll lose. Sometimes the wind blows, and that doesn't help either. If you do this right, a Golden Banana will appear in the statue's ring.

#4: There are some gongs not too far away from Snide's HQ. Chimpy Charge the gongs to make a tower rise up. Fly to the top of the tower using the Diddy barrel to get a Golden Banana.

#5: Go to the building with five switches on the front, and shoot the peanut switch to open a door. Go in, and shoot the switch to move the walls. Go right and shoot another switch to move the walls again. Go left to get to a Golden Banana. Now get out here before 25 seconds is up, or you'll be shot.

Tiny

#1: Go into the building where Tiny was locked up. In the first room, you'll find a Tiny barrel. Go in to become

small, then, go into the water. Swim through the tiny tunnel to get to a room.

Kill all the Klaptraps here to get a Golden Banana.

#2: The purple Kasplat is found in the second tunnel in this world. Defeat it for a blueprint, then, give that to Snide for the Golden Banana.

#3: Go to the gongs near Snide’s HQ, and have Diddy Chimpy Charge them all. A tower will rise up. Have Diddy fly to the top to get a Golden Banana

then, a saxophone pad will appear in front of the tower. Now have Tiny go into the nearby Tiny barrel to become small, then, go to the instrument pad and play your instrument there. Squawks will come and carry you up to the top of the tower and drop you inside. Now you must race a beetle to the bottom of the slide and also collect 50 coins for a Golden Banana. (When you start the race, somersault into the beetle to

slow him down a bit. You can also do this at the end, when you’re running to the finish line. Don’t let the beetle hit you, or you’ll lose coins. Also, make sure you slow down when there are sharp

turns and no rails along the edge. You lose if you fall off.)

#4: Go to the building with five switches on the front, and shoot the feather switch to open a door. Go in, and shoot the feather switch here to make the walls move. Continue onward. At another

switch, shoot it to make the walls move again. Go to the left for a Golden Banana. Get it, then, get out of the building within 25 seconds or you’ll get shot.

style='font-size:12.0pt;font-family:"Times New Roman"'>#5: Go inside the llama building.
 On the left side, you'll find a little tunnel.
 Go into the barrel to become Tiny, then, go
through the tunnel. (The llama building's other #2
Bananaport is here, <o:p></o:p></pre><pre><span
class=GramE>and
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> so is a blue Kasplat.)<span
style='mso-spacerun:yes'> Get big again and Simian Slam the switch so platforms
appear. Cross them and Simian Slam another switch
so that platforms appear. Cross these platforms and
<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Simian Slam another switch, and
cross some more platforms to get to a Golden Banana.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
Lanky<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>#1: Go inside the building that
Tiny was locked up in, then, go into the water and swim straight ahead.<span style='mso-
spacerun:yes'> Get onto the land area here, and jump to the top of it.<span
style='mso-spacerun:yes'> Simian Slam the switch with <o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Lanky's face on it to make a bird
appear. Shoot the bird five times to make it drop
the Golden Banana. (Now the water will lower so
that you can also get to the Battle Arena Pad.)<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#2: Go to the building with the
five switches on the front, and shoot the grape switch to open the door.<span style='mso-
spacerun:yes'> Go inside, and shoot the grape switch to move the walls.<span
style='mso-spacerun:yes'> Both ways lead to another <o:p></o:p></pre><pre>
class=GramE>grape
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> switch.<span style='mso-
spacerun:yes'> Shoot it to move the walls again.
The left way leads to orange grenades and crystal coconuts, so go right instead to
a bonus barrel. Go inside to play Big Bug Bash.
 You have to <o:p></o:p></pre><pre><span
class=GramE>swat
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> four flies in 60 seconds to get a
Golden Banana. Then, you have to get out of the
building within 30 seconds or you'll be shot.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#3: In the llama building, go to
the tag barrel. Shoot the grape switch nearby to
open up a new area. Go in, and kill both of the
Kritters to make ropes appear (use these to get to the bananas and <o:p></o:p>
</pre><pre><span
class=GramE>coins
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>).
Now Simian Slam the switch with Lanky's face on it to reveal monkey heads on the
wall. When you shoot a head, it will make a sound.

Two heads make the same sound, so you must shoot

two matching heads in a row to make them spin. (Same colors sound the same, but since there are four of each color, it's hard to tell which ones match.)

When all the heads are spinning, you'll get a Golden Banana.

Orangstand up one of statues to get rise.

to a bonus barrel. Go in to play Teetering turtle Trouble. Feed the snakes for 45 seconds to get a Golden Banana.

Tiny go through the small tunnel on one side to find the blue Kasplat and a #2 Bananaport. Have Lanky use the other #2 Bananaport, which is near the stairs near the entrance, to get to the Kasplat. Defeat him for a blueprint, and give it to Snide for a Golden Banana.

Chunky

#1: Shoot the pineapple switch near the entrance of this world to open a "door". Past the "door" are pots. (You should kill the Zingers so they don't get in your way.) Put the pots on the pictures in the center of the room. (Match the pots with the same picture on them as the pictures on the floor.) When all the pots are in the right place, you will get a Golden Banana.

#2: Go into the building where Tiny was locked up. Some green bananas will lead you to a triangle pad, so play your triangle on it to open a door. Go through, and kill all the Klaptraps for a

Golden Banana.

#3: In the second tunnel in this world, go in the Chunky barrel to become big. Farther down in the tunnel, pick up the big rock and bring it back to the place near the Chunky barrel. Put the rock on the switch (which looks like a table to me). Now you'll be able to get to the bonus barrel farther down the tunnel. Go in the bonus barrel to play Busy Barrel Barrage. You have to shoot Kritters for 45 seconds without getting hurt to get a Golden Banana.

#4: At the building with five switches on the front, shoot the pineapple switch to open a door. Go inside, and shoot another pineapple switch to lower the walls. Both ways lead to another switch. Shoot it to make the walls move again. Go left and shoot another pineapple switch to move the walls. Past here is a bonus barrel. Go in it to play Kremlin Kosh. You have 60 seconds to shoot 18 Kremplings for a Golden Banana. Then, you'll have 40 seconds to get out or you'll be shot.

#5: The green Kasplat is in the building with the five switches on the front. Defeat it for the blueprint, then, give that to Snide for a Golden Banana.

BOSS: DOGADON

Go through a Troff 'n' Scoff portal, and feed Scoff 120 bananas. After Troff opens the door, go through as Diddy. The boss this time is Dogadon. He'll shoot fireballs at you, and then

land. Throw the TNT barrel at him to hurt him. Dogadon will shoot more fireballs at you now. Just dodge them like before, then, throw the TNT barrel at him when he lands. Hurt him

one

more time, and you'll get the key.

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E. FRANTIC FACTORY

OVERVIEW

Requirement: 15 Golden Bananas

To get here: After beating the Angry Aztec boss, unlock K. Lumsy's cage with the second key, and he'll open this world (and the next one). Climb up Crocodile Isle, and you'll find

this

world.

Enemies: Kasplat, Kritter, Mechanical Zinger, Mr. Dice, Robokremling, Sir Domino

IMPORTANT STUFF

In the Lobby, go forward and Simian Slam the blue switch to open up the place to the left of here.

In the Storage Room, Simian Slam the blue switch to open a gate to the right of the Lobby.

To save Chunky: Go to the Storage Room as Lanky. Climb up the pile of boxes in one corner and Orangstand up the pipe. Simian Slam the switch up here to free Chunky.

The Donkey Kong Arcade: In the Storage Room, use the Donkey pad to get to another area. Shoot from one barrel to

another (when you see a ring, shoot through it to get to a faraway barrel), then, shoot through the star at the end to make a lever appear in front of the Donkey Kong Arcade. Now, you just have to pull the lever to play the game. To get the Nintendo Coin: After you get the Golden Banana from the Donkey Kong Arcade, pay 2 coins to play again. It's a bit harder this time, but you get an extra life at level 3, I think . When you win, you get the Nintendo Coin. (For a better explanation of the Donkey Kong Arcade, you can read the explanation for Donkey's first Golden Banana.) To start the big machine in the Production Room: Get Donkey, and go to the higher level in the R&D. Through one door is a hole. Drop down the hole, then, shoot the nearby coconut switch to open the nearby door. Go inside, and pull the lever. The machine is now on. Donkey: Pay Cranky 7 coins for Gorilla Grab (Simian Strainus) Diddy: Pay Cranky 7 coins for Simian Spring (Leapus Largium) Lanky: Pay Cranky 5 coins for Baboon Balloon (Baboonus Balloonus) Tiny: Pay Cranky 5 coins for Pony Tail Twirl (Roundum Roundus) R&D: the room with lava under

the floor

Storage Room: the room where Chunky was locked up

Testing Room: the room with the big pile of blocks in the center

LOCATIONS

Candy's Store: Candy's Store is right next to Cranky's Lab.

Cranky's Lab: Climb up the big pile of boxes in the Storage Room to get here.

Funky's Armory: One of the hallways in the Testing Room (that you use the blocks to get up to) leads here.

Snide's HQ: From the Lobby, go right and up the pole. In this hallway, you'll find another pole. Climb down it to get to Snide's HQ.

Dirty Mounds: Primate Punch the gate in the Storage Room to find the room that has the dirt mound.

Bananaports

#1: First-in the Lobby; Second-in the Storage Room

#2: First-in the Lobby; Second-in the R&D

#3: First-in the Lobby; Second-near Snide's HQ

#4: First-on the bottom level of the Production Room; Second-fairly high up in the Production Room

#5: First-near the Donkey Kong Arcade; Second-near Funky's Armory

COINS

Yellow: Go to the left of the Lobby, and go down the pole to find some coins. In the Testing Room, you'll find yellow coins on some stairs there. Through a hallway connected to

this

room, you'll get to a room with switches numbered 1-16. Coins are here, too. Lastly, there are some coins on the right side of the R&D.

Red: Go to the Storage Room, and use the Diddy pad to get up to some red coins. Now go to Snide's HQ, and climb up the nearby pole to find more coins. Now go to the R&D.

There are coins in here, plus there are coins through a doorway that is near the Battle Arena Pad.

Purple: First, go to the right of the Lobby, and you'll find purple coins near the pole here. Then, go to the Storage Room, and you'll find coins in a small room off here that has the

purple

Kasplat. Now go to the Production Room. There are coins near the #4 Bananaport that's high up in this room. Also, there's a bonus barrel for Tiny high up in this room. Go to it and

Pony Tail Twirl over to the small ledge that has some coins on it.

Blue: You'll find blue coins on the boxes in the Storage Room and in the R&D. Also, if you go to the Production Room, you'll find coins in the big machine and on the moving

platforms

that are after the #4 Bananaport that is high up in this room. More coins are in the Testing Room, behind the boxes near the tag barrel.

Green: Go down the hallway to the left of the Lobby to find some green coins, then, continue on to the Production Room. There are coins here near the bottom of the big machine,

and

there are coins past here in the Storage Room. In the Testing Room, many of the blocks have green coins in the alcoves above them. There are also green coins near Snide's HQ and in the

R&D, too.

BANANAS

style='font-size:12.0pt;font-family:"Times New Roman"'> Yellow: You'll first find some yellow bananas in the hallway to the left of the Lobby and after the pole here. Then, you'll find bananas on the conveyor belts inside of the big machine <o:p> </o:p></pre><pre>in the Production Room. There are also bananas in the hallway between the Production Room and the Storage Room. In the Storage Room, use the Donkey pad, and you'll find bananas in the <o:p></o:p></pre><pre>area where you shoot from barrel to barrel. You'll also find a yellow balloon near Cranky's Lab. Now go to the Testing Room. There are bananas in the nearby hallway that leads to switches <o:p></o:p></pre><pre>numbered 1-16. Now head on over to the R&D, where you'll find a yellow balloon through a doorway near the Battle Arena Pad.<o:p></o:p></pre><pre> Red: First, go to the Production Room. You'll find red bananas on the bottom level, and you'll find more higher up. These bananas are on something that spins very fast higher up and <o:p></o:p></pre><pre>on a Diddy pad near the top of this room. Now head on over to the Donkey Kong Arcade. In the room and in the hallway outside of it are more red bananas. Now go to the Testing Room. <o:p></o:p></pre><pre>You'll find red bananas as you climb up the big pile of blocks, plus there are bananas in the hallway leading to Funky's Armory and near Funky's Armory. Go to the R&D and find the room <o:p></o:p></pre><pre>Diddy can go in. There are three red balloons here.<o:p></o:p></pre><pre> Purple: Start by going down the hallway to the left of the Lobby. Climb halfway down the pole, and jump into an alcove that has some bananas. Next is the Production Room. <o:p></o:p></pre><pre>There's a purple balloon near a lower part of the machine. Climb up higher, and you'll find bananas on conveyor belts above a Troff 'n' Scoff portal. Then, you'll find a bonus barrel. </pre><pre>Pony Tail Twirl over to a ledge with bananas on it. Now go to the room that has the Donkey Kong Arcade and get the bananas here. Now go back to the Lobby. You'll find bananas in the <o:p></o:p></pre><pre>hallway

to the right. They lead all the way to the Testing Room. There's a small tunnel here only Tiny can get through. There are bananas on either end of it. Now shoot the purple balloon near Snide's HQ and another balloon near Funky's Armory.

Go to the R&D, and you'll find bananas in the hallway on the right side.

Blue: There are blue bananas in the Lobby and near Cranky's Lab. There are also bananas in the Production Room. There's a blue balloon over the conveyor belts inside the big machine, and there are bananas on the stairs you climb up before getting onto the big propeller. Higher up is a Troff 'n' Scoff portal. Shoot the blue balloon here, then, continue on to get to a steep pipe.

Orangstand up this pipe to get the bananas on it. There are also blue bananas in the R&D and a blue balloon in the room in the R&D that Lanky can get into.

Green: There are green bananas in the Lobby, and you'll find a balloon when you go down the hallway on the left side. Climb down the pole to find more bananas. In the Production Room, you'll be able to get bananas while riding on the machine's big propeller. Now continue on to the Storage Room, where you'll find more bananas. Primate Punch the gate here and you'll find more bananas.

They're above the platforms here, and you need to get the platforms moving before you can get the bananas. There are more bananas near Snide's HQ, and if you climb up the nearby pole, you'll find a balloon. Now go to the R&D, and find the room Chunky can go into. There is a green balloon here and bananas on the ground.

GOLDEN BANANAS

Donkey

style='font-size:12.0pt;font-family:"Times New Roman"'>#1: In the Storage Room, use the Donkey pad to get to another area. Shoot from one barrel to another (when you see a ring, shoot through it to get to a faraway barrel), then, shoot through the <o:p></o:p></pre><pre>star</pre><pre> at the end to make a lever appear in front of the Donkey Kong Arcade. Now, climb up the pole near the purple Kasplat (which is in an alcove just off of the Storage Room), and, go down <o:p></o:p></pre><pre>the</pre><pre> hallway to get to the Donkey Kong Arcade. Pull the lever to play this extremely annoying game. If you get hurt once, you'll die. The hammer destroys enemies, but it's not worth using, <o:p></o:p></pre><pre>since</pre><pre> you can't climb up ladders while you're using it. There's also a time limit.<o:p></o:p></pre><pre> Anyway, in level 1, you have to jump over the rolling barrels and climb up the ladders to the top. (Some barrels roll down ladders.) Get to the girl to finish the level.<o:p></o:p></pre><pre> At level 2, climb up the ladders again. There are conveyer belts that change direction, but they're not that bad. Mainly focus on avoiding the flame that's moving around. Get to the <o:p></o:p></pre><pre>same</pre><pre> level as Donkey Kong to get to the next level.<o:p></o:p></pre><pre> At level 3, you have to jump across moving platforms. If you fall, you'll die. The fire enemies are really annoying here. Once you manage to get to the right side of here, you may <o:p></o:p></pre><pre>have</pre><pre> to wait for this fire enemy to get out of the way before you can cross the platforms leading left. Don't worry, though, it will move eventually. It sometimes takes a while, though. When <o:p></o:p></pre><pre>you</pre><pre> finally get to the top, you need to avoid the bouncing things and get to the girl. The same spots are always safe to stand. First, climb up the ladder. Right above the ladder is safe. <o:p></o:p></pre><pre>Carefully go left. Right before this last ladder seems to be a safe place to stand, too. Now, wait for a good opportunity, and then

quickly climb up that last ladder.

At level 4, I think you may get an extra life. That's a relief. Now just walk over all the yellow things while avoiding the flame enemies to make Donkey Kong fall. Yay! You got a

Golden Banana now.

(Beat this game again for the Nintendo Coin.)

#2: In the Testing Room, there's a hallway near the R&D door that leads to a room with a Donkey switch, and you'll have 60 seconds to Simian Slam the number switches in numerical order from 1-16 to get a Golden Banana.

#3: Get Donkey, and go to the higher level in the R&D. Through one door is a hole. Drop down the hole, then, shoot the nearby coconut switch to open the nearby door. Go inside, and pull the

the

lever. A Golden Banana will appear, and the big machine in the Production Room will also turn on.

#4: After turning on the big machine, go to the Production Room. There's an opening in the machine near the #4 Bananaport on the ground floor. Go inside, and go into the Donkey barrel to become

invincible. Run past all the crushers to get to a Golden Banana.

#5: Once you get the big machine in the Production Room running, go as high up as you can go with Donkey Kong. At a pipe with a steep slope (that only Lanky can go up), look down a little

bit

to find a yellow Kasplat on a platform. Shoot it until you defeat it, then, get the blueprint it leaves behind. Give that to Snide for a Golden Banana.

<o:p> </o:p></pre><pre> Diddy<o:p></o:p></pre><pre>#1: Defeat the red Kasplat on the ground level of the Production Room for a blueprint.Give that to Snide for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#2: In the Testing Room, use the Diddy pads to Simian Spring to the top of the big pile of blocks. At the top, Simian Spring into the bonus barrel to play Peril Path Panic. Save 6 Banana Fairies <o:p></o:p></pre><pre>in 60 seconds to get a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#3: In the R&D, you'll find a guitar pad. Play the guitar on it to open the "door". Go into this newly opened room. Open the doors by Chimp Charging the buttons in the same order as the <o:p></o:p></pre><pre>numbers on the doors. Out of the left door, a Robokremling and two Mechanical Zingers will come out. Kill them. Open the middle door and kill the two Mr. Dice and Sir Domino that come <o:p></o:p></pre><pre>out. Kill the two Robokremlings that come out of the door on the right, and you'll get a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#4: Go to the R&D, and go through the door on the second level that leads to a hole. Drop down, and Simian Slam the Diddy switch so vines and a bonus barrel appear. You have 20 seconds <o:p></o:p></pre><pre>to swing across the vines to get into the bonus barrel to play Beaver Bother. Scare 12 Gnawties into the pit in 60 seconds for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#5: When the big machine is running, Simian Slam the switch with Diddy's face on it on the bottom floor of the Production Room to make a Golden Banana appear. To get it, just keep <o:p></o:p></pre><pre>climbing up the machine until you get to a Diddy pad. Use that to jump up to the Golden

Banana.

#1: The purple Kasplat is found in a small alcove just off the Storage Room. Defeat it for the blueprint, then, give that to Snide for the Golden Banana.

#2: Go to the room that has the Donkey Kong Arcade. Go into the Tiny barrel to become tiny. Now, use the little boxes here to get up to a higher place. Go through the little tunnel to get to a Golden Banana.

#3: In the Testing Room, near the tag barrel is a barrel with Tiny's face on it. Go in it to become tiny, then, go through the little tunnel nearby. Become big again and Simian Slam the switch to make the dart board spin. Shoot the same pictures on the dart board as the pictures to the right of the dart board. Every time you hit one, it will spin faster. You have to start over if you make a mistake. When you finish, you'll get a Golden Banana.

#4: Go through the hallway on the right side of the R&D. Go in the Tiny barrel to become small, then, go through the tunnel. You must beat the little car in the race and also collect 10 coins. Watch out for TNT barrels. If they hit you, you'll lose coins. Go through the stars to go faster, and shoot missiles with A if you feel like slowing down the other car. Once you win, you'll get a Golden Banana.

#5: When you get the big machine in the Production Room running, Simian Slam the Tiny switch to make a bonus barrel appear.

Now climb up the machine until you get to conveyor belts that are

above a Troff 'n' Scoff portal.

Cross the conveyer belts and when you get to the top, Pony Tail Twirl over to the bonus barrel to play Krazy Kong Klambor.

You have 60 seconds to shoot the Golden Banana 10 times to get a Golden Banana.

Lanky

#1: Go to the Storage Room, and climb up the pile of boxes in one corner.

Orangstand up the pipe, and Simian Slam the switch up here to free Chunky.

Now you can get a Golden Banana.

#2: Use the Lanky pad near the tag barrel in the Testing Room to float up to a bonus barrel.

The bonus is Batty Barrel Bandit.

You have 45 seconds to stop the spinning thing so there are four Golden Bananas in a row.

Do this three times to get a Golden Banana.

#3: In the R&D, there is a trombone pad, so play the trombone on it to open the door.

In this room, Simian Slam the switch with Lanky's face on it.

You must memorize the order the Kremlings come out of the barrels and repeat it by using Simian Slam on the different colored piano-ish keys.

(The colors of the barrels correspond to keys of the same color.)

If you make a mistake

, you have to start over.

When you get it right, you'll get a Golden Banana.

#4: Defeat the blue Kasplat in the R&D for a blueprint.

Give that to Snide for the Golden Banana.

#5: Once you get the big machine in the Production Room running, Simian Slam the Lanky switch on the bottom floor to make a

Golden Banana appear. Climb up to the top of this room. <o:p></o:p></pre><pre>You'll get to a steep pipe, so Orangstand up it to get to the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre> Chunky<o:p></o:p></pre><pre>#1: Primate Punch the gate in the Storage Room to knock it down. Through here, Simian Slam the box with the ? on it to break it. Simian Slam the switch that was revealed to make a Golden <o:p></o:p></pre><pre>Banana appear. You can't get to it yet, though, so Primate Punch the switch on the wall to make the platforms move for a limited time. Climb up the platforms to get up to the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#2: In the hallway outside of where the Donkey Kong Arcade is, you'll find a gate. Primate Punch it to break it down. Go in the bonus barrel here to play Stash Snatch. Get 6 coins and get to <o:p></o:p></pre><pre>the checkered thing in 60 seconds to get a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#3: Defeat the Kasplat in the Testing Room for a blueprint. Give that to Snide for the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#4: Break the gate in the R&D with Primate Punch, then, play the triangle on the instrument pad to open the gate. Go into the room, and Primate Punch the switch on the chest. You have to <o:p></o:p></pre><pre>kill all the evil toys that appear. Then, the evil toys will make a big, evil toy. Go into the Chunky barrel to become big, and kill the evil toy for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#5: Once you get the big machine in the Production Room running, Simian Slam the Chunky switch on the ground level to make a Golden Banana appear for 99 seconds. Use the #4 <o:p></o:p></pre><pre>Bananaport down here to warp up to the #4 Bananaport higher up.

Now, get on the propeller and carefully go along it to get to the Golden Banana.

BOSS: MAD JACK

Go through the Troff 'n' Scoff portal and give Scoff 200 bananas.

You must fight this boss as Tiny.

This whole area is just a bunch of blue and white platforms.

Mad Jack bounces around on the platforms, so use Pony Tail Twirl to cross the platforms and avoid him.

When he stops chasing you, he'll throw fireballs at you.

Two switches also appear, one on a white square and one on a blue one.

Quickly get to the switch that is on the same colored square as Mad Jack and Simian Slam it to hurt him. (Don't hit the wrong switch, or you'll get hurt.)

Every time you hurt him, he'll chase after you faster.

Hurt him two more times, and he'll shoot lasers at you. (Wait until he's about to shoot the laser, then, jump to another square to dodge it.)

You can't be on the same square as where the laser hits or you'll get hurt.)

Hurt Mad Jack again, and he'll turn invisible.

Luckily, you can still see the sparkly stuff around him, so watch out for that.

Now pay very close attention to what square he stops on.

If you can't tell, watch out for the red glow that comes from his eye when he shoots a laser to figure out where he is.

Now hurt him one more time.

to defeat him and get another key.

F. GLOOMY GALLEON

OVERVIEW

Requirement: 30 Golden Bananas

To get here: After beating the Angry Aztec boss, unlock K. Lumsy's cage with the second key, and he'll open up both the third world and this one.

This place is through the gate that opened up underwater in the side of Crocodile Isle.

Enemies: Kaboom, Kasplat, Klobber, Klump, Kosha, Kritter, Puftup, Shuri

IMPORTANT STUFF

Right near the entrance is a short hallway. Shoot the pineapple switches here to open the gate.

In the hallway straight and then to the left from the entrance, shoot the two peanut switches near the gate to open it.

In the hallway straight and to the right from the entrance, shoot the two coconut switches near the gate to open it.

In the bigger water area, there's a tag barrel underwater. Near that is an animal crate. Have Lanky go in that to become Enguarde. From lower down in the water, quickly swim up to

jump out of the water. Jump out of the water and through the star three times to open the gate in the underwater tunnel nearby.

In the lighthouse area, Enguarde can destroy the Enguarde wall that is underwater.

Raise and lower the water level by swimming into the correct switch beneath the lighthouse.

After turning on the lighthouse light (Donkey has to get into the lighthouse and climb to the top to do this), a boat will come to the lighthouse area.

UPGRADES

<pre>From Candy<o:p></o:p></pre>

<pre> All Kongs: Pay 5 coins to upgrade instruments<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>LOCATIONS<o:p></o:p></pre>

<pre>Candy's Store: Candy's Store is on some driftwood in the bigger water area.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Cranky's Lab: Go straight from the entrance until you get to a room, then, go left.Use the cannon over here to blast you up to Cranky's Lab.<o:p></o:p></pre>

<pre><o:p> </o:p></pre><pre>Funky's Armory: Funky's Armory is on some driftwood in the bigger water area.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Snide's HQ: Snide is in an alcove in the lighthouse area. You can't get to it at low tide.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Dirt Mounds: The dirt mound is inside the lighthouse, on the bottom floor in the back.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Bananaports<o:p></o:p></pre>

<pre>#1: First-go straight forward from the entrance, Second-near lighthouse<o:p></o:p></pre><pre>#2: First-go straight forward from the entrance, Second-on some driftwood in the bigger water area<o:p></o:p></pre>

<pre>#3: First-go straight forward from the entrance, then, use the cannon to get up to some vines, then cross the vines, Second-near Snide's HQ<o:p></o:p></pre><pre>#4: First-on some driftwood in the bigger water area, Second-in the area that has piles of coins, (the pad appears on the pile on the right after Diddy gets a Golden Banana from the bonus barrel <o:p></o:p></pre><pre>there</pre>

<pre>><o:p></o:p></pre><pre>#5: First-on some driftwood in the bigger water area, Second-near lighthouse<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>COINS<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>COINS<o:p></o:p></pre><pre><o:p> </o:p></pre>

style='font-size:12.0pt;font-family:"Times New Roman"'> Yellow: Near the lighthouse is a Donkey pad. Use that to find coins in the area where you blast from barrel to barrel. Now go to the bigger water area. There are coins above some <o:p></o:p></pre><pre>driftwood here. Also, if you have Enguarde break some of the chests under the water, you'll find some yellow coins. Now go to the weird pillar near Funky's Armory, and play your instrument <o:p></o:p></pre><pre>on the bongo pad. Go into the part of the ship that opens up to find more coins.<o:p></o:p></pre><pre> Red: There are red coins near Cranky's Lab. More can be found in the lighthouse area if you fly onto the cage the seal was trapped in. Now go to the other water area. Have <o:p></o:p></pre><pre>Enguarde break the chests underwater to reveal some coins. More coins are near one of the Troff 'n' Scoff portals in this area.<o:p></o:p></pre><pre> Purple: Right near the entrance is a small place with water in it. There are some purple coins here. Now go to the lighthouse, and get the purple coins in and near the mermaid's place. <o:p></o:p></pre><pre>Go to the other water area, and have Enguarde break the chests underwater to find more coins. Now go to the pillar near Funky's Armory, and play your instrument on the saxophone pad to <o:p></o:p></pre><pre>open part of the ship. Go in to find more coins. Now go to the place that has piles of coins, and go into the big chest to f<st1:State w:st="on"><st1:place w:st="on">ind</st1:place></st1:State> more purple coins.<o:p></o:p></pre><pre> Blue: Go to the lighthouse area. Underwater, you'll find blue coins near one of the tag barrels. Also, use Enguarde to destroy the Enguarde wall down here to find more blue coins. <o:p></o:p></pre><pre>Now go back into the hallway. In the part leading to the other water area, press the Lanky switch to open part of the ship on the left side of this water area. Go in, and you'll find coins in the <o:p></o:p></pre><pre>tunnel and in the chests. Now go to the pillar near Funky's Armory, and play your instrument on the trombone pad. The other ship will

open up, so go in to find more blue coins. Now leave here and have Enguarde destroy the chests underwater to find more coins.

Green: The first of the green coins can be found in the small area right near the entrance. Now go straight from the entrance until you get to a cannon. Go down the hallway to the right of it to find more coins. Now go to the lighthouse area. There are green coins near the lighthouse, near the tag barrel near the mermaid's place, and at the bottom of the deep vertical tunnel under the water. There is also an alcove in the lighthouse area that has a triangle pad on it. Play your instrument on it, and part of the ship in the other water area will open up. Go in to find more coins. Also, after DK turns on the lighthouse light, a ship will come. More coins are in that ship. Now go to the other water area and go to the pillar near Funky's Armory. Coins are on this pillar.

Yellow: Start by going straight from the entrance until you get to a cannon. Go down the hallway to the right and shoot the yellow balloon. Now go to the lighthouse area. There is a balloon outside of the lighthouse and another balloon inside the lighthouse. Use the Donkey pad near the lighthouse to find bananas in the barrel area. Also, Enguarde can destroy a wall with his

style='font-size:12.0pt;font-family:"Times New Roman"'> picture on it underwater. Past it are more bananas. Now go to the other water area. There are some bananas under some broken ship pieces under the water. Now go to the pillar near <o:p></o:p></pre><pre>Funky's Armory and play your bongos on the bongo pad. Part of the ship will open up, so go in and collect the remaining bananas.<o:p></o:p></pre><pre> Red: First, go into the cannon near Cranky's Lab to be shot through some bananas, then, go to the lighthouse area. Fly to the top of the lighthouse to find some bananas, then, fly to <o:p></o:p></pre><pre>the cage the seal was trapped in to find a red balloon. Now go to the other water area. There are red bananas underwater around the hole that the mechanical fish will come from and near one <o:p></o:p></pre><pre>of the Troff 'n' Scoff portals. Now go to the pillar near Funky's Armory. Shoot the red balloon floating over it, then, play your instrument on the guitar pad to open part of the ship. Go in and <o:p></o:p></pre><pre>get the bananas there, then, go into the tunnel that is leading to the area that has piles of gold. There are bananas in the tunnel and a red balloon in the room.<o:p></o:p></pre><pre> Purple: First, get the purple bananas in the small area right near the entrance. Get the other bananas in these hallways, then, go straight from the entrance to find a cannon. Use it to get <o:p></o:p></pre><pre>up to some vines, and cross them to find more bananas. Now go to the lighthouse area. You'll find purple bananas and a balloon near Snide's HQ, plus you'll find another balloon in the other <o:p></o:p></pre><pre>alcove that has the red Kasplat in it. Now go back into the hallway, and Simian Slam the Tiny switch to open part of the ship on the left side of the bigger water area. Go in the ship to find <o:p></o:p></pre><pre>some bananas, then, head on over to Funky's Armory. Go to the weird pillar nearby and play your saxophone on its corresponding instrument pad to open part of the other ship. Go in to find <o:p></o:p></pre><pre>more

bananas. Now go to the place with the piles of coins. You'll find bananas and a balloon here.

Blue: Blue bananas are near the entrance. Get them, then, go over to Cranky's Lab. Shoot the two blue balloons near the Battle Arena Pad here, then, go to the lighthouse area. Have

Enguarde break the chests underwater to reveal bananas. Get those bananas and the bananas near one of the tag barrels under the water. Now go back to the hallway, and Simian Slam the Lanky switch to open the ship on the left side of the bigger water area. Get the bananas in the ship, then, go to the pillar near Funky's Armory. On the trombone pad are some bananas. Play

your instrument here to open part of the other ship. Go in to find more bananas. Now leave here. Shoot the blue balloon that is over the main part of this water area, then, go underwater and get

the bananas below the Enguarde animal crate. Now go to the area with the piles of coins, and get the bananas on the coin pile on the left.

Green: No matter how many times I look, I can only find 90 green bananas. Sorry. To find these bananas, go into the room right near the entrance, and shoot the green balloon. Now

go straight from the entrance until you get to a cannon. There are bananas here and in the hallway to the right. You can also use that cannon I just mentioned to get to some vines. Cross them

to find some more bananas. Now go to the lighthouse area. Go underwater and get the bananas around the outside of the deep vertical tunnel. Also, once Donkey turns on the lighthouse light,

a ship will come. Go inside it to find more bananas. Now go to the other water area, and get the bananas beneath some ship pieces underwater. There are also bananas above the #2 Bananaport

that

is floating on driftwood.

Now go to the pillar near Funky's Armory, and shoot the green balloon near it.

GOLDEN BANANA

Donkey

#1: Simian Slam the Donkey switch outside of the lighthouse to open the lighthouse door. Go inside, and climb up the many moving platforms to get to the top. Up here, pull the lever to turn

on

the light.

A boat will come to the area outside, and a Golden Banana will appear.

#2: Use the pad with Donkey's face on it near the lighthouse. Shoot from barrel to barrel, then, shoot through the star at the end to free the seal. Now go to the seal (which is now near Candy's

Store) for a Golden Banana.

#3: After freeing the seal, go in the newly opened area near the seal (near Candy's Store) to race the seal. You must collect 10 coins and beat the seal to the finish line to win a Golden Banana.

(Be careful not to hit anything, or you'll lose coins. Also, you must go through the red and green things. If you miss 5, you lose. Luckily, if you're behind, you can take advantage of this and

skip

a few so you can get into first place.)

#4: Go to the pillar near Funky's Armory, and play the bongo on the bongo pad to open a door on the ship. You have 60 seconds to get in. Once you're in the ship, go into the bonus barrel to

play

Krazy Kong Klambor. Shoot the Golden Banana 15 times in 60 seconds to get a Golden Banana.

#5: In the area with the piles of gold, have Diddy use the Diddy pads to get higher up. You'll pass the yellow Kasplat, and get to a bonus barrel. After getting the Golden Banana here, a #4 Bananaport will appear. As Donkey, use the other #4 Bananaport (which is on driftwood in the bigger water area) to warp to where the yellow Kasplat is. Defeat it (preferably with your coconut cannon) for the blueprint. Then, give it to Snide for the Golden Banana.

#1: The red Kasplat is in one of the alcoves along the wall around the lighthouse area. Defeat it for the blueprint, then, give that to Snide for the Golden Banana.

#2: After Donkey turns on the lighthouse, a small ship will come to that area. Wait on one of the raised areas around the lighthouse, and when the ship comes by, jump onto it. (Or you can fly to it using the Diddy barrel nearby.) Simian Slam the switch with Diddy's face on it to make a Golden Banana appear on top of the lighthouse. (You need to time this right since the ship is moving.) Now fly up to the Golden Banana by using the Diddy barrel near the lighthouse.

#3: Using the Diddy barrel near the lighthouse, fly up to the top of the lighthouse. Play the guitar on the guitar pad here to make a mechanical fish appear in the other water area. You have 93 seconds to swim into the fish's mouth. Quickly use the #5 Bananaport at the base of the lighthouse to teleport to the other water area. Then, quickly dive into the water and swim into the fish's mouth.

when it is open. Now kill the Zinger, then, stand on one of the pieces of wood. (The water will sometimes rise in here, and the wood will keep you afloat.) You have to shoot the three circles on the heart three times each, but it's harder than it sounds. Once you shoot the first one, a timer for 100 seconds will start. Also, there's a propeller spinning in front of the heart. When you shoot it, it stops, it will either be blocking the bottom circle or both of the upper ones. Keep shooting whatever circle you can as soon as the propeller stops, then, you'll get a Golden Banana once you do this right. (And keep up with the Zinger. If it comes back, kill it before it can cause any trouble.)

Go to the pillar near Funky's Armory, and play the guitar on the guitar pad to open a door on the ship. You have 60 seconds to get in. Once inside, go into the bonus barrel to play Splish Splash Salvage. Get 8 coins in 60 seconds for a Golden Banana. (After you get the 7 coins underwater, vines appear above the water. Use these to get the last coin.)

Go to the area with the piles of coins, and use the Diddy pads on one pile to get to the top. Go in the bonus barrel up here to play Stealthy Snoop. You have 70 seconds to get to the checkered thing without the Kremlings seeing you. Then, you'll get a Golden Banana, and the second #4 Bananaport will appear.

Tiny

#1: Go straight ahead from the entrance until you get to a cannon. Go into the cannon

to get shot up to a higher place, then, cross the vines.

Up here is the purple Kasplat. Defeat him for a

blueprint

, then, give that to Snide for the Golden Banana.

#2: Underwater beneath the lighthouse, Tiny can use the

Tiny barrel to swim through the small hole. In here, you'll find a mermaid whose pearls were stolen. To find them, go to the area with

the

piles of coins. Go into the

Tiny barrel to become small, then, swim through the keyhole in the chest. There are a bunch of creepy clams here, and you need to carefully swim into their

mouths

to get the pearls. (Be careful not to get hurt by their big teeth.) Once you get a pearl from every clam, go back to the mermaid for a Golden Banana.

#3: In the tunnel leading to the bigger water area is a switch with Tiny's face on it. Simian Slam it to open a door in the ship on the left side of this nearby area. You have 30 seconds to get in.

Once inside, swim through a hole in the wall to get to a bonus barrel. Go in to play Kremling Kosh. Hit 22 in 60 seconds for a Golden Banana.

#4: Go to the pillar near Funky's Armory, and play the saxophone on the saxophone pad to open a door on the ship. You have 60 seconds to get in.

Once inside, you can get the Golden

Banana.

#5: Below Funky's Armory is a submarine. Go into the

Tiny barrel near the submarine and swim through the little tunnel on it. Go in the bonus barrel here to play Big Bug Bash. Hit 6 bugs in

60 seconds for a Golden Banana.

<o:p> </o:p></pre><pre>

 Lanky<o:p></o:p></pre><pre>#1: Near the entrance is a small water area that can be opened by shooting the two pineapple switches near the gate. Raise the water level by pressing the up arrow button on the pillar beneath <o:p></o:p></pre><pre>the
 lighthouse, then, have Lanky go to the place I just mentioned. Defeat the blue Kasplat in here for the blueprint, then, give that to Snide for the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#2: Near the tag barrel beneath the lighthouse is an animal crate. Go in to become Enguarde. Break the chests, and in one, you'll find a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#3: In the hallway leading to the bigger water area is a switch with Lanky's face on it. Simian Slam it so a door will open in the ship on the left side of the nearby area. You have 30 seconds to <o:p></o:p></pre><pre>get
 in. Once inside, go into the animal crate to become Enguarde. Break the chests to reveal a tunnel, then, go through to find a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#4: Go to the pillar near Funky's Armory, and play the trombone on the trombone pad to open a door on the ship. You have 60 seconds to get in. Once inside, you can get the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#5: Go to the area with the piles of coins and use the Lanky pads to get to the top of one. Go into the bonus barrel up here to play Searchlight Seek. Find and shoot 4 Klaptraps in 60 seconds <o:p></o:p></pre><pre>for
 a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>
 Chunky<o:p></o:p></pre><pre>#1: Raise the water level by

swimming into the switch beneath the lighthouse, then, go to the gate near the entrance. Shoot the nearby pineapple switches to open it, then, go through the gate.

Grab the cannonball in here, and put it into the cannon. You now have 40 seconds to shoot three targets, but you only have six cannonballs to shoot them with. The first two targets aren't as hard to hit, but the third is a bit difficult. It appears behind you, and it is far enough away that you can't just shoot straight at it, since the cannonball starts to fall before it reaches the wall.

You need to aim at the middle of the target's path, but a bit farther up. Time it so that the cannonball hits the target as it reaches the low point below where you're aiming. Once you do this

right

, you'll get a Golden Banana.

#2: Go straight from the entrance until you get to a cannon, then, go down the hallway to the right.

Primate Punch the chest on the right for a Golden Banana.

#3: After Donkey turns on the lighthouse, a ship will come to the lighthouse area. Wait on one of the raised areas around the lighthouse, and when the ship comes by, jump onto it. Simian Slam

the

trap door to break it. (You need to time this right since the ship is moving.) Drop inside, and watch out for the cannonballs. Past them, Primate Punch the gate to break it down, then,

Primate Punch each of the spinning things for a Golden Banana. (I think you have to punch the picture of Chunky's face, but those things spin fast enough that you don't really need to time it

at

all. Just keep punching, and you'll get it.) Unfortunately, leaving here is the hardest part. Everything will become wobbly and the control stick's controls will be backwards.

#4: In one of the alcoves along the

wall in the lighthouse area is an instrument pad.

Play your triangle on it to open a door on the main part of the ship in the bigger water area.

You have 60 seconds to get in.

Once inside, go into the bonus barrel to play Batty Barrel Bandit.

Line up the bananas in a row 3 times in 45 seconds for a Golden Banana.

#5: Go to the top of the pillar near Funky's Armory, and defeat the Kasplat there for a blueprint.

Give that to Snide for a Golden Banana.

#5: Go to the top of the pillar near Funky's Armory, and defeat the Kasplat there for a blueprint.

Give that to Snide for a Golden Banana.

BOSS: PUFTOSS

Go through the Troff 'n' Scoff portal, and give Scoff 250 bananas.

You fight this boss as Lanky.

The boss is a giant Puftup called Puftoss, and you ride around in a little boat in this battle.

Puftoss shoots fireballs at you, but just keep moving, and they'll likely miss you.

Anyway, go through a star, and you'll have 30 seconds to get to the next.

Go through five before time runs out and Puftoss will be electrocuted.

Now Puftoss will also create shockwaves in the water.

Just stay near the edge of the area to avoid them.

Keep hurting him like before.

Each time you do so, you'll have less time to get to each star.

The time limit will go down five seconds each time, until you have 10 seconds to get to the final five stars.

Electrocute Puftoss for a total of five times to defeat him.

Now you'll get another key.

G. <st1:place
w:st="on"><st1:PlaceName w:st="on">FUNGI</st1:PlaceName> <st1:PlaceType
w:st="on">FOREST</st1:PlaceType></st1:place><o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----
<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>OVERVIEW<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Requirement: 50 Golden Bananas<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> To get here: Use the Frantic Factory and Gloomy Galleon keys on
K. Lumsy's cage, and he'll reveal a cannon near the back of DK Isles.<span style='mso-
spacerun:yes'> Use this to get to this world's lobby.<o:p></o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Enemies: Bat, Bones, Kasplat, Klump, Kosha, Purple Klaptrap,
Shroom, Spider, Tomatoe, Zinger<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
style='font-size:12.0pt;font-family:"Times New Roman"'>IMPORTANT STUFF<o:p></o:p>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Note: I'm calling the gates that open at night "night gates" and
the gates that open during the day "day gates".<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Shoot the day or night switches on the cuckoo clock to change the
time.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> You need both Tiny and Chunky to shoot the switches in the green
tunnel to open all the gates in it.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> To open up the brownish hallway, climb up the mushroom nearby and
shoot the grape switch above the tunnel.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> In the giant mushroom, on the wall just above the entrance, shoot
the five switches to make cannons appear. The
cannons will shoot you to the top floor of the mushroom.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
style='font-size:12.0pt;font-family:"Times New Roman"'>UPGRADES<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>From Cranky<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> All Kongs: Pay 5 coins for Super Simian Slam (Big Buttus Bashium)
<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>From Funky<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> All Kongs: Pay 5 coins for Homing Ammo<o:p></o:p></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span

LOCATIONS

Cranky's Lab: Cranky's Lab is near the giant mushroom.

Funky's Armory: Funky's Armory is through the green tunnel.

Snide's HQ: Snide's HQ is in the area with the barns.

Dirt Mounds: A dirt mound is near the fenced area near Funky's Armory.

Bananaports: #1: First-around the cuckoo clock tree, Second-near the building in the middle of the barn area

#2: First-around the cuckoo clock tree, Second-in front of Funky's Armory</p></div>

to the middle barn, and climb up the rope to get to the top

Simian Slam the switch up here to open an area nearby.

Go in to find some coins, then, leave.

On a lower part of this roof is a "night gate".

At night, go through the doorway it was blocking

to find more coins behind some boxes.

Purple: First, go to the #3 Bananaport near the cuckoo clock and bounce on the nearby mushroom.

Pony Tail Twirl to to the top of the tunnel entrance nearby to find some coins.

More coins

are found near the fenced area near Funky's Armory.

Now go to the lower, outside level of the giant mushroom, and get the coins near the purple Kasplat.

Finally, go inside the middle barn

in the barn area.

You'll find coins at one end of a tiny tunnel.

Blue: First, go to the #4 Bananaport near the cuckoo clock, and climb up a nearby mushroom.

Cross the vines here to get on top of the thing covering the well to find some coins.

Now, go get the coins behind the giant mushroom, then, go to the owl area.

There are coins here, plus when you beat the bunny in a race the first time, you'll get some coins.

Now go to the barn

area.

You'll find some coins above the tall mushrooms here and near the tag barrel inside of the middle barn.

Green: In the area with the cuckoo clock tree, you'll find coins behind the well.

There are also coins behind the "night gate" near Funky's Armory.

Now go to the top of the giant mushroom

mushroom

There are green coins on the Chunky switch up here.

Now go to the barn area.

There are coins on some of the tall mushrooms.

There are also coins in the middle barn.

Get in by using

Primate Punch on the cracked door, and you'll find some coins on the boxes.

BANANAS

Yellow: Yellow bananas are in the purple and blue tunnels. Go to the giant mushroom, and get the bananas on the #5 Bananaport on the ground outside of the giant mushroom. Now go into the mushroom, and go into the bottom cannon. You'll be blasted through some bananas. More bananas are on the lower outside level of the giant mushroom and on the ladder leading up to a higher part. There's also a Donkey pad here that will get you to one of the areas where you blast from barrel to barrel. You'll find some bananas here. On the top of the giant mushroom, there are bananas on the #5 Bananaport up here. Now go to the barn area. There's a building you can only get to at night. There are bananas leading to it and bananas on the switch behind it. There are also bananas in this building. Just Simian Slam the box to find them.

Red: In the area with the cuckoo clock tree, you'll find red bananas on the #4 Bananaport and if you bounce on the mushroom near the #1 Bananaport. Now go to the area with the giant mushroom. You'll get bananas when you bounce on one of the mushrooms here. Now go into the giant mushroom, and get the bananas near the red Kasplat. More bananas are on the top outside level of the giant mushroom. Now go to the area with the owl tree. There are bananas here and on the #4 Bananaport. Fly to the top of the owl tree to find more bananas. Now go to the barn area. Shoot the red balloon near Snide's HQ, then, go to the middle barn.

Climb up the rope to get to a switch. Use Simian Slam on it to open up the area nearby. Go in to find a balloon

Now leave here and go to the building with a pile of boxes on one side. There are bananas on the boxes, and there are bananas in the building.

Purple: There are bananas on the #3 Bananaport near the cuckoo clock tree, and there are more on top of the tall mushrooms near Funky's Armory. Now go to the giant mushroom.

Inside, you'll find a Tiny switch on the bottom floor with bananas on it. Also, on the lower of the outside levels, you'll find a purple balloon near the purple Kasplat. Now go to the area with the

owl tree. There are bananas near the saxophone pad and on top of the nearby hill. Go to the barn area, and you'll find bananas in the water. You'll find more bananas in the middle barn.

There are bananas at one end of a little tunnel, near the "night gate", and and at one end of another tunnel that is hidden at first by a box.

Now leave here, and go behind the barn you can only get to at night. Shoot the purple balloon behind it.

Blue: There are blue bananas in the brown hallway and on the #1 Bananaport near the cuckoo clock tree. Go to the giant mushroom, and you'll find bananas around its base.

Inside, you'll find a balloon near the bottom and a balloon near the top. On top of the giant mushroom is a Lanky switch. Not only are there bananas on the switch, but the switch opens up two rooms that

both contain bananas. Now go to the area with the owl tree. There are bananas here and bananas on the trombone pad here. Now head on over to the barn area, where you'll find bananas around

the middle barn.

spacerun:yes'> More bananas are on the roof of this building, the rope near it, in the air above the Lanky pad, and in the doorways up on the barn's roof. One of the doorways in the <o:p></o:p></pre><pre>roof of this barn is blocked during the day by a "night gate". Go through it at night to find the last of the blue bananas.<o:p></o:p></pre><pre> Green: In the area with the cuckoo clock tree, there are green bananas on the #2 Bananaport and on the well. There are also bananas near the evil tomatoes and on the #2 Bananaport <o:p></o:p></pre><pre>near Funky's Armory. There are also many green bananas inside of the giant mushroom, leading all the way to the top. Along the way, you'll find vines, too. Cross them to find more bananas. <o:p></o:p></pre><pre>These vines also lead to a doorway that is blocked by a "night gate" during the day. Go through to find a green balloon, then, climb up to the top outer level of the giant mushroom. Up here is <o:p></o:p></pre><pre>a Chunky switch. Simian Slam it to open the door nearby. Go through to find bananas and a balloon. Now go to the barn area, and Primate Punch the cracked door on the middle barn. Go <o:p></o:p></pre><pre>inside to find bananas on the triangle pad.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>GOLDEN BANANAS<o:p></o:p></pre><pre> Donkey<o:p></o:p></pre><pre>#1: Go to the bottom floor of the giant mushroom. Shoot all five switches over the entrance to make cannons appear. Now go Simian Slam the switch down here with Donkey's face on it to <o:p></o:p></pre><pre>make a Golden Banana appear. You have 25 seconds to get it. Just use the cannons that appeared, and they'll blast you right to it.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#2: On one of the lower outer levels of the giant mushroom is a pad with Donkey's face on it.<span style='mso-

spacerun:yes'> Use it to get to one of the barrel areas. Shoot from one barrel to the next, (sometimes you have to <o:p></o:p></pre><pre>shoot through rings) then, shoot through the bonus barrel at the end to play Peril Path Panic. Save 8 Banana Fairies in 60 seconds for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#3: In the building in the middle of the barn area, have Chunky Simian Slam the ? box to reveal a switch with Donkey's face on it. Simian Slam the switch as Donkey to open a gate. Go <o:p></o:p></pre><pre>through the gate to find some levers. You need to pull them in the correct order. Not only will Wrinkly tell Donkey this in the <st1:place w:st="on"><st1:PlaceName w:st="on">Fungi</st1:PlaceName> <st1:PlaceType w:st="on">Forest</st1:PlaceType></st1:place> lobby, but the code is above the conveyor belt in this <o:p></o:p></pre><pre>same room. Pull the levers in this order: 21132. (The lever number is the same as the number of dots in front of it.) The conveyer belt will start moving, and a Golden Banana will appear in an <o:p></o:p></pre><pre>area outside behind a "night gate". Just make it night time so you can get this Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#4: At night, go to the building that was behind a "night gate" during the daytime in the barn area. Go in the Donkey barrel to be invincible (so you won't be hurt when you cross the thorns), <o:p></o:p></pre><pre>and go to the back of the building. Simian Slam the Donkey switch to open the door of the building. Go inside. Simian Slam the ? box to reveal a switch, then, Simian Slam that to make a <o:p></o:p></pre><pre>bonus barrel and vines appear. You have 25 seconds to get to it. Quickly climb up the ladder and swing across the vines to get to the bonus barrel to play Minecart Mayhem. Last 45 seconds <o:p></o:p></pre><pre>against

two TNT barrels for a Golden Banana.

#5: At night, you can get to a building in the barn area that has thorn bushes around it. Behind all of that is the yellow Kasplat. Defeat it for the blueprint, then, give that to Snide for the

Golden Banana.

#1: Outside of the giant mushroom, one of the mushrooms bounces you up to a Diddy barrel. Use it to fly into the bonus barrel above the giant mushroom to play Teetering Turtle Trouble. Keep the turtles from falling for 45 seconds for a Golden Banana.

#2: Inside the giant mushroom, you'll find the red Kasplat. He's on one of the higher levels, in the middle area where all the vines are. Defeat him for the blueprint, then, give that to Snide for the

the

Golden Banana.

#3: At night, play the guitar on the guitar pad near the owl tree to wake up the owl. Use the Diddy barrel nearby to fly to the owl. Now, fly through the rings the owl leaves behind. As long as

you

don't take too long, a bonus barrel will appear above the tree. Go in to play Busy Barrel Barrage. Last 45 seconds for a Golden Banana.

#4: At night, climb up the rope to get to the roof of the building in the middle of the barn area. Simian Slam the switch up here to open a door on the roof. Go inside, and shoot the

On

near

the top of the machine, then, Chimp Charge the arrow button to make a Golden Banana and a guitar pad appear outside.

Play the guitar on the pad so that the box around the Golden Banana breaks so that you can get it.

5: At night, go to the building with boxes on one side in the barn area. Climb up the boxes and go inside. Play the guitar on the guitar pad so Squawks will come with a flashlight so you can see.

Go along the narrow pathway to get to the Golden Banana. (A Banana Fairy will also appear in here now.)

Tiny

1: Simian Slam the switch with Tiny's face on it on the bottom floor of the giant mushroom to make a bonus barrel appear. You have 37 seconds to get to it. Climb up the first ladder in the mushroom

, then, go left to find the bonus barrel. Go in to play Speedy Swing Sortie. Get 14 coins in 45 seconds for a Golden Banana.

2: The purple Kasplat is found on the lower of the giant mushroom's outer levels. Defeat the Kasplat for the blueprint, then, give that to Snide for a Golden Banana.

3: Near the owl tree is a saxophone pad and a barrel with Tiny's face on it. Go in the barrel, then, play the saxophone on the saxophone pad. Squawks will bring you to the top of the hill nearby

Drop down inside, and kill all of the Purple Klaptraps with orange grenades for a seed and a Golden Banana.

4: When I explained how to get Tiny's third Golden Banana, she got a seed. Bring the seed to the fenced area near Funky's Armory to plant it. A big plant will grow, and a Golden Banana will

style='font-size:12.0pt;font-family:"Times New Roman"'> be near the top of it. Go in the Tiny barrel nearby to become small, then, play your saxophone on the saxophone pad so that Squawks will fly you up to the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#5: At the building in the middle of the barn area, Chunky needs to Primate Punch the cracked door to get inside. Then, he needs to get rid of the ? box that is blocking a tunnel. Now get Tiny, <o:p></o:p></pre><pre>and at night, go into the Tiny barrel outside of this building and go through the nearby tunnel. There's a doorway in here that was blocked by a "night gate" during the day. Go through it, and <o:p></o:p></pre><pre>go on the web to make a big spider appear. Kill the little spiders that come, then, shoot the big spider in the eye. (Don't let the big spider spit on you, or you'll get frozen. Move the control <o:p></o:p></pre><pre>stick to get unfrozen.) Repeat this four more times, then, the big spider will become little. Kill it to get the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre> Lanky<o:p></o:p></pre><pre>#1: On the top outer level of the giant mushroom, Orangstand up to the very top of the mushroom. Simian Slam the switch up here to open up two doors. You have 10 seconds to go through <o:p></o:p></pre><pre>one of them. (It is best to start at a door and Orangstand straight up above it. This way, you know the exact direction to go to find a door.) In one room, simply bounce on the mushrooms to <o:p></o:p></pre><pre>get up to a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#2: Like I just explained for Lanky' first Golden Banana, a switch on the very top of the giant mushroom opens two doors. Through the door I haven't explained yet, Simian Slam the <o:p></o:p></pre><pre>

mushrooms

in this order: yellow, red, purple, green, and blue, to make a bonus barrel appear.

Go in to play Krazy Kong Klambor.

Hit 5 Golden Bananas in 60 seconds for a Golden Banana.

#3: The blue Kasplat is found in the same area as the owl tree.

Defeat him for a blueprint, then, give that to Snide for the Golden Banana.

#4: Near the owl tree is a trombone pad.

During the day, play the trombone there to wake up the bunny.

Now race the bunny.

You have to jump between all the flags or you'll lose.

When you win

you'll get blue coins.

After getting Orangsprint from Cranky in Crystal Caves, race the bunny again.

Use the barrel with Lanky's face on it to run faster.

This may take a few tries, but

you'll get it with a bit of practice.

When you win, you'll get a Golden Banana.

#5: At night, either use the rope or the

Lanky pad to get to the roof of the building in the middle of the barn area.

Go through the doorway that was previously blocked off by a "night gate".

Simian Slam the switch here to make bats appear.

Kill them (preferably with homing ammo) for a Golden Banana.

Chunky

#1: Near the cuckoo clock tree is the well.

Go on it and Simian Slam it to fall inside.

Here's another minecart area.

You need to get 50 coins before the end for a Golden Banana.

Like before,

you need to avoid getting hurt, or you'll lose coins.

Make sure you avoid enemies and

jump over things in your path. Also, when you see bells, hit the green bells to open gates, but don't touch <o:p></o:p></pre><pre>
<span
class=GramE>the
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> red bells.<span style='mso-
spacerun:yes'> Those close gates.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#2: Near Funky's Armory is a Chunky
barrel. Go in, then, go over to the evil Tomatoes.
 Simian Slam them all to squish them.<span
style='mso-spacerun:yes'> Now, carry the apple to the place with the apple picture
on the <o:p></o:p></pre><pre><span
class=GramE>ground
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> near the cuckoo clock tree for a
Golden Banana.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#3: At night, swing across the
vines that are in the middle area of the giant mushroom to get to a doorway.<span
style='mso-spacerun:yes'> Go outside to find the green Kasplat.<span style='mso-
spacerun:yes'> Defeat him for a blueprint, and give that to <o:p></o:p>
</pre><pre><span
class=GramE>Snide for a
Golden Banana.<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#4: On the top outer level of the
giant mushroom is a switch with Chunky's face on it.
Simian Slam it to open the door nearby. Go
inside. Kill the Zingers, then, Simian Slam the
switch. You <o:p></o:p></pre><pre><span
class=GramE>have
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> 60 seconds to shoot the tiles on
the picture to flip them to form a picture of Chunky's face for a Golden Banana.<o:p>
</o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#5: Once Donkey gets the conveyor
belt working in the middle building in the barn area, go outside of this building and
Primate Punch the cracked door on it to open it. Go
inside, and Primate <o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Punch the ?
 <span
class=GramE>box to reveal a triangle pad.
Play the triangle on it to make the water wheel and the grinder start turning.<span
style='mso-spacerun:yes'> Grab the steel barrel here and carry it outside and into
the other part of this <o:p></o:p></pre><pre><span
class=GramE>building
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>.
Put it on the conveyer belt, then, put the other two steel barrels that are nearby
on the conveyer belt for a Golden Banana.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>

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<span
style='font-size:12.0pt;font-family:"Times New Roman"'>BOSS: DOGADON<o:p></o:p></span>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> </span>Go through a Troff 'n' Scoff portal and give Scoff 300 bananas.
<span style='mso-spacerun:yes'> </span>You have to fight Dogadon again as Chunky.<span
style='mso-spacerun:yes'> </span>This battle starts out like it did last time.<span
style='mso-spacerun:yes'> </span>Dodge the fireballs Dogadon <o:p></o:p></span></pre>
<pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>shoots</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"',>, then, throw the TNT barrel at him
when he lands.<span style='mso-spacerun:yes'> </span>But now, he will also create
shockwaves (jump over these) and a wall of fire (which seems impossible to avoid).<span
style='mso-spacerun:yes'> </span>Hurt him again.<span style='mso-spacerun:yes'>
</span>Now <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>he'll</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> make the ground start sinking.
<span style='mso-spacerun:yes'> </span>You must defeat him before the entire platform
sinks, or you'll die.<span style='mso-spacerun:yes'> </span>Whenever the boss lands,
throw a TNT barrel at him, then, get into the Chunky barrel as <o:p></o:p></span></pre>
<pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>quickly</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> as possible.<span style='mso-
spacerun:yes'> </span>(The barrel won't appear if you stand where it's going to appear,
though.)<span style='mso-spacerun:yes'> </span><span
class=GramE>Then, when you're big, keep Primate Punching Dogadon until you get smaller.
</span><span style='mso-spacerun:yes'> </span>Keep doing this <o:p></o:p></span></pre>
<pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>until</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> you win and get the key.<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----
<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'> <span style='mso-
spacerun:yes'> </span>H. <st1:place
w:st="on"><st1:PlaceName w:st="on">CRYSTAL</st1:PlaceName> <st1:PlaceName
w:st="on">CAVES</st1:PlaceName></st1:place><o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----
<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>OVERVIEW<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> </span>Requirement: 65 Golden Bananas<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> </span>To get here: Use the <st1:place w:st="on"><st1:PlaceName
w:st="on">Fungi</st1:PlaceName> <st1:PlaceType w:st="on">Forest</st1:PlaceType>
</st1:place> key on K. Lumby's cage, and he'll open up this place (and he'll reveal a
cannon that will blast you to the next world).<span style='mso-spacerun:yes'> </span>The
entrance is on a ledge past <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>the</span></span>
```

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<span
style='font-size:12.0pt;font-family:"Times New Roman"'> Angry Aztec lobby.<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
    </span>Enemies: Kasplat, Klobber, Klump, Kosha, Kritter, Purple
Klaptrap, Zinger<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>IMPORTANT STUFF<o:p></o:p></span>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
    </span>The Big Igloo: Have Diddy fly through the star above the big
igloo to make instrument pads appear around the big igloo.<o:p></o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
    </span>To Stop the Rocks from Falling: In the igloo area, one of the
igloos contains a Golden Banana for Chunky and a <span
class=GramE>Tiny</span> pad.<span style='mso-spacerun:yes'> </span>Once you are able to
break that igloo, have <span
class=GramE>Tiny</span> use the pad <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>to</span></span>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> Monkeyport to where the big Kosha
is.<span style='mso-spacerun:yes'> </span>Kill it to make rocks stop falling from the
ceiling.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>UPGRADES<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>From Candy<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
    </span>All Kongs: Pay 7 coins for a third melon in your health<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>From Cranky<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
    </span>Tiny: Pay 7 coins for Monkeyport (Warpum Craftious)<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
    </span>Lanky: Pay 7 coins for Orangstand Sprint (Palumus Dashium)<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
    </span>Chunky: Pay 7 coins for Gorilla Gone (Whereisum Gonium)<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>From Funky<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
    </span>All Kongs: Pay 5 coins for Ammo Belt 2<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>LOCATIONS<o:p></o:p></span></pre>
<pre><span
```

style='font-size:12.0pt;font-family:"Times New Roman"'>Candy's Store: Candy's Store is in the place with the cabins.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Cranky's Lab: When you come from the entrance and end up at the water, go right to find Crank'y Lab. (There are several ways up to him, including climbing up the ledges across the water or <o:p></o:p></pre><pre>using Orangstand to get up the steep slope.)<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Funky's Armory: When you come from the entrance and end up at the water, cross the water and go left to find Funky's Armory.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Snide's HQ: When you come from the entrance and end up at the water, go right to find an ice wall. Have Chunky break it with a Primate Punch to find Snide's HQ.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Dirty Mounds: The dirt mound is up in the place where the giant Kosha is that makes rocks fall from the ceiling.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Bananaports<o:p></o:p></pre><pre>#1: First-not too far from the world entrance, Second-near the igloos<o:p></o:p></pre><pre>#2: First-not too far from the world entrance, Second-on a higher ledge to the right of Candy's Store<o:p></o:p></pre><pre>#3: First-near the igloos, Second-go straight from Cranky's Lab and go right and through the small tunnel as Tiny, beat the bonus game for a Golden Banana to make this pad appear<o:p></o:p></pre><pre>#4: First-fly as Diddy to one of the rocks sticking out of the water near Cranky's Lab, Second-through the tiny tunnel not too far from Funky's Armory<o:p></o:p></pre><pre>#5: First-on the tall cabin near Candy's Store, Second-on a high up platform near Funky's Armory (fly up here as Diddy)<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>COINS<o:p></o:p></pre><pre> Yellow: First, have Chunky Primate Punch the ice near the entrance to break it. Through it are some coins. Near Cranky's Lab is more ice that Chunky can break, and more coins are <o:p></o:p></pre><pre>past that.<span style='mso-

spacerun:yes'> Use the Donkey pad near Cranky's Lab to find more coins in the barrel area, then, go into the tall cabin near Candy's Store to find the remaining coins.

<o:p></o:p></pre><pre> Red: Fly up onto the ice castle to find some coins, then, go to the tall cabin near Candy's Store. Diddy can go into two of its room, but the coins are only in the room where you must <o:p></o:p></pre><pre>kill all the enemies within 50 seconds.<o:p></o:p></pre><pre> Purple: There are purple coins in the water and near Funky's Armory. Plus, you can go to the ice castle and Pony Tail Twirl to some coins floating in mid-air. (Look around in the <o:p></o:p></pre><pre>general direction of the world entrance, and you'll see them.) There are also coins in the area where you find the giant Kosha that makes rocks fall from the ceiling.<o:p></o:p></pre><pre> Blue: Blue coins can be found in the water and in the lower level of the ice castle.<o:p></o:p></pre><pre> Green: You can find green coins in the water, near Snide's HQ, and a bit to the right of Candy's Store. Also, you can go slide down the steep slope next to Cranky's Lab to get some <o:p></o:p></pre><pre>coins. Now go to the igloo area, and use the #3 Bananaport to warp to an area that has more coins.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>BANANAS<o:p></o:p></pre><pre> Yellow: First, have Chunky break the ice near the entrance with a Primate Punch. Through here is a yellow balloon. There are also bananas on the #1 Bananaport near the entrance. Go <o:p></o:p></pre><pre>over to Cranky's Lab, and use the Donkey pad to find bananas in the barrel area. Also, have Chunky break the ice across from Cranky's Lab. Through it, you'll find bananas and a balloon. <o:p></o:p></pre><pre>Now go to the igloo area. You'll find bananas around the big igloo and on the #1 Bananaport here. Go into the big igloo to find bananas at the doorway and in the maze. Get onto the <o:p></o:p></pre><pre>doorway

and shoot the balloon from there, too. Now go to the cabin area. There are bananas on the bongo pad near the tall cabin and inside of the tall cabin. There are more bananas in the

smaller cabin Donkey can go in to the right of Candy's Store. Red: You'll want to fly around this area to find some of the bananas. These bananas can be found above rocks sticking out of the water, above the igloos, in the star above the big igloo and near Funky's Armory. Now shoot the red balloon floating near the #4 Bananaport below Cranky's Lab, then, use this Bananaport to warp to some more bananas. More bananas are in a balloon in the big igloo and near Funky's Armory. Now go to the tall cabin. Diddy can go into two rooms there, and there are bananas in both of them. Purple: There are purple bananas in the water and in the area where you find the giant Kosha that makes rocks fall from the ceiling. Now go straight from Cranky's Lab and go right to

find a small tunnel. Go through it to find more bananas. Now go to the igloo area, where you'll find bananas on the #3 Bananaport here. In the big igloo, you'll find bananas and a balloon. Now go through the small tunnel straight from Funky's Armory. Shoot the purple balloon, then, use the Tiny pad here to Monkeyport to more bananas. There are also bananas and a balloon in the

the tall cabin. Lastly, there's a purple balloon near the purple Kasplat, which is in the cabin area. Blue: There are blue bananas near the world entrance and in the water. Go to Cranky's Lab, and use the Lanky pad to float up to more bananas. Now, go into the big igloo, where you'll find bananas and a balloon near the top of the room. Now go to the ice castle. Use the Lanky pads to get to some bananas, and go into the lower level of the castle to find a balloon.

style='font-size:12.0pt;font-family:"Times New Roman"'>Now go to the cabin area. Use the #5 Bananaport on the tall cabin to warp to some bananas, then, shoot the balloon near the waterfall near Candy's Store. Go to the right of Candy's Store, and <o:p></o:p></pre><pre>you'll find a cabin Lanky can go in. There are bananas on the roof of this cabin and inside of it.<o:p></o:p></pre><pre> Green: First, Primate Punch the ice near the world entrance to find some bananas, then, get the bananas on the #2 Bananaport near the entrance. There are also bananas and a balloon <o:p></o:p></pre><pre>near Snide's HQ. Now go to the ice near Cranky's Lab, and break it. There are bananas through here, around and under the boulder. (You can't get to them, though, until you break the igloo <o:p></o:p></pre><pre>around them.) Now go to the igloo area. There's a green balloon in the big igloo, and there are green bananas in another igloo. (You can't get these until you're able to break this igloo.) Use <o:p></o:p></pre><pre>the #3 Bananaport here to warp to a balloon. Now go to the ice castle. You'll find bananas near the ice castle, beneath a nearby boulder, and on a nearby switch. Lastly, you'll find bananas on <o:p></o:p></pre><pre>the #2 Bananaport near Candy's Store.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>GOLDEN BANANAS<o:p></o:p></pre><pre> Donkey<o:p></o:p></pre><pre>#1: Use the Donkey pad near Cranky's Lab. Shoot from one barrel to another (sometimes you must shoot through rings), then, into the bonus barrel at the end to play Busy Barrel Barrage. Last <o:p></o:p></pre><pre>60 seconds against the Kremlings without getting hurt for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#2: Play the bongo on the bongo pad outside of the big igloo to open the door. Go in.

You have a very annoying maze to get through. Once you get in the maze, it will start to spin. Carefully go through while avoiding the spiky walls to get to the Golden Banana at the end.

#3: The yellow Kasplat is not far from the ice castle. Defeat him for a blueprint, and give that to Snide for a Golden Banana.

#4: Play the bongo on the bongo pad in front of the tall cabin to open a door. Go inside and kill all the Zingers to make a Golden Banana appear.

#5: Go to the bongo pad that is in front of one of the cabins to the right of Candy's Store. Play the bongo on it to open the door and go inside. There are switches and colorful tiles that you have to Simian Slam here. The switches rotate the room, and the tiles must be matched up to make the Golden Banana appear. You have to Simian Slam two matching tiles in a row and so on, but when you first Simian Slam one of the tiles, a timer for 50 seconds will start, so I suggest you first look at them and figure out the best order to hit them to make it easier. (The red and orange tiles are very similar looking, so it may be a bit difficult to tell them apart. The orange ones have a ruddier, brown look to them than the red ones, though.) Once you do this, you'll get a Golden Banana.

Diddy

#1: Play your guitar on its respective pad outside of the big igloo to open a door and go inside. You have 50 seconds to throw the barrels off the numbered pads in order from #1-6 for a Golden Banana.

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<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#2: Use one of the Diddy barrels to
fly, then, fly into the bonus barrel in the waterfall near Funky's Armory to play Mad Maze
Maul.<span style='mso-spacerun:yes'> </span>Kill 7 enemies (Kritters and Kasplats) and
get to the <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>checkered</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> thing within 60 seconds for a
Golden Banana.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#3: Near Funky's Armory are a <span
class=GramE>Tiny</span> barrel and a small tunnel Tiny can go through, straight ahead from
Funky's Armory.<span style='mso-spacerun:yes'> </span>Have Tiny go through that tunnel to
find a red Kasplat, and have her <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>activate</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> the #4 Bananaport here.<span
style='mso-spacerun:yes'> </span>Now get <span
class=GramE>Diddy,</span> and teleport to the Kasplat using the other #4 Bananaport.<span
style='mso-spacerun:yes'> </span>(This Bananaport is on a pillar in the water near
Cranky's Lab.<span style='mso-spacerun:yes'> </span>You'll have to fly <o:p></o:p></span>
</pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>to</span></span>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> it.)<span style='mso-
spacerun:yes'> </span>Once you get to the red Kasplat, defeat it for the blueprint, then,
give that to Snide for a Golden Banana.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#4: Go to the tall cabin, and go to
the guitar pad near the #5 Bananaport.<span style='mso-spacerun:yes'> </span>Play your
guitar on it to open the door, then, go inside.<span style='mso-spacerun:yes'>
</span>Kill all the enemies so a pad with Diddy's face on it appears.<span style='mso-
spacerun:yes'> </span><o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Use that to get into a Diddy
barrel.<span style='mso-spacerun:yes'> </span>Fly low over the four candles to light them
to make a Golden Banana appear.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#5: At the tall cabin is another
guitar pad.<span style='mso-spacerun:yes'> </span>Play your guitar on it to open the
door, then, go inside.<span style='mso-spacerun:yes'> </span>You have 50 seconds to kill
all the enemies for a Golden Banana.<span style='mso-spacerun:yes'> </span>If you don't
succeed, you'll <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>be</span></span>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> forced to leave, or you'll get
shot.<span style='mso-spacerun:yes'> </span>Use the Diddy barrel to fly up to where the
enemies are.<span style='mso-spacerun:yes'> </span>This area is pretty difficult, but I
found two effective methods that you can try out.<span style='mso-spacerun:yes'> </span>
(I like <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>method</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> two the most, though.)<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> </span>Method One: Kill one of the Kritters, then, from here, look from
first-person view and blow up the Klobbers with orange grenades.<span style='mso-
spacerun:yes'> </span>Jump to where the Klobbers were and kill the <o:p></o:p></span>
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</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Klumps and other Kritter like you
did with the Klobbers.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
    </span>Method Two: Fly over to one of the Klumps.<span style='mso-
spacerun:yes'> </span>Make sure you go over the Klobbers so they'll, hopefully, follow
you over.<span style='mso-spacerun:yes'> </span>Land on the ledge the Klump is on, and
kill him with an <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>orange</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> grenade.<span style='mso-
spacerun:yes'> </span>Then, throw orange grandes at the Klobbers.<span style='mso-
spacerun:yes'> </span>They should be near each other, so it will be easy to hit them all.
<span style='mso-spacerun:yes'> </span>Then, jump to the middle area, and throw orange
grenades at the <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>remaining</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> Klump and two Kritters.<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
    </span>Tiny<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>#1: Go straight from Cranky's Lab,
then, go right.<span style='mso-spacerun:yes'> </span>Go in the <span
class=GramE>Tiny</span> barrel to become small, then, go through the little tunnel nearby.
<span style='mso-spacerun:yes'> </span>Go into the bonus barrel to play Krazy Kong
Klamber.<span style='mso-spacerun:yes'> </span>Hit 5 <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>Golden Bananas in
60 seconds for a Golden Banana.</span></span><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-spacerun:yes'>
</span><span
class=GramE>A #</span>3 Bananaport will appear, also.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#2: Play the saxophone on the
saxophone pad outside of the big igloo to open a door.<span style='mso-spacerun:yes'>
</span>Go inside, and kill the Kosha to get it out of the way.<span style='mso-
spacerun:yes'> </span>Now Simian Slam the target.<span style='mso-spacerun:yes'>
</span>It will move.<span style='mso-spacerun:yes'> </span>Hit it 3 <o:p></o:p></span>
</pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>times</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> to get a Golden Banana.<span
style='mso-spacerun:yes'> </span>(The target gets smaller every time you hit it, so this
will require good timing.)<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#3: Go on the ledge near Funky's
Armory and into the <span
class=GramE>Tiny</span> barrel to become little.<span style='mso-spacerun:yes'> </span>Go
through the little tunnel (near some purple coins) directly across from Funky's Armory.
<span style='mso-spacerun:yes'> </span>Use the pad with <o:p></o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>Tiny's face on it to Monkeyport to
a Golden Banana.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
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first. He'll always be so close that he'll keep hurting you. Just stay behind and get those 50 coins.

Closer to the end, you'll be able to quickly get ahead of the beetle. Then, you only have a short time to stay ahead of the beetle and pass the finish line. (You stand the best chance of winning)

if you stay behind at least until you pass the two lava areas. The beetle has knocked me into the lava so many times, it's not worth being ahead at that time.) Another tip, don't press A at the lava

Lanky jumps best on his own when you simply slide and let him automatically jump.

#4: Have Diddy use one of the Diddy barrels to fly to the top of the pillar near Funky's Armory. Up here is a blue Kasplat and a #5 Bananaport. Activate the Bananaport, then, get Lanky and go to the other #5 Bananaport, which is on the tall cabin to the left of Candy's Store. Use it to warp to the blue Kasplat. Now defeat him for a blueprint, and give that to Snide for a Golden Banana.

Banana.

Lanky pad near it. Use that to get to the roof of the building, then, play the trombone on the trombone pad to open the door

Go inside, and kill the Koshas to get them out of the way. Now use the Lanky pad to get to a Lanky barrel so you'll run fast. Step on the switch, and a Golden Banana will appear for 3 seconds, so quickly run to it to get it in time.

3 seconds, so quickly run to it to get it in time.

3 seconds, so quickly run to it to get it in time.

3 seconds, so quickly run to it to get it in time.

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1'> </span>Chunky<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>#1: Near the world entrance,
Primate Punch the ice to break through it.<span style='mso-spacerun:yes'> </span>Become
invisible with the Chunky pad to make a Golden Banana appear.<o:p></o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#2: The green Kasplat is on top of
the big igloo.<span style='mso-spacerun:yes'> </span>Defeat him, and give the blueprint
to Snide for a Golden Banana.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#3: Play the triangle on the
triangle pad near the big igloo to open the door.<span style='mso-spacerun:yes'>
</span>Go in and kill all the fire enemies to rescue the bunny for a Golden Banana.<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#4: Pick up the rock near the ice
castle and put it on a nearby switch to break an igloo somewhere.<span style='mso-
spacerun:yes'> </span>Now go to the ice across from Cranky's Lab and Primate Punch it to
break it.<span style='mso-spacerun:yes'> </span>Go past here to <o:p></o:p></span></pre>
<pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>find</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> where that igloo used to be.<span
style='mso-spacerun:yes'> </span>Now go into the Chunky barrel to become big.<span
style='mso-spacerun:yes'> </span>Pick up the rock and put it on the moving switch.<span
style='mso-spacerun:yes'> </span>An igloo in the igloo area will break to reveal a Golden
<o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>Banana (and a pad
with Tiny's face on it).</span></span><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#5: Play the triangle on the
triangle pad in front of the tall cabin to open a door.<span style='mso-spacerun:yes'>
</span>Go in.<span style='mso-spacerun:yes'> </span>Don't let the lights shine on you.
<span style='mso-spacerun:yes'> </span>Carefully, Simian Slam all the targets when the
light is not shing on <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>them</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'> to make a Chunky pad appear.<span
style='mso-spacerun:yes'> </span>Use it to be invisible.<span style='mso-spacerun:yes'>
</span>Now go into the bonus barrel in the middle of the room to play Searchlight Seek.
<span style='mso-spacerun:yes'> </span>Hit 8 Klaptraps in 60 seconds for a Golden <o:p>
</o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>Banana.</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>BOSS: ARMY DILLO<o:p></o:p></span>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> </span>Go through the Troff 'n' Scoff portal, and feed Scoff 350
bananas.<span style='mso-spacerun:yes'> </span>You have to fight Army Dillo again as
Donkey Kong.<span style='mso-spacerun:yes'> </span>First, dodge the fireballs, then, when
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he stops, throw a TNT barrel at his head. He'll roll around, then, create a shockwave. Jump over that. jump over it.) Army Dillo will roll around some more, then, shoot fireballs again. Throw the TNT barrel at him again, then, repeat everything and hurt him one more time. Now he'll fly up in the air and shoot fireballs at you, then, he'll shoot a missile that will follow you around. Dodge all that, then, when he returns to the ground, hurt him for the last time to get another key. I. CREEPY CASTLE OVERVIEW

Requirement: 80 Golden Bananas

To get here: Use the Fungi Forest key on K. Lumsky's cage, and he'll open up the previous world and reveal a cannon near his cave. Use the cannon to get to this world.

Enemies: Bat, Bones, Ghost, Kackle, Kasplat, Kosha, Kritter

IMPORTANT STUFF

Near the big tree is a pad with Donkey's face on it. When you use it, shoot from barrel to barrel (and through the rings) and through the star at the end to open the door in the tree.

Near the big tree is a pad with Donkey's face on it.

UPGRADES

From Candy

All Kongs: Pay 9 coins for second instrument upgrade

From Cranky

All Kongs: Pay 7 coins for Super Duper Simian Slam (Bigga Buttus Bashium)

From Funky

All Kongs: Pay 7 coins for a sniper ability

ROOMS (Here are names of a few less obvious rooms.)

Crypt: This room is the very lowest one. It is found through a doorway on the lowest path around the castle.

Dungeon: Go through the front or back door of the castle, then, go through the door in here to find the dungeon.

LOCATIONS

Candy's Store: Candy's Store is in the hallway outside of the dungeon.

Cranky's Lab: Go along the pathway leading up around the castle, and you'll find Cranky's Lab.

Funky's Armory: Funky's Armory is in the crypt.

Snide's HQ: Snide's HQ is at the top of the castle.

Dirt Mounds: The dirt mound is behind Snide's HQ.

Bananaports

#1: First-in front of the castle,

Second-behind the castle

#2: First-in front of the castle, Second-a bit up the path leading to the top of the castle

#3: First-in front of the castle, Second-near Cranky's Lab

#4: First-in front of the castle, Second-farther up the path leading to the top of the castle

#5: First-in front of the castle, Second-at the top of the castle

Bananaports in the skull in the crypt

#1: First-at the entrance, Second-go left from the entrance and then left again

#2: First-at the entrance, Second-go left from the entrance and then right

#3: First-at the entrance, Second-go right from the entrance

COINS

 Yellow: Use the Donkey pad near the big tree to get to the barrel area, where you'll find some yellow coins. Also, there are coins on the low ledge that has the purple Kasplat. There

are

also coins in the dungeon, around a switch with Donkey's face on it. Lastly, you'll find coins near the #2 Bananaport that is on the path leading to the top of the castle.

 Red: You'll find red coins near the skull in the crypt and in front of the door that leads to the dungon. There are also several places outside of the castle where you'll find red coins

floating

in midair. You need to fly to these.

 Purple: You'll find coins on top of a small tree near the big tree and behind a gravestone on the lower path around the castle. There are also coins in the hallway outside of the dungeon

and

in the trashcan. Lastly, there are coins in the Ballroom, near the

Tiny

pad. Blue: You can find blue coins in a small tree along the lower path around the castle. Now go to the small building in the crypt. There are coins near it, and

inside, you'll find more coins near where you get a Golden Banana in there. You'll also find coins in the dungeon. To get them, you need to first Simian Slam the Lanky switch to open a door, then, through the door, use the Lanky pads to get up to these coins. There are also coins in the greenhouse.

Green: Not too far from the big tree are green coins floating off the edge. You can get them if you carefully hang off the edge. There are also coins in the big tree and behind a gravestone on the lower path around the outside of the castle. Now go into the skull in the crypt. You'll find coins in one of the coffins in the part Chunky goes into. Just use a Primate Punch to break the coffins. There are also coins near Candy's Store and in the dungeon. The coins in the dungeon are behind gates you must break with Primate Punches. You'll also find coins in the Museum and in the building next to the greenhouse.

BANANAS

Yellow: You'll find yellow bananas near the world entrance and around the lower path around the castle (and on stairs and ladders around here). There are also bananas in the big tree and behind a gravestone on the path leading up to Cranky's Lab. You'll also find bananas in the skull in the crypt, on the second #2 Bananaport. More bananas are in the dungeon, near where Donkey gets a Golden Banana there, and in the Library.

Red: Go to the crypt, and shoot the balloon near the skull. Now go into the skull. You'll find bananas on the second #1 Bananaport in here. Also, in the place Diddy goes to in here,

Chimpy Charge the switches in the wrong order. A coffin will open to reveal a red balloon. There are also red bananas behind gates in the dungeon. Have Chunky break those gates with

Primate Punches. There's also a red balloon in here where Diddy gets a Golden Banana. More bananas are floating in midair around the castle, which you must fly to. Also, you'll find bananas

if you fly to the clouds above the castle. When you're climbing up the path leading to the top of the castle, at one point you'll see a red balloon between the castle and the path. Lastly, there are

bananas above the candles in the Ballroom.

Purple: There is a balloon near Funky's Armory. There are also bananas on the path leading to the top of the castle and inside the trashcan (which is next to the greenhouse). Inside the

Ballroom, you'll find bananas on the

Tiny pad. Use the pad to Monkeyport to the Museum. There are bananas here and another

Tiny pad. Use this pad to get to the other part of the Musueum,

where you'll find more bananas and a balloon.

Blue: There are blue bananas in the crypt and inside the small building in the crypt (near where Lanky gets a Golden Banana there). Now go to the dungeon. In the part where Lanky

gets a Golden Banana, you'll find two blue balloons. (One is harder to see because it is closer to the bonus barrel). There are also bananas in the greenhouse and a blue balloon in the tower at

the

top of the castle.

Green: There are green bananas and a green balloon inside of the big tree. Now go into the skull in the crypt. In the part Chunky goes into, have Chunky Primate Punch both coffins to

find

some green bananas.

More bananas are in the same room as Candy's Store.
In the dungeon are two balloons.
They are behind gates Chunky must Primate Punch to break.
In the Museum

are more bananas beneath the boulder and a green balloon.
Last of all, there is a green balloon inside of the building next to the greenhouse.

GOLDEN BANANAS

Donkey

#1: The yellow Kasplat is in the big tree.
Defeat him for a blueprint, and give that to Snide for a Golden Banana.

#2: Use the pad with Donkey's face on it near the big tree.
Shoot from barrel to barrel, through the rings, and through the star at the end to open the door in the tree.
Go inside, and shoot the

coconut

switch to move the wall.
Go past it and drop down the hole.
Go onto the floating wood here, and then shoot the targets high up on the wall to raise the water.
(You must have the

sniper

upgrade from Funky to hit the targets, though.)
After you shoot all three targets, you can get the Golden Banana.

#3: In the crypt, go to the skull.
Shoot the coconut switch next to it to open the door.
Go inside, and go left and then right.
Shoot the coconut switch to open the door.
Now go and pull the

lever

on the left that is nearest to the closed door, then, pull the lever close to the closed door but to the right of it.
Lastly, pull the lever on the left that is farthest from the door, and the door

will

open.
(You'll get hurt if you pull the wrong lever.)
Go through, and you'll be in another minecart area.
You have to get 25 coins by the end for a Golden Banana, but you have to avoid

Kackles during

parts of this area.

He'll try to swat at you, and he can make skulls appear to chase you along the track. Jump over these obstacles, or use the control stick to jump to other tracks.

(And don't forget to watch out for the gravestones that pop out of the ground in certain areas, too.)

#4: In the dungeon, Simian Slam the switch with Donkey's face on it to open the door. Go through it and Simian Slam the tiles so they form a picture of Donkey's face for a Golden Banana.

#5: Near the top of the castle is a switch with Donkey's face on it. Simian Slam it to open a door lower down the path. You have 20 seconds to go down the path, cross the cloud, and go through this door. (This is the Library.) Go left, and defeat all the enemies so that a switch will appear. Simian Slam it to move a wall near the Library's entrance. Go back down the hallway, and you'll find a Donkey barrel in the newly opened hallway. Go in to become invincible so that you can get past the flying books, where you'll find a Golden Banana.

#1: The red Kasplat is in the crypt. Defeat him for a blueprint, then, give that to Snide for a Golden Banana.

#2: In the crypt, go to the skull. Shoot the peanut switch next to it to open the door, then, go inside. Go left and then go left again. Shoot the peanut switch to move the wall. Chimpy Charge the buttons in order of 1-4 to make a Golden Banana appear. (Enemies will come if you hit the switches in the wrong order, but a red balloon will be revealed, too.)

#3: In the dungeon is a switch with

Diddy's face on it. Simian Slam it to open the door. Go through it, and shoot the peanut switch from far away using your sniper upgrade. (If you get too close, the switch will turn around so you can't see the switch.) Chains will be lowered, so cross them to get to the Golden Banana.

Use it to fly low

over each candle to light it. Go in the bonus barrel that appears to play Minecart Mayhem. Last 60 seconds against two TNT things for a Golden Banana.

Smash 10 bugs in 60 seconds for a Golden Banana.

Banana.

Tiny

#1: Along the lowest path around the castle, you'll find a ledge sticking out of the wall where the purple Kasplat is. (It's a bit hard to find, but to give you a better picture of where it is, it's to the right of the world entrance. If you're facing the entrance, you can just barely see it if you look to the right.) Defeat this Kasplat for the blueprint, then, give that to Snide for a Golden Banana.

#2: In the crypt is a small building. Shoot the feather switch on the side of it to open the door, then, go inside. You'll find a switch in here, so Simian Slam it. Hands will raise and lower out of the

the

 evil, green stuff. Cross them to get to the Golden Banana. You have to be really careful with this. It worked best for me when I began to cross them the first time the hand directly in front <o:p></o:p></pre><pre>of me came up. Then, I used Pony Tail Twirl to get to the hand to the right. Then, I went to the hand to the left of that and then jumped to the Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#3: In the hallway outside of the dungeon, you'll find a pit. Pony Tail Twirl across it, and go into the bonus barrel to play Teetering Turtle Trouble. Keep the turtles from falling for 60 seconds <o:p></o:p></pre><pre>for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#4: As you go along the path leading to the top of the castle, you'll find a trashcan and a barrel with Tiny's face on it. Go in to be tiny, then, use the mushroom to bounce up onto the trashcan. <o:p></o:p></pre><pre>Drop through the hole in the top. Kill all the flies to get a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#5: Have Diddy open the door of the Ballroom, then, go in as Tiny. Use the Tiny pad to Monkeyport to the Museum. Go into the Tiny barrel, then, go through the little tunnel in the building. <o:p></o:p></pre><pre>You must race the little car again, but you're not on a track this time, so while you have more control of your car, it is also harder to control. Beat the other car in a 2-lap race and collect 10 coins <o:p></o:p></pre><pre>to win a Golden Banana. (If you hit boxes, you'll lose coins. You also have to drive through all the flags, but you're allowed to miss less than five.) I found that there are certain times you'll <o:p></o:p></pre><pre>get an easy chance to get ahead. Sometimes you'll go down a short hallway, then, you'll have to turn around at two sets of flags and go back down the hallway. If you turn really fast, you can <o:p></o:p></pre><pre>get ahead of the other car, since it

doesn't make as sharp of a turn.

Lanky

#1: In the crypt is a small building. Shoot the grape switch on the wall to open the door. Go inside, and shoot another switch to open a gate for 13 seconds. Use the Lanky barrel to run fast so

you

can quickly run through the gate before time is up. Now play the trombone on the trombone pad so vines appear. Cross them to get to the Golden Banana.

#2: In the dungeon is a switch with Lanky's face on it. Simian Slam it to open the door. Go through it, and play the trombone on the trombone pad so Lanky pads appear. Float from one

Lanky pad to the other to get to the bonus barrel.

Go in to play Kremling Kosh. Shoot 25 Kritters in 60 seconds for a Golden Banana.

#3: A blue Kasplat is on the path leading up to the top of the castle. Defeat him for a blueprint, and give that to Snide for a Golden Banana.

#4: As you go along the path leading to the top of the castle, you'll find a small greenhouse. Simian Slam the Lanky switch nearby to open the greenhouse door. Go inside, and a timer for 40

seconds

will start. You need to get to the Golden Banana at the end of the maze before time is up. Just use the Lanky barrel nearby to run fast, and you should hopefully get to the end in time.

It's not very hard.

#5: At the top of the castle, Simian Slam the Lanky switch to open the door nearby. Go inside, and kill the enemies so a Lanky pad will appear. Use sniper mode to shoot

class=GramE>all the three grape <o:p></o:p></pre><pre>switches high up on the wall so the ground will open up. An air current will come out of the ground, so use the Lanky pad to ride the air up to a bonus barrel to play Beaver Bother. Scare 15 <o:p></o:p></pre><pre>Gnawties into the pit in 60 seconds for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre> Chunky<o:p></o:p></pre><pre>#1: Go into the big tree. Primate Punch the cracked wall to break it. Past here, stay away from the pineapple switch so it won't turn around. Shoot it using the sniper mode from Funky to open <o:p></o:p></pre><pre>the gate. Go past the gate and into the bonus barrel to play Beaver Bother. Scare 15 Gnawties into the hole in 60 seconds for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#2: In the crypt, go to the skull. Shoot the pineapple switch next to it to open the door. Go inside, and go right. Shoot the pineapple switch to move the wall. Now Primate Punch the coffins <o:p></o:p></pre><pre>to break them. Inside one is a bonus barrel. Go in to play Searchlight Seek. Hit 10 Klaptraps in 60 seconds for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#3: The green Kasplat is in the same room as Candy's Store. Defeat him for a blueprint, and give it to Snide for a Golden Banana.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>#4: On the pathway leading up to the top of the castle is a switch with Chunky's face on it. Simian Slam it to open the door, then, go inside. You're in the Museum. In the big room, Primate <o:p></o:p></pre><pre>Punch the things that look like shields from left to right. You'll get hurt if you do it wrong. The mouth of a statue will open. Grab the rock from the statue's mouth and put it on the big switch <o:p></o:p></pre><pre>in</pre></div>

the middle of the room to make a Golden Banana appear.

#5: Go along the path leading to the top of the castle, and you'll find a few small buildings, including a greenhouse. Next to the greenhouse is a wooden building. Primate Punch the door to

break

it, and go inside.

Primate Punch the box to reveal a pad with Chunky's face on it. Use it to become invisible, so that the invisible Bats will appear. Shoot them all for a Golden Banana.

(If you stop seeing the Bats, make sure you haven't turned visible again. If you have, just use the pad again to see those Bats.)

BOSS: KING KUT-OUT

Go through a Troff 'n' Scoff portal, and give them 400 bananas. Go through the door as Lanky to fight King Kut-Out. This is a very strange boss; apparently the Kremlings think

they

can

trick you with a fake K. Rool. (You must hear this boss; it sounds so funny!) To hurt it, you need to go into the cannon pointing at it to be shot into it, but watch out when it shoots lasers.

(And watch out for Puftups in the water.) If you miss, you'll lose Lanky, but you'll go on to the next monkey. You'll lose if you lose all five Kongs, though. Anyway, once the boss is hit three

times

, an arm will fall off. Ghosts will now appear, and the boss will try to trick you with two copies, but only one is the real thing. Ignore the darker one and attack the lighter-colored copy.

Three hits will cause it to lose its other arm. Now, this last part is easier than it seems at first. King Kut-Out will pop up quickly, going counter clockwise. Wait at a cannon, and when the boss

pops

up at the wall to your right, be ready. As soon as it disappears, go into the cannon. It will appear in front of you, and you'll

hit it. After two more hits, its head will fall off, and you'll get the key.

the key.

J. HIDEOUT HELM

OVERVIEW

Requirement: 100 Golden Bananas

To get here: Use the [Crystal Caves](#) and [Creepy Castle](#) keys on K. Lumsy's cage, and he'll open up this place. Have Tiny use the Tiny pad behind Crocodile Isle to Monkeyport to the [top](#)

Go into the mouth of the island, and have Chunky become invisible with the Chunky pad to make vines appear. Cross the vines to get over to the world entrance.

Enemies: Klaptrap, Klump, Kritter

LOCATIONS

Bananaports

#1: First-near entrance; Second-in the room right before King K. Rool's throne room

If you got all 40 blueprints, you will have 50 minutes to complete this place, but don't worry, it can be finished in as little as 20 minutes, so you have plenty of time. First of all, you'll get

get

 to a steep hill. Have Lanky Orangstand up, then, get Chunky. Shoot the pineapple switch to move the wall. Cross the vines and get Tiny. Go into the Tiny barrel, then, go through the <o:p></o:p></pre><pre>small tunnel. Now, make Donkey pull the lever here. Stars will appear for 60 seconds. Have Diddy go into the Diddy barrel and quickly fly through all the stars to open the doors. Now have <o:p></o:p></pre><pre>Chunky Primate Punch the gates in the four doorways down here to break them.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre> In one doorway is a bongo pad. Have Donkey play the bongo there to open the door. Go in the barrel on the left. You have to hit three targets from the blast barrel in 30 seconds. In <o:p></o:p></pre><pre>the barrel on the right, you are Rambi. Kill 18 Kremplings in 30 seconds. (Don't touch the power pylons. To avoid them, it's best to not face the pylons when you're about to attack a Krempling. <o:p></o:p></pre><pre>Otherwise, Rambi may end up ramming right into one.) Get the Banana Medal, and a triangle pad will appear.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre> Have Chunky play the triangle on the next pad to open the door. Go into the barrel on the left. Go in the Chunky barrel to be big. You have 20 seconds to Primate Punch the boxes to <o:p></o:p></pre><pre>find a Kritter, then, kill it. Now go into the barrel on the right. Kill 5 Kritters in 30 seconds. Get the Banana Medal, and a saxophone pad will appear.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre> Go to the pad as Tiny, and play the saxophone on it to open the door. Go in the barrel on the left. You have 30 seconds to Pony Tail Twirl through all the stars without touching the <o:p></o:p></pre><pre>ground and then step on the switch at the

end.

In the barrel on the right, bounce on the mushrooms and Pony Tail Twirl through 3 stars in 30 seconds.

Get the Banana Medal, and a trombone

pad

will appear.

Go play the trombone on the pad as Lanky to open the door.

Go into the barrel on the left.

Go in the Lanky barrel to run fast.

You have 25 seconds to find a switch, step on it, then, reach

the end of the maze.

In the barrel on the right, kill 3 Mechanical Zingers in 30 seconds.

Get the Banana Medal, and a guitar pad will appear.

Fly up to the higher doorway as Diddy, and play the guitar on the pad to open the door.

Go into the barrel on the left.

You have 30 seconds to kill the Kritter that activates the switch

, then Simian Slam the switch.

In the barrel on the right, go in the Diddy barrel to fly.

You have 45 seconds to shoot the four targets on the walls, then Simian Slam the switch on the ground

Get the Banana Medal, and the timer will stop.

Hooray, you've stopped the Blast-o-Matic, but you still must stop K. Rool!

Now go through the door that opened.

You'll find a door that requires four Battle Arena Crowns to open.

Through here is K. Rool's throne room.

You need the Rareware Coin and

Nintendo Coin to open the door here.

(You get these from getting 5,000 points in Jetpac and from beating the Donkey Kong Arcade twice.)

Open this final door, and get the key.

(And don't

forget

to take pictures of the last two Banana Fairies, which are with the key, and to finish with the Battle Arena Pad on top of the Blast-o-Matic.)

Now go unlock the last lock in

K. Lumsy's cage for a cut scene. (It's time for the final battle, so if you want to see the secret ending, now is the time to get the rest of those Golden Bananas. Number 201 is gotten from the Banana Fairy Queen after you rescue all 20 Banana Fairies.)

K. THE ENDING

FINAL BOSS **CITY**: KING KRUSHA K. ROOL

Go into the plane K. Lumsy knocked down to fight King K. Rool. There are five 3-minute rounds, but if you run out of time, you'll get another chance. (You get up to twelve rounds)

)

Round 1: First, you are Donkey. K. Rool will make shockwaves, but just climb up the thing in the corner to be safe from his attacks and wait. When a blast barrel appears, go in. Hit K. Rool when he waves to the crowd. (If you try to hit him at the wrong time, he'll hurt you.) Repeat this three more times, but be careful, because he'll try to trick you later on. You'll need extra good timing to hurt him then.

Round 2: Now, you are Diddy. K. Rool will just throw one of his boxing gloves at you the whole time, which is annoying. Avoid the glove until the Diddy barrel appears, then, go in. Fly up and then shoot both targets

on one of the lights so that it falls on the boss's head.
K. Rool will go under the next light. Get
ready to shoot the targets when they appear (hovering can be <o:p></o:p></pre><pre>
<span
class=GramE>helpful
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>), but shoot them quickly, since K.
Rool will start attacking you again as soon as he gets the light off his head.<span
style='mso-spacerun:yes'> Once you hurt him a total of four times, it's on to
round three.<o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Round 3: Now you're Lanky.
K. Rool has a light on his head, so he can't see you and will just wander around
the edges of the ring and diagonally through the middle.
Avoid him <o:p></o:p></pre><pre><span
class=GramE>until
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> some buttons appear.<span
style='mso-spacerun:yes'> They are outside the ring, but Lanky's arms are stretchy
enough to hit them. First hit button #1 with
Lanky's stretchy arms so a barrel appears. Pick it
up, and four <o:p></o:p></pre><pre><span
class=GramE>trombone
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> pads will appear, as well.<span
style='mso-spacerun:yes'> Throw the barrel towards the middle of the ring to leave
behind a banana peel. Now just wait on a trombone
pad until the banana peel is between you and <o:p></o:p></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>K. Rool.<span style='mso-
spacerun:yes'> (Actually, sometimes it's better to wait until he's just barely
before being directly behind the banana peel, but the timing is up to you.)<span
style='mso-spacerun:yes'> Play the trombone, and K. Rool will run <o:p></o:p>
</pre><pre><span
class=GramE>towards
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> you, but he'll slip on the banana
peel. (If you mess up, though, he'll run past the
banana peel and hurt you.) Do this three more times
(and remember to hit the buttons in numerical <o:p></o:p></pre><pre><span
class=GramE>order
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>).<o:p></o:p></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p> </o:p></pre><pre>
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'> Round 4: Now, you're Tiny.
The light is off K. Rool's head, and he'll be using his shockwave attack again.
 When the Tiny barrel appears, go in to become
small. Go into the hole in <o:p></o:p></pre><pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>K. Rool's shoe.<span style='mso-
spacerun:yes'> (K. Rool has very ugly feet.)
When the toes wiggle, they'll attack, so dodge them.<span style='mso-
spacerun:yes'> When you see the bottom of a toe, shoot it with a feather.<span
style='mso-spacerun:yes'> (Tiny already has her feather bow <o:p></o:p>
</pre><pre><span
class=GramE>out

```
<span
style='font-size:12.0pt;font-family:"Times New Roman"','>, so you don't need to take it
out.)<span style='mso-spacerun:yes'> </span>Tiny will leave K. Rool's shoe, so just
repeat what you did before.<span style='mso-spacerun:yes'> </span>After you attack the
other three toes, you'll go on to round five.<span style='mso-spacerun:yes'> </span>(Hit
the second toe <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"','>twice</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"','>, the third three times, and the
fourth four times.)<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"','><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"','><span style='mso-tab-count:
1'> </span>Round 5: You're Chunky now.<span style='mso-spacerun:yes'>
</span>K. Rool will begin this round by turning invisible, but you can still see his
shadow.<span style='mso-spacerun:yes'> </span><span
class=GramE>Simian Slam the switch so a Chunky pad will appear.</span><span style='mso-
spacerun:yes'> </span>Use it to <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"','>make</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"','> K. Rool visible and to make a
Chunky barrel appear.<span style='mso-spacerun:yes'> </span>Go in the barrel to become
big.<span style='mso-spacerun:yes'> </span>Now you'll be standing across the ring from K.
Rool.<span style='mso-spacerun:yes'> </span>He'll charge at you, so time a Primate Punch
<o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"','>just</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"','> right so that you punch him
shortly before he hits you.<span style='mso-spacerun:yes'> </span>Repeat this three more
times.<span style='mso-spacerun:yes'> </span>(He'll be invisible the third and fourth
time.<span style='mso-spacerun:yes'> </span>Also, he'll zigzag at you the fourth time,
but just time <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"','>your</span>
</span><span
style='font-size:12.0pt;font-family:"Times New Roman"','> Primate Punch just the same.<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"','><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"','><span style='mso-tab-count:
1'> </span>Hooray!<span style='mso-spacerun:yes'> </span>You've won!<span
style='mso-spacerun:yes'> </span>Now you can just sit back and watch the ending.<span
style='mso-spacerun:yes'> </span>You'll see the extra secret ending if you got all 201
Golden Bananas.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"','><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"','><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"','>-----
-----<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"','>8. BANANA FAIRY LOCATIONS<o:p>
</o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"','>-----
-----<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"','><span style='mso-tab-count:
1'> </span>You need a camera to capture these fairies; you get this from the
Banana Fairy Queen in <st1:place
w:st="on"><st1:PlaceName w:st="on">Banana</st1:PlaceName> <st1:PlaceName
w:st="on">Fairy</st1:PlaceName> <st1:PlaceType
w:st="on">Island</st1:PlaceType></st1:place>.<span style='mso-spacerun:yes'> </span>You
need to take pictures of the Banana Fairies to unlock secrets and to <o:p></o:p></span>
```



```
</pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>get</span></span>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> the 201st Golden Banana.<span
style='mso-spacerun:yes'> </span>It's easiest to take pictures from a little bit of a
distance.<span style='mso-spacerun:yes'> </span>(The picture is good if you take it when
the face picture is smiling and green.)<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>DK ISLES<o:p></o:p></span></pre>
<pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>#1: There's a Banana Fairy on the
little island near <st1:place
w:st="on"><st1:PlaceName w:st="on">Banana</st1:PlaceName> <st1:PlaceName
w:st="on">Fairy</st1:PlaceName> <st1:PlaceType
w:st="on">Island</st1:PlaceType></st1:place>.<span style='mso-spacerun:yes'> </span>(I'm
not sure if it's there at first, but I know it is later in the game.)<o:p></o:p></span>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#2: Have Chunky use a Primate Punch
to break the box in the Frantic Factory lobby to free a Banana Fairy.<o:p></o:p></span>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#3: In the <st1:place
w:st="on"><st1:PlaceName w:st="on">Fungi</st1:PlaceName> <st1:PlaceType
w:st="on">Forest</st1:PlaceType></st1:place> lobby, use Tiny to shoot the feather switch
high up on the wall to make a Banana Fairy appear.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#4: Use the Tiny pad behind
Crocodile Isle to Monkeyport to the top, where you'll find a Banana Fairy.<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>JUNGLE JAPES<o:p></o:p></span>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>#5: Behind Cranky's Lab, have
Donkey shoot the coconut switch above the gate to open it.<span style='mso-spacerun:yes'>
</span>Go into the animal crate to become Rambi, then, go out into the tunnel, and take
the first left.<span style='mso-spacerun:yes'> </span><o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>Charge and destroy the wall with
Rambi's face on it.<span style='mso-spacerun:yes'> </span>Now, become Donkey again.<span
style='mso-spacerun:yes'> </span>Go forward and right from here to find the Banana Fairy.
<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>#6: On the right side of the main
part of this world is a steep hill with a gate on top.<span style='mso-spacerun:yes'>
</span>Have Diddy shoot the peanut switch above it to open the gate, then, get Lanky.<span
style='mso-spacerun:yes'> </span>Orangstand up the hill, and <o:p></o:p></span></pre>
<pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>go</span></span>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> through the gate.<span style='mso-
spacerun:yes'> </span>The Banana Fairy will appear after you get the Golden Banana here.
<o:p></o:p></span></pre><pre><span
```

ANGRY AZTEC

#7: Go to the building with five switches on the front and have Tiny shoot the feather switch to open a door. Go inside, and after shooting the first switch, go left. Go into the barrel to become tiny

, then, go through the nearby hole. You'll find the Banana Fairy in here.

#8: Go into the llama building, and go to the left side. You'll find the Banana Fairy in one of the alcoves over here.

FRANTIC FACTORY

#9: Go to the Testing Room. There's a hallway that leads to a big square thing with switches numbered 1-16. In that hallway is the Banana Fairy.

#10: In the Testing Room, you'll find a Tiny barrel near the tag barrel. Use it to get to a dart game. Beat the game for a Golden Banana, then, the Banana Fairy will appear outside of Funky's

Armory.

#11: As Chunky, go straight ahead from the entrance until you can't go any farther. Go right here through a short hallway to find a few chests. Primate Punch the chest on the left to find the Banana Fairy.

#12: Near Funky is a weird pillar

with instrument pads on it. Have Tiny play her saxophone on the saxophone pad to open a door on the ship. Quickly swim through the door within the 60 seconds

In one cell in here is the Banana Fairy. Try not to get too close when you take a picture, or it will be harder.

Place Name: FUNGI

Place Type: FOREST

#13: At night, you can get into a building in the barn area that has a pile of boxes on one side. After getting the Golden Banana in here, the Banana Fairy will appear.

#14: At night, you can get to a building in the barn area that's mostly surrounded by thorn bushes. Inside, on the top level is a box with a **mark** on it. Simian Slam the box to break it and free

the Banana Fairy.

Place Name: CRYSTAL

Place Name: CAVES

#15: Go to the igloo area, and have Tiny play her instrument on the saxophone pad to get into the big igloo. After you get the Golden Banana in here, the Banana Fairy will appear.

#16: Go to the tall cabin near Candy's Store. On the highest level are a guitar pad and a #5 Bananaport. Have Diddy play his instrument on the pad to get into the cabin. Once you get the Golden Banana here, the Banana Fairy will appear.

use the pad to make the Battle Arena Pad appear.

This one is Forest Fracas; you must last 60 seconds against Bones and Kritters for the Battle Arena Crown.

JUNGLE JAPE

#3: This is in front of Funky's Armory. It is Beaver Brawl; last 30 seconds against Gnawties for the Battle Arena Crown.

ANGRY AZTEC

#4: Have Lanky go inside the building Tiny was locked up in. Go in the water and swim straight ahead. Go onto the land area here, and jump to the top of it. Simian Slam the switch with Lanky's face on it to make a bird appear. Shoot the bird five times to make it drop the Golden Banana. Now the water will lower so that you can get to the Battle Arena Pad. This one is Kritter Karnage, where you must last 30 seconds against Kritters for the Battle Arena Crown.

FRANTIC FACTORY

#5: This Battle Arena Pad is found in the R&D (the room with lava under the floor). First, go along the hallway on the right side of here to find a lever. Have Donkey pull it and the Pad will appear.

This one is Arena Ambush; last 45 seconds against Kritters and Kasplats to win a Crown.

GLOOMY GALLEON

#6: Below Cranky's Lab, have Chunky Primate Punch the gate to break it down to get to the Battle Arena Pad. This one is More Kritter Karnage, where you must last 45 seconds

against

At night, it will be gone, so climb down the ladder it had been covering to find the Battle Arena Pad. This one

As Donkey, go to the one with a bongo pad in front. Play your instrument to open the door, then, go inside. On one wall is the Battle Arena Pad (the switches near the walls rotate the room). This one is Plinth Panic, where you must last 70 seconds against Kritters and Kasplats for the Battle Arena Crown.<

This one is Pinnacle Palaver, where you must last 80 seconds against Kasplats and Bones for the

HIDEOUT HELM

#10: This Battle Arenas is on top of the Blast-o-Matic. Have Diddy use the Diddy barrel to fly up here. This one is Shockwave Showdown, where you must last 90 seconds against Kritters and

Kasplats to get the final Battle Arena Crown.

10. MINI-GAMES

Batty Barrel Bandit: In this game, you have a limited time to line up four Golden Bananas a certain number of times. Just try to remember which pictures are shown before each Golden Banana

picture

, and it shouldn't be too much trouble, even though it does get faster every time you successfully line up the four Golden Banana pictures.

Beaver Bother: This game is terrible. You are a Klaptrap and you have to scare a certain number of Gnawties into the pit in a limited time. You must bark at them to scare them; jumping

doesn't

seem to do anything. If you scare them when they're facing the pit at a certain angle, they usually go in. To do this, it seems like you need to be next to the beaver (not right next to

them

, but a short distance away), but just slightly ahead. This way they turn more towards the pit when you bark at them. If you are behind them at all, you'll just scare them into running

straight

away from you.

Big Bug Bash: You have a limited time to swap a certain number of flies. They kind of fly in circular shapes, so if you're moving your swatter in the opposite direction that

they're going in, they should fly right under the swatter. Busy Barrel Barrage: You have to last a limited time against Kritters without getting hurt. You can't move from the center of the place you're in, so you just shoot them. Try to shoot them in the order that they appear, since Kritters that appear first will get to you first. Krazy Kong Klambor: You have a limited time to shoot the Golden Banana a certain number of times. When the screen goes black, the Golden Banana will appear in a different place. If you shoot one of the Kongs, you will have one extra Golden Banana to shoot. Shoot the melon to reload. Sometimes, the Golden Banana appears for a shorter amount of time. Try to shoot it immediately when it appears, or it'll be too late. Kremling Kosh: You have a limited time to shoot a certain number of Kremlings that pop out of barrels. I think the red Kremlings are worth two points. Shoot the melon to reload. This game is easiest if you just shoot green Kremlings when they appear. Trying to hit the red ones is usually a waste of time, since they appear for a shorter amount of time. Mad Maze Maul: You have a limited time to kill a certain number of enemies, then, get to the checkered area at the end of the maze. Minecart Mayhem: (This one is extremely annoying.) In this game, you have to last a limited time without hitting the minecart. Sometimes there are more than one. When turning, I suggest pushing

the control stick in the direction you want to go a couple seconds before you get to the turning place, or else it may not turn. It seems that the minecarts will always go in the same direction

(I don't mean they mindlessly wander the same exact track every time. They do try to hit you, but they respond to your moves the same way every time. Every time you play, if you

go in the same pattern, they will go in their own same pattern. They will only change their course if you do.) Since they are so predictable, this game is more like a memory game where you

remember the order you need to go on each track. Try different things, and if you get hit, try again, but do the same thing as you did last time, except change your last move that caused you to

hit the carts. I hope this isn't too confusing, since this method is very effective.

Peril Path Panic: You have a limited time to save a certain number of Banana Fairies by shooting the Klaptraps so the fairies won't be eaten. Shoot the melon to reload. Just keep shooting

Klaptraps from left to right to keep them stunned enough so they can't eat the fairies.

Searchlight Seek: You have a limited time to find a certain number of Klaptraps in the dark and shoot them. This game is similar to Big Bug Bash. The Klaptraps also move in circular patterns, so

so try to move the aiming thing in the opposite direction the Klaptrap is walking so it walks into the melon you're shooting.

Speedy Swing Sortie: You have a limited time to swing across some vines and collect all the coins.

Splish Splash Salvage: You have a limited time to swim around and collect coins while not getting attacked by the Shuri.

<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Stash Snatch: You have a limited time to get a certain number of coins and then get to the checkered thing at the end of the maze. Watch out for the Kremlings.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Stealthy Snoop: You have a limited time to get to the end of the maze without being caught by any Kremlings. Try to stay out of the light.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>Teetering Turtle Trouble: Shoot melons at the snakes to feed them so they won't drop the turtles. Shoot the melon to reload. You have to do this for a certain amount of time to win. It's <o:p></o:p></pre><pre>easiest</pre><pre> to just keep shooting melons to each snake in order whether they're calling for help or not.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre><o:p> </o:p></pre><pre>-----<o:p></o:p></pre><pre>11. SECRETS<o:p></o:p></pre><pre>-----<o:p></o:p></pre><pre> When you capture Banana Fairies, you can unlock secrets in the Secrets option that you get to from the main menu.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>2 Banana Fairies: This unlocks the DK Theatre, which lets you watch the DK Rap and the game's cut scenes.<o:p></o:p></pre><pre><o:p> </o:p></pre><pre>6 Banana Fairies: This opens up some games. You can play Rambi Arena, Enguarde Arena, Jetpac, and the Donkey Kong Arcade. You probably have played the last two in your actual game <o:p></o:p></pre><pre>file</pre><pre>, but the other two are different.<o:p></o:p></pre><pre> Rambi Arena: You have a limited time to try to get as many points as possible. Defeat blue Gnawties for 2 points each and brown ones for 10 points. You'll get more points if you hit <o:p></o:p></pre><pre>more</pre><pre> than one Gnawty in a short period

of time.

Enguarde Arena: You have a limited time to swim through stars for points. Underwater stars are 5 points, and the stars above the water are 20 points. You have to jump out of the

water to get through the stars in the air. The stars go in a loop, so it's easiest to get points by swimming along the loop and through the stars along the way.

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<pre><span style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span>
</pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>10 Banana Fairies: This lets you
fight the bosses again.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>15 Banana Fairies: Go here to turn
on and off the option to play as Krusha in Multiplayer.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>20 Banana Fairies: This unlocks a
cheat menu.<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'><o:p>&nbsp;</o:p></span></pre><pre>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----
<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>12. COPYRIGHT STUFF<o:p></o:p>
</span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'>-----
<o:p></o:p></span></pre><pre><span
style='font-size:12.0pt;font-family:"Times New Roman"'><span style='mso-tab-count:
1'>
</span>Rareware owns this awesome game, and I just own the walkthrough.
<span style='mso-spacerun:yes'> </span>Don't copy without my permission.<span style='mso-
spacerun:yes'> </span>Special Thanks goes to the Donkey Kong Country games (also by
Rareware) <o:p></o:p></span></pre><pre><span
class=GramE><span style='font-size:12.0pt;font-family:"Times New Roman"'>and</span></span>
<span
style='font-size:12.0pt;font-family:"Times New Roman"'> Prima's Official Strategy Guide
for Donkey Kong 64 from which I got the names of enemies and such.<o:p></o:p></span></pre>
```


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