

# Donkey Kong 64 FAQ/Walkthrough

by VinnyVideo

Updated to v2.1 on Mar 30, 2010



-----  
Table of Contents  
-----

Introduction/Preface/Review	[DK01]
Getting Started	[DK02]
Jungle Japes	[DK03]
Angry Aztec	[DK04]
Frantic Factory	[DK05]
Gloomy Galleon	[DK06]
Fungi Forest	[DK07]
Crystal Caves	[DK08]
Creepy Castle	[DK09]
Hideout Helm	[DK10]
Enemy List	[DK11]
Frequently Asked Questions	[DK12]
Records	[DK13]
Version History	[DK14]
Copyright/Contact Information	[DK15]

Easy Navigation: Hold down the Ctrl key and press F to bring down a search bar. Then type in the code for the section you want to see (for example, DK07 for Fungi Forest).

-----  
Introduction/Preface/Review [DK01]  
-----

Here's another VinnyVideo walkthrough. Exciting! Donkey Kong 64 is one of best games for the Nintendo 64. I wrote this guide way back in the Stone Ages of A.D. 2000, but that was before I knew about GameFAQs.com (and it was typewritten!). This guide is basically the same guide I wrote in 2000 with several additions and upgrades (and a small number of deletions).

One note: Most walkthroughs (for this game and especially other games) are filled with "spoilers" - like the explicit summaries of cinema scenes. I personally adhere to a No-Spoilers Policy. Whenever possible, I don't tell you about any cinema scenes or future events (like getting a special item).

Review (may contain traces of spoilers): As I've said, Donkey Kong 64 is a great game. It would've been nice if there had been more than eight worlds, though. While DK64's 201 Gold Bananas easily eclipses Super Mario 64's 120

Power Stars, many of the Gold Bananas are a little redundant; often you use each Kong to perform a similar task in a level. Also, most of the 40 Krushas (20% of the Gold Bananas) are pretty easy to find (and nearly all are easy to beat). You need only 100 Gold Bananas to reach the final world. Most of the mini-games are repetitive, and some, notably Beaver Bother!, don't work very well. The best one, Mad Maze Maul!, appears only twice. The play control is a little difficult to get the hang of. It's tricky to remember all of the Z-C button combinations. Compared to Super Mario 64 and Zelda: Ocarina of Time, DK64 feels like less of an adaptation of its Super NES counterparts (or NES with Mario and Zelda) and more of something different - not necessarily a bad thing. The musical instruments are surprisingly fun, and the "guns" are done extremely well. DK's Barrel Blast mini-games and Diddy's Rocketbarrel Boost are really great. I wish there had been more barrel action, more animal buddies (Rambi and Enguarde are the only ones you can really use, although Squawks and Glimmer appear), and less repetition.

Environmental Tip: This guide is 55 pages long, so it's going to take a LONG time to print and will use a lot of paper and ink. I highly advise that you print out just the sections you need, such as the strategy for a specific level or boss. If you're going to print a section of this guide and give it to a friend, it would be highly appreciated if you give proper credit to VinnyVideo.

~~~~~  
Getting Started

[DK02]

~~~~~  
Let's start with the game's story. While this might "spoil" the opening sequence you see when you begin a new save file, it's taken straight from the manual.

"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 that 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 in Kong Isle. Fire when ready!"

Instead of a deafening explosion, there came only a pathetic whimper.

"I'm so v-very sorry your m-majesty, but I'm afraid the Blast-o-Matic isn't quite w-working yet..."

K. Rool turned to face the white-coated technician responsible for the bad news. The King began to cry.

"It's just not fair..." he sobbed. "I really thought I was going to win this time."

Klump waddled over and put a consoling arm around his distraught leader.

"Don't get all upset now, your excellency. We'll go and capture those nasty Kongs for you. Then we'll steal their Golden Bananas as usual so that if any Kongs escape us, they'll be too busy looking for them to come and ruin your magnificent plans."

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. He glared down at the bemused technician.

"Well, what are you waiting for? Get the Blast-o-Matic working. I've got an island to destroy!"

-----  
Controls: Again, I'm assuming you bought the game secondhand or are playing on an emulator and therefore don't have a manual.

Control stick: Move your Kong

A: Jump

B: Punch (press three times for a combo attack), or pick things up

Hold B: Release for a special shockwave attack (must have Banana Camera and at least 1 Crystal Coconut)

Z: Duck

R: Center camera behind your Kong

C-Left, C-Right, C-Down: Change camera angle

C-Up: Lets you view the screen from your Kong's point of view; displays Aiming Sight if you have a gun out

Start: Pause, taking you to the Subscreen, which allows you to save, exit the level, or view statistics for each level

While ducking:

A: High jump

B: Perform special operations specific to certain Kongs, like DK's roll

C-up: Use a music attack (if you have it)

C-left: Take out shooter (if you have it) or end Cranky Barrel moves

C-down: Take out Banana Camera (if you have it); press B to shoot

C-right: Throw an Orange Grenade

While moving:

Z+A: Long jump

A+B: Aerial attack

B: Roll attack

While in the air:

Z: Simian Slam

While swimming:

A: Swim fast

B: Swim slowly

Z: Stop (while underwater)

Note: L and the directional pad don't do anything.

General tips: Don't worry about losing lives; your lives are infinite! However, falling off a cliff or running out of energy will usually send you back to the start of the level. Also, you have infinite oxygen when underwater.

Use Tag Barrels to change the Kong you're controlling, or to recharge your energy.

If you see a Bananaport pad (a round pad marked with a number), step on it to activate it. Find the other pad marked with that number in the same level to create a warp point. These can save a lot of time, especially in later levels.

Your progress usually seems to get saved automatically, but make sure to select the "Save" option on the Subscreen after defeating a major boss or turning your Nintendo 64 off.

You can usually collect the Gold Bananas in almost any order you like. However, I usually list them by character or region, preferably in the most efficient order possible.

---

### The Training Level

---

On the opening screen, select "Adventure" and start a new file. After you watch the opening sequence, jump into the Training Barrels to play some practice games that show you how to perform various operations: throwing barrels, using Orange Grenades, swinging on vines, and swimming (the hardest of the four). When you complete them all, go to Cranky's Lab to receive the Simian Slam (supposedly Buttus bashium in Latin) potion, which allows you to hit Simian Slam switches. Unless you want to explore the area a bit (like visiting the Banana Hoard or a cave that's currently useless), follow the "Way Out" sign and hit the switch in the cave to leave the training area.

From here, step on the five Bananaport pads to activate them. These allow you to warp all over the DK Isles region. From here, swim west and north to K. Lumby's Island. Go inside and talk to the caged K. Lumby. He'll open the entrance to Jungle Japes. Now return to DK Island and go to where K. Lumby opened a door.

The game's first Gold Banana is located at the entrance to Jungle Japes, not far from the training level exit. It's pretty hard to miss.

---

### Jungle Japes

---

[DK03]

Jungle Japes is a lush, humid jungle full of those "useless" Gnawty beavers. Even a third-rate player can survive here. Zingers swoop down and try to sting you. Gnawty beavers are easy to negotiate, as are the few Kritters here. Klumps, who throw bombs at you, are rare and can only be defeated with Orange Grenades.

---Donkey---

#### FIRST THINGS FIRST

At the start of the level, swing across the vines to a small ledge for your first Banana Coin! These will be useful later. Now use a Simian Slam on the Donkey Switch and go inside the tunnel that opens. There's nothing in this tunnel except baddies and bananas. Explore the area until you collect two more Banana Coins. Go to Funky's Armory (you'll need to climb a few vines) and purchase the Coconut Shooter for three coins. The Controls section has information about how to operate it.

#### THE TIP O' THE MOUNTAIN (#1)

From Funky's Armory, climb the nearby tree and long jump (Z+A while moving) to the Armory's roof. Backflip (Z+A while standing) to find Snide's Headquarters. Go inside if you want to meet him, although there's little he can do at the moment. Follow the trail of bananas for your first "real" Gold Banana! Woo-hoo! There's only 198 to go.

#### BATTLE ARENA PAD

You may think that you have to break your leg or neck to collect a Battle Crown. However, all you really need to do here is watch the game's demo sequence! It'll show you precisely where the Battle Arena Pad is (near Funky's Armory). Stand on the pad, press Z, and you'll be sent to the Battle Arena. These are always fun and exciting, although this one is ridiculously easy. In Beaver Brawl!, just survive two Gnawties for 30 seconds. Don't run out of health (which should never happen on this one) or fall off the ring. After 30 seconds, you'll get the first Battle Crown! Only nine to go. These will come in handy someday...

#### DONKEY KONG'S SECOND GOLD BANANA AND DIDDY (#2)

Once you've collected the first Gold Banana of Jungle Japes, Diddy will reveal three Coconut Switches. One is near the big rock, one is below Funky's Armory, and another is near the big hill. The switches next to the big rock and the steep hill are quite easy to hit, although the one next to the slope is guarded by a Zinger. Be careful! The aiming sight mode helps with all of them. When you try to hit the switch over the river, you'll find that you can't hit it from there. Instead, try a "crack shot" from Funky's Armory with the aid of the aiming sight mode. Once you hit the three switches, the doors under the switches will open up, along with the one on the bluff where Diddy and a Gold Banana are imprisoned. The three gates will also open.

#### MORE FUNKY ACTION

Make sure to take Diddy to Funky's Armory once you get three red Banana Coins. Here you can get Peanut Poppuns, which are essential in Jungle Japes and other levels. For the time being, however, my guide will focus on Donkey Kong's Gold Bananas.

Note: If you hit one of those floating yellow balloons with a coconut (near the X and Cranky's Lab), you earn five or ten bananas.

#### CRANKY STUFF

In the tunnel across the river is Bananaport #4. You should activate it. Follow the bananas, which lead to the Cranky's Lab area. Go inside Cranky's Lab with Donkey to buy the Baboon Blast (Barrelum perilous) potion, which allows you to visit Barrel Blast courses using Donkey Pads. Diddy can buy Chimp Charge (Hurtus cranium), which gives the little chimp a charge ability (Z+B) which can bash certain things open. Each costs three coins. If you don't have enough money, just look around until you find some more coins.

#### RAMBI RAMPAGE (#3)

Behind Cranky's Lab is a Coconut Switch. Hit it - and look! It's a barrel that transforms you into Rambi the rhinoceros. Enter it and charge the four straw

huts (Z+B) and the Rambi door. When you're finished, press Z+C-Left to change back into Donkey. Now pound the Donkey Switch that was under one of the huts. It'll reveal a Gold Banana at the start of the main part of the level. Head back there and get it! With only 196 left, there's nothing stopping you!

#### BARREL BLAST GOLD BANANA (#4)

Take Donkey to the palm tree near the big X. At the top are some vines that lead to a Donkey Kong pad. Press Z on it and you'll be warped to a Barrel Blast course. These are probably the most fun mini-games in DK64. Complete the course for a Gold Banana. It's not too tough. However, make sure to fire out of the barrel when the crosshairs are aimed at the next barrel. You use the Z button to shoot. At the end, shoot yourself through the Gold Banana.

#### YELLOW BLUEPRINT GOLD BANANA (#5)

Now enter the cave next to the giant X. Not far into it is a yellow-haired Krusha. Defeat him to win a Blueprint. Remember that only Donkey Kong can collect yellow Blueprints, Diddy can only take red Blueprints, and so forth, corresponding to each Kong's color (gray-haired Krushas have already had their Blueprints collected). My preferred Krusha-beating method is to just punch them out, although some people like Orange Grenades or other methods. I don't like Orange Grenades because it takes tons of them to beat a Krusha. Starting in the next level, music attacks are highly recommended. Anyway, take the Blueprint to Snide's Headquarters the next time you're in that vicinity and he'll give you a Gold Banana in exchange.

---Diddy---

#### THE RED BLUEPRINT (#1)

In the tunnel that leads to Cranky's Lab is a little red-haired Krusha who's got a Blueprint. Bop him out and take the Blueprint to Snide's Headquarters for a Gold Banana.

#### TIMED GOLD BANANA (#2)

Now it's time to switch to Diddy, as Donkey Kong now has all five of his Jungle Japes Gold Bananas. Go back to the Cranky's Lab area and you'll find a Diddy Switch under one of the demolished huts. Give it a Simian Slam and a door will open and a 50-second timer will begin ticking. Hurry to Bananaport #4 and use it. Hit the Diddy Switch near Cranky's Lab, run to Bananaport #4 and use it (assuming you activated them), jump in the river, swim right, climb the vine, and dash through the gate with the Gold Banana before it closes.

TIP: Remember that on timed bananas the gate doesn't start closing until the clock reaches 0. You may be able to enter the door a little after time expires.

Credit goes to Stephanie Richer for helping me find a way to clarify this.

#### LOCKED-UP BANANA (#3)

Head into the tunnel that takes you from the start to the main area. Use the Peanut Poppuns on the two Peanut Switches to open up a locked door. Inside are some other switches and a Gold Banana for Diddy! Just a measly 192 left!

#### PEANUT POPGUN POWER (#4)

Next to where Diddy was locked up is a huge mound. I wonder what kind of mole made that. It looks a lot like Banjo-Kazooie's anthill. Hit the Peanut Switch to make some boards pop out. Quickly run up to the entrance into the hill before the platforms disappear. Yikes! Diddy's in a mine. Look on some lumps of coal for a few coins. Another pile of boxes has some Ammunition Crates. There's a small hole in a fence on one platform. Shoot across to hit the Peanut Switch. Carefully run across the bridge and slam the Diddy Switch. A Gold Banana will appear at the top of the hill. Go back outside, hit the Peanut Switch, run to

the top of the hill, and get your Gold Banana.

#### MINECART MADNESS (#5)

Back in the mine, enter the small door. Now Chimp Charge the rickety fence and bop the Klump using Orange Grenades. Chimp Charge the LO button and hurry to the Diddy Switch. Inside the room, defeat the Klumps and backflip (Z+A) onto the conveyor belt. Run up the conveyor belts and up to the small ledge. Hop down the shaft and collect the bananas. Whoa! Diddy's in a mine cart! Press A to jump, and use the Control Stick to lean to the side or adjust your speed. Collect 50 coins to win a Gold Banana at the end. Falling Kabooms are a problem, as are Krashes - Kremlings in mine carts who swing clubs at you. If you get hit, you'll lose three coins. It's really not too tough to win.

---Lanky---

NOTE: At first you may think that you can't take Lanky or Tiny Kong to Jungle Japes. But all five Kongs do have Gold Bananas to collect. Diddy rescues Tiny in Angry Aztec, Donkey bails out Lanky in the same level, and Lanky puts Chunky in the Tag Barrel in Frantic Factory.

#### CRANKY'S LAB

At Cranky's Lab, there are more moves to buy. Here they are:

TINY - Mini Monkey (Kongum smallus) - Hop into a Tiny Barrel to become a very small monkey.

LANKY - Orangstand (Palumus walkum) - Press Z+B to perform a handstand that allows you to climb steep slopes.

Once you get the Mini Monkey move, make sure to go to Banana Fairy Island to get the Banana Camera, which allows you to photograph Banana Fairies.

#### FUNKY'S ARMORY

Each shooter still costs three coins. And Funky's got two of 'em for sale! You operate these in the same way as the other guns.

TINY - Feather Bow

LANKY - Grape Shooter

#### BLUEPRINT BANANA (#1)

In the tunnel leading to Cranky's Lab is a blue-haired Krusha. Go get 'em!

#### SPEEDY SWING SORTIE! (#2)

Next to the Krusha are two steep hills. Lanky should use his Orangstand ability to go up the two hills. On one side are some coins; on the other is something called a Gold Banana Barrel. In these are little mini-games misplaced from Mario Party. If you win, you'll receive a Gold Banana. The objective is clearly stated prior to the game. In this game, Speedy Swing Sortie!, Lanky must swing across vines to collect coins. Grab them all to win. It's easy and very fun!

#### TIMED GOLD BANANA (#3)

Under one of the huts you destroyed earlier, you'll find a Lanky Switch. Hit it to reveal a Gold Banana. You've got a 60-second time limit, so hurry. Use Bananaport #4, dive into the river, take a right turn, and climb the vine to Funky's Armory. Swing across the vines to the area with the Barrel Cannon and enter the open door. It's a Gold Banana!

#### MAD MAZE MAUL! (#4)

In the passageway Diddy opened up near the start of Jungle Japes, there's a Grape Switch. Shoot it to reveal a Gold Banana Barrel. Play a game of Mad Maze Maul! to win a Gold Banana. In this game, Lanky must defeat five Kremlings. Sounds easy? Well, there's a time limit, and you're in a maze, so you'll have

to hunt the enemies down. You also have to cross the finish line once you've beaten them all. This is my favorite mini-game in DK64.

#### MORE PEANUT POPGUN POWER (#5)

Next to the Zinger, the steep hill, and Bananaport #3, you'll find a Peanut Switch above a gate on the hill. Use Diddy to hit it and open a door. Switch to Lanky Kong, who is the only King who can climb the slope. Use the Orangstand move. Go through the door on the hill, where you'll find two bolts. Hit them with the Simian Slam to release a large group of Zingers. Use the Grape Shooter to take them out. When they're all gone, you'll get a Gold Banana and a Banana Fairy. Take its picture using the camera, which I hope you have by now.

---Tiny---

#### TIMED BANANA (#1)

Yep, Tiny Kong has a switch under one of those huts, too. Use the same tactics you used for Lanky. Even though the timer is just 30 seconds, it's easier this time, as you only have to travel to the cave near Funky's Armory. Again, Bananaport #4 is a big help.

#### SPLISH-SPLASH SALVAGE (#2)

In the room Diddy opened up near the beginning of the level, you'll find a Feather Switch. Shoot it to open a door. Inside is a Gold Banana Barrel! Play a game of Splish-Splash Salvage! to win a Gold Banana. In this game Tiny must dive down and collect a few coins. When you reach the proper depth, DO NOT push the the Control Stick up or down! If you do, you'll mess up your aim. Don't change until you have all of the coins in that ring. Then swim down to the other ring of coins. This game is difficult, so plan on having to play it a few times before you win.

#### ANOTHER BLUEPRINT (#3)

You wouldn't think there would be one for Tiny, did you? In the tunnel near the big rock is a purple-haired Krusha. Defeat him to earn another Blueprint. Near him are two Feather Switches. Hit both of them to open another section of Jungle Japes (with many palm trees).

#### IT'S NOT MARIO (#4)

In this new section, look for a Tiny Barrel. Jump in to become Teensy-Tiny Kong! Go through the logs to find some bananas. Then hop onto the mushroom to bounce onto the stump. Hey, there's a hole in the stump! Drop through to find a Gold Banana.

#### BEEHIVE BONKERS (#5)

DANGER! Before trying to get this Gold Banana, make sure Tiny has the 2nd Melon of life and the Saxophone Slam. Both can be obtained in the next stage. Otherwise, I won't be surprised to see her on crutches with a torn MCL. Anyway, there's a giant snail shell in the palm tree area. Go inside with the Tiny Barrel. If you ever get in too much trouble in here, use the Saxophone Slam. In the first room, hit the Tiny Switch to open the second room. In the second room, hit the Tiny Switch to open the third room, which contains another Gold Banana.

---Chunky---

NOTE: Don't think that Chunky Kong can't get anything here, either. Chunky has some real stuff to do, including finding an elusive Krusha.

#### CHUNKY STUFF

Chunky has some stuff to buy in Jungle Japes. It's not big, slow, and useless.



Pineapple Launcher (what a goofy gun!)

Hunky Chunky (Kreminous crushum) - Jump into a Chunky Barrel to become bigger.

Primate Punch (Sandwichium Knucklus) - Gives Chunky a super-duper punch (Z+B).

Also, now that Chunky has his shooter, Funky will offer to upgrade all five guns with Ammo Belt 1. It lets all the Kongs carry 100 rounds of ammunition instead of the old 50! Only one Kong has to pay for it.

#### TIMED BANANA (#1)

In the tunnel leading to Cranky's Lab, there's a giant Rambi door. You should've charged it as Donkey Kong, but if you didn't, you can do so now. Anyway, use Chunky to enter what used to be the Rambi door. Inside, photograph the Banana Fairy over the pool of water (no, you don't have to play Zelda's Lullaby - an Ocarina of Time reference). There's also a massive boulder (you don't use the Megaton Hammer). Press B to pick it up and throw it away, then hit the Chunky Switch. Lumber as fast the big ape can to Bananaport #4 (although Bananaport #2 also works). Then take the same path Lanky used to get to the Barrel Launcher. Use the cannon to get to Snide's HQ, where you'll find the Gold Banana.

#### MINECART MAYHEM! (#2)

In the area Tiny opened up (with the Kritters and giant palm trees), you'll find a Chunky Barrel. Jump into to become Hunky Chunky. Now you can climb the palm trees! Some have bananas, but there's also a Gold Banana Barrel. It takes Chunky to a game of Minecart Mayhem! In Minecart Mayhem!, Chunky must avoid slamming into the TNT cart for 30 seconds. It's not tough once you find the right strategy. Often it's advantageous to slow down.

#### BIG ROCK BONANZA (#3)

Since Chunky is really strong, he can pick up that big rock near the X! Pick it up and throw it at something. Wow! That rock was hollow, and it held a Gold Banana!

#### BLUEPRINTS AND BOUNTY (#4 and #5)

I'm covering two different Gold Bananas in this paragraph. Now Simian Slam the big "X" repeatedly and you'll fall through the hole! This takes the mangy monkey to a dusty tunnel filled with spider webs. Soon you'll come to a very narrow path. The lighting is very dim, so be careful and patient. At the end of the line is a sinister-looking face. Wait a minute! Those eyes are Pineapple Switches! Hit them both to reveal some vines. One set leads to a Gold Banana; the others take you to the green-haired Krusha. Go to Snide's HQ to redeem your Blueprint, and if you've followed my guide to the letter, you're 25 for 25 in Jungle Japes! A big-league slugger would envy that kind of batting average.

#### EDITOR'S NOTE

At the end of each level, I describe the new Gold Bananas in the DK Isles region you can collect. Unfortunately, Diddy and Donkey don't have any to collect after Jungle Japes. Now, let's proceed to... THE BOSS!

---The Boss---

#### SCOFF AND TROFF

Throughout this stage, you'll find Troff 'n' Scoff Portals. Enter one and feed your hard-earned bananas to Scoff. Step on the banana pads and use the Kong(s) of your choice to give him bananas. Feed him a total of 60 of the yummy treats to enable Troff to open the boss arena! Donkey Kong is the Kong for this duel.

#### Massive Explosive Armored Mammal ARMY DILLO

I can't resist giving bosses forged subtitles in imitation of Zelda games. When you enter the arena, you'll realize Donkey Kong's stuck here with a very large

boss. Eek! It's Army Dillo! This big, bad boss will start off by hurling a barrage of fireballs at you. After shooting a few, Army will stop to taunt you with a sinister snicker. Quickly pick up the TNT Barrel (use B) and throw it at his head to inflict some damage. If you miss, you may have time to get in a second shot. Now he'll roll after you, trying to squash you. Keep moving. The more you hit the big armadillo, the more flaming rocks he'll shoot at you. Repeat this process twice and the fight will be over! After blowing him up three times, his fireball cannons will explode and he'll scamper away. Once he limps off, you'll win the first Boss Key!

~~~~~  
Angry Aztec

[DK04]  
~~~~~

#### K. LUMSY'S ISLAND

Take that Boss Key to K. Lumsy. He'll open up the door to Angry Aztec. Near the big waterfall at the back of DK Island, take the stairs, climb the vines, and follow the path. You'll eventually come to the temple, the entrance of Angry Aztec. To enter you'll have to have at least 5 Gold Bananas.

#### ANGRY AZTEC

Angry Aztec is a wild desert level. Hot quicksand is everywhere, and "blowing sand" is the default weather condition. And yes, that is a mosque (don't ask). Candy Kong makes her first appearance here. Lanky and Tiny are locked up in jail here in two different temples. Diddy learns the Rocketbarrel Boost, which is very fun and quite important to your quest.

#### BAD BOYS! BAD BOYS! BAD BOYS!

This isn't COPS, but Angry Aztec introduces several new baddies. Kritter and Klump are back. Zingers now try to drop bombs on to the careless chimps. Klaptraps take two hits and are real pains. Klobber hides in a barrel and knocks the monkeys around. Shuri is a starfish who lazily swims about. Kroc is a real pain. He's got a laser gun, and if you run out of time in certain temples, you're roadkill!

---Diddy---

#### CANDY KONG

Just past the opening tunnel is Candy's Music Shop. Diddy and Donkey need their musical instruments, which you can buy here.

DIDDY - Guitar Gazump

DONKEY - Bongo Blast

#### FREE TINY! (#1)

Next to Candy's Music Shop is a large temple (which looks a lot like the Dome of the Rock). Hit the Peanut Switch to go inside. Look for a Diddy Switch and hit it. Hop onto the monkey tongues that emerge and carefully backflip from tongue to tongue. At the end there's a small ledge. Hit the Peanut Switch at the other side of the room to make another tongue stick out. Cross it carefully to the Guitar Gazump pad on the other side. Crank out a tune to cause the ceiling to open up, melting the ice and allowing Diddy to swim in it. Follow the underwater tunnel to a fork in the road. Take the right fork to reach Tiny Kong's prison. Slam the Diddy Switch to make some platforms emerge. Hop on each one to gain access to the switches. If you spell KONG by simply Chimping Charging the switches, you'll release Tiny Kong and a Gold Banana from jail! With only 188 left, there's no reason to quit!

Note: You may want to use Tiny now to get the Banana Camera from Banana Fairy Island. Get the Mini Monkey potion from Jungle Japes, then see the section after the Angry Aztec strategy for further details.

#### MORE MUSICAL MAYHEM

Near the llama cage is a palm tree. Climb it and you'll see some ropes. Swing across them to the top of the cage. Look! It's a Guitar Gazump pad! Play your tune to open up a door, allowing access to the second part of Angry Aztec.

#### CRANKY'S LAB

Inside the tunnel that Diddy just opened is a small, narrow path over some hot quicksand. Take it to Cranky's Lab. There are some things to purchase.

DIDDY - Rocketbarrel Boost (Boostum highus) - Use Diddy Barrels to fly.

DONKEY - Strong Kong (Strongum Kongus) - Become invincible with Donkey Barrels.

#### BLUEPRINT BANANA (#2)

This Krusha is hidden very well. On top of one palm tree, you'll find a Rocketbarrel Boost barrel. Rocket to the top of the temple, where you'll find a red-haired Krusha! Use a music attack to beat it easily.

#### ROCKET BARREL RING GAME (#3)

Go through the tunnel to the second part of the stage. Look for a Rocketbarrel Boost barrel and enter it. Press A to thrust, Z to hover, and B to shoot with Peanut Popguns. Hurry, as your fuel gauge (Crystal Coconuts) isn't infinite. Don't touch the ground, or you'll land. See that big totem pole? Well, fly through the ring at the top three times to release a vulture. Diddy will play an excruciatingly fun game where he must fly through all the gold rings. It's fairly tough, though. When you fly through enough rings, the Necky will leave a Gold Banana in the ring on the totem pole.

#### GOLD BANANA #4 (#4)

In the second part of Angry Aztec, you'll find a ledge with four gongs. Chimpy Charge each one to make a tower rise up. On top is a Gold Banana! Use the Rocketbarrel Boost to reach it.

#### EVEN MORE PEANUT POPGUN POWER

See that temple with five doors? Well, land on it, and look! It's a Diddy Switch. Hit it to make the totem pole start to spin. Climb a palm tree near it and feed it five peanuts. As you shoot at it, its speed will vary a bit. When you're finished, five switches will appear over the temple, a switch for each door.

#### DIDDY'S ROOM (#5)

Now hit the Peanut Switch on that temple to open up Diddy's room. Explore the area and you'll find a Banana Coin and a Gold Banana. Watch out for Kroc in this temple, who will start a 30-second countdown after you get the Gold Banana.

---Donkey---

#### BLUEPRINT BOOTY (#1)

At the very start of Angry Aztec are two Coconut Switches. Hit them both to open a door. Jump into the nearby Donkey Barrel to become Strong Kong. Collect the bananas and bop out Mr. Krusha!

#### BARREL BLAST (#2)

At the large temple with a llama on it, you'll find a Donkey Pad. Take it to a Barrel Blast game. Complete it to unlock the llama. Don't forget to take the Gold Banana he leaves.

#### FREE LANKY! (#3)

Head back to the llama temple. Hit the Coconut Switch to go inside. Look out

for the Klaptraps and bananas in the temple. Also, those snake heads won't do anything for Donkey. Soon you'll find a Bongo Blast pad. When you play your song on it, the little llama will spit (yuck!) into the lava and make it safe to swim in (a permanent Clapper, for DKC 2 fans). Neat! This water is completely safe now. Dive into the dip and swim through the tunnel. In the next room, Lanky is locked up in his grimy, slimy, moldy jail. Hit the two Coconut Switches to unlock him and get a Gold Banana.

#### STEALTHY SNOOP! (#4)

In the llama temple is a Donkey Switch. Hit it to open a cavern near Funky's Armory. There hop into the Donkey Switch and enter the tunnel. Activate Bananaport #5 and hop into the Gold Banana Barrel. In Stealthy Snoop!, Donkey must artfully dodge Kremling security guards in a maze.

#### THE SECOND DOOR (#5)

In the temple with five doors, hit the Coconut Switch. Donkey has a room just like his little buddy. In fact, his is very similar to Diddy's. Again, collect the Gold Banana and the Banana Coin, and try not to let Kroc zap you.

---Tiny---

#### CANDY'S CANDY

Now is a good time to visit Candy Kong and buy musical instruments for Tiny and Lanky.

TINY - Saxophone Slam

LANKY - Trombone Tremor

#### MAGMA MADNESS! (#1)

No, this isn't a mini-game. At the llama temple, hit the Feather Switch on the side to gain entry. Inside, look for a small chamber with a Banana Fairy, Tiny Barrel, and a small opening. Go into this opening and activate Bananaport Pad #2. Hit the Tiny Switch to make some platforms appear. Carefully cross the ledges to another switch. Keep going until you earn a Gold 'Nana!

#### KLAPTRAP KARNAGE (#2)

In the temple where Lanky was imprisoned, you'll find a Tiny Barrel in a little room. Become Teensy-Tiny Kong and head to the two snake heads. Under one is a little tunnel leading to a room filled with Klaptraps. Beat them all for a Gold Banana.

#### A BLUEPRINT, AND IT'S NOT BLUE (#3)

In the tunnel connecting the two main sections of Angry Aztec, you'll find a Krusha.

#### NOT A VOLKSWAGON BEETLE (#4)

Go to the tower Diddy raised by charging the gongs. Hop into the Tiny Barrel (it's a key move, isn't it?). Skip up to the Saxophone Pad and play a little tune. Squawks will carry you to a small hole in the roof (a cheap cameo role for the poor parrot). Here you must race a beetle. You have to win AND collect 50 coins on a slide. If you make contact with the beetle, you lose three coins. The best place to pass is right after the first tunnel. At the three forks in the road, take the right, left, and left forks. This game isn't easy, so expect it to take a few tries.

#### TEMPLE TERROR (#5)

There's a Feather Switch over a door in the five-door temple. Go through and look for a Tiny Barrel in it. It leads to a room with a Banana Fairy. You'll also find a Gold Banana in the maze.

---Lanky---

#### SHRINKIN' SHOOTIN' (#1)

Remember that fork in the road in Tiny's temple? Well, take Lanky to the LEFT fork in the underwater tunnel in the temple. It leads to a Lanky Switch. Give it a Simian Slam! You'll release another Necky, a vulture who appears only in this level. Bombard him with grapes to make him too small to carry the Gold Banana.

#### BATTLE ARENA PAD

After collecting the previous Gold Banana, some of the water will drain, giving you access to the Battle Arena Pad. In Kritter Karnage!, Lanky must hold off two Kritters for 30 seconds. Then you win a Battle Crown, your second.

Tip: In Battle Arena games, use Lanky or Diddy when possible, as they're the best for these. Diddy is extremely fast and agile. Lanky has outstanding range on his combo punches. Also, both have faster reaction time than Donkey or especially Tiny. However, on some games you have no choice as to the character you use.

#### TEETERING TURTLE TROUBLE! (#2)

In the llama temple, you'll find a Trombone Pad. Have Lanky play his goofy little song to make the snake heads connect and form a bridge. Use the Orangstand to cross it to a Gold Banana Barrel. Teetering Turtle Trouble! is one of those melon gun-shooting games. Shoot melons at the six snakes to keep the six turtles spinning. Turtles who scream for help should be your first priority.

#### BLUEPRINT BANANA (#3)

In the llama temple, take Bananaport #2 (which I hope you activated earlier) to go to the lava room. Bop out that bad old Krusha!

#### YOU'RE MAKING ME DIZZY (#4)

Yes, Lanky's still in the llama temple. Next to the Tag Barrel, you'll see some massive doors. Hit the Grape Switch to open them up. They lead to a room full of Kritters. Defeat them and hit the Lanky Switch. Shoot a face on the wall. Look! It's spinning! Hit its matching color and repeat. Some faces look the same; with those you have to tell by sound. When they're all spinning, you win a curved, tasty, yellow, potassium-rich thingamajig. Make sure to defeat any Kremlings that return.

#### DOOR NUMBER FOUR (#5)

At the five-door temple, you wouldn't think they'd have a room for Lanky, too? Use the tree to reach the higher level, and hit the Grape Switch to go inside. Hit the Grape Switch to open a door inside the temple, and look for a Gold Banana Barrel. It sends you to a game of Big Bush Bash! In this game, you have to swat insects using a flyswatter, just like Mario Paint's Gnat Attack. Bash three in the allotted time for a Gold Banana. Just a measly 159 left!

---Chunky---

#### JUG-O'-WAR (#1)

At the start of Angry Aztec, there are some Pineapple Switches. Chunky should hit both with his Pineapple Launcher, opening a door. The Zingers are real menaces in this room. Defeat them, preferably using the Triangle Trample. See those odd jugs? Look at the symbols on them. Since Chunky is very strong, he can pick the jugs up using the B button. Press Z to place the jug on the pad whose symbol corresponds to the jug's symbol. Watch out for the quicksand and the Zingers' Lime Grenades. When all jugs are spinning, you'll win a Gold Banana.

#### STUFF FOR CHUNKY

At Candy's place, Chunky should purchase his little musical instrument, the Triangle Trample. If you need coins, just climb the palm tree near Candy's Music Shop for four Banana Coins. If Chunky had enough coins in Jungle Japes, you bought the Primate Punch (Sandwichium knucklus). Otherwise, buy it at Cranky's Lab.

#### TURBULENT TEMPLE TROUBLE (#2)

Go to jail and do not pass go. Actually, go to the temple where Tiny was incarcerated. Hit the Pineapple Switch to go inside. Near the entrance, you'll find a small hallway that curves a bit. Inside the room at the end are some Klobbers and Kabooms (DKC 2 enemies). Bop them with Orange Grenades, then play a tune on the Music Pad to open a door. It's a Gold Banana! Unfortunately, it fell through a trap door. Jump down and beat the Klaptraps to get it back.

#### BIG PUZZLE (#3)

In the hallway that connects the two main areas of Angry Aztec, you'll find a Gold Banana Barrel in a cage. Jump in the Hunky Chunky barrel, pick up the nearby rock (press B), and place it on the stone switch (use Z), lifting the cage. Enter the Gold Banana Barrel to play Busy Barrel Barrage! Just keep shooting the Kremlings in a steady circular motion. A turbo controller may help.

#### KREMLING KOSH! AND GREEN BLUEPRINT (#4 and #5)

You guessed it. There's a Pineapple Switch on the door of that temple where Kroc likes to shoot you. Hit the Pineapple Switch and go inside. First beat the Krusha for the Green Blueprint. Then look for the Gold Banana Barrel in the maze. In Kremling Kosh!, you use a melon gun to shoot Kritters. The red Kritters are worth two hits, but they're speedier. That's it - all 25 Gold Bananas for Angry Aztec!

---The Boss---

#### SCOFF AND TROFF

Throughout this stage are Troff 'n' Scoff Portals. Feed Scoff 120 bananas to open the boss arena. Diddy Kong gets to fight this baddie.

#### Fire-Breathing Dragonfly DOGADON

It looks like that big dragonfly isn't too happy to see Diddy bash that little dragonfly. He decides to start throwing fireballs at Diddy! After a few throws, Dogadon will come to rest for a bit. That's your cue to throw a barrel of trinitrotoluene at him! He falls into the magma. However, K. Rool's fiery pet flies right out. He doesn't like that! He'll now throw twice as many fireballs at you. When he stops, throw another TNT barrel at him. Afterwards, he throws three rounds of fireballs at you. Dodge them, throw one more TNT barrel at him, and you'll win the Boss Key. By the way, I'm pretty sure that this boss is a reference to King Dodongo from Zelda 64.

---DK Isles---

Note: These bananas in the DK Isles region can be collected once you get the Boss Key.

#### BANANA FAIRY ISLAND

Tiny #1: Swim out to the small odd island way out in the sea. At the back of it is a Feather Switch. Hit it to open a door containing a Gold Banana.

Also, there's a Tiny Barrel. Become Teensy-Tiny and enter the tiny hole. You'll meet the Banana Fairy Queen, who'll help you reunite the 20 Banana Fairies with a Banana Camera and a shockwave maneuver (hold B and release) - a great way to

defeat multiple enemies. This is such a Zelda rip-off. This move also can be used to earn Banana Coins from those mounds marked with "DK." Note that every regular level has two Banana Fairies, and the DK Isles area has four. Also, each Banana Fairy recharges your energy and increases your Crystal Coconut capacity by one.

#### K. LUMSY ISLAND

Lanky #1: At the back of K. Lumsy Island is a Grape Switch and a door. You can guess what happens when you shoot that switch.

#### CROCODILE ISLE

Donkey #2: After beating the Angry Aztec boss, a platform will raise on the island. It leads to a long pathway that eventually takes you to some vines. Below is another door and a Coconut Switch. Is there any possibility that the door contains a Gold Banana?

~~~~~  
Frantic Factory [DK05]  
~~~~~

#### K. LUMSY'S ISLAND

Go take your Boss Key to K. Lumsy and he'll open up Frantic Factory AND Gloomy Galleon, two levels on Crocodile Isle. Although we can visit them in either order, I'm covering Frantic Factory first. You may prefer to get the new moves from Cranky's Lab in Frantic Factory, and then go to Gloomy Galleon to get the instrument and ammo upgrades. Climb up Crocodile Isle to reach Frantic Factory (or use the Bananaport Pad if it's been activated). You need 15 Gold Bananas to enter.

#### FRANTIC FACTORY

Frantic Factory is K. Rool's pride and joy. It's a highly hazardous toy-making facility (a departure from the flaming oil drums and acid pools of previous DKC games). The working conditions are similar to China's, although even the Chinese aren't attacked by robotic toys. I'm sure there's plenty of lead, though, although you won't face oil drums and rotating brownouts like in DKC. Diddy's going to a High Voltage Shack and Chunky's cage is about to fall on top of you like a one-ton weight.

#### BAD BOYS! BAD BOYS! BAD BOYS! WHATCHA GONNA DO?

Frantic Factory's baddies are often toys. Krembots and Robo-Zingers are tougher versions of Kritters and Zingers. Die Guys and Domino Dudes are simple; use Gnawty tactics, but the Dominoes are more aggressive.

#### GENERAL MAP

Frantic Factory is divided into four areas - the Production level, the Lobby, the Testing Department, and the R&D (Research and Development) Room. Certain rooms have more action than others. Here's a basic map:

- R&D
- TESTING (Block Tower)
- LOBBY (Start)
- PRODUCTION (Toy Machine, Storage Room/Chunky)

---Donkey---

#### BARREL BLAST

Go through the tunnel near Bananaport #1. Follow the path, go down the pole, and enter the Storage Room from the toy machine room. You'll see Chunky Kong in a suspended cage. You can't help him yet. Just below the cage is a Donkey Pad. Complete the Barrel Blast course for coins and bananas. Hit the DK Star at the end to make a lever appear in front of the Donkey Kong arcade machine.

#### CRANKY'S LAB

In the Storage Room (the Donkey Pad is in there), you'll find a long tunnel. At the end is Cranky's Lab and Candy's Music Shop. Candy doesn't have anything new, although she will thoughtfully recharge your instrument. At Cranky's place, you can (and should) buy the following potions, each costing seven coins:

DONKEY - Gorilla Grab (Simium strainus) - Press B to pull levers.

DIDDY - Simian Spring (Leapus largium) - Jump high with Diddy Pads.

TINY - Ponytail Twirl (Roundum roundus) - Hold A to float in the air.

LANKY - Baboon Balloon (Baboonus balloonus) - Float with Lanky Pads.

#### DONKEY KONG ARCADE (#1)

In the Chunky room, hit the blue Simian Slam pad to open a gate. Now look for the room containing a purple-haired Krusha (the hair color John Rocker most despised). Climb the pole he's guarding and take the left fork at the hallway. In that room is an arcade machine for the original Donkey Kong. Pull the lever to play it! Here are a few tips:

Level 1: In this game, Mario must jump avoid the barrels thrown by Donkey Kong (more precisely, the Donkey Kong who's now Cranky Kong). Press A to jump and up or down to climb a ladder. Watch out, as some barrels go down ladders. It's best to avoid the mallet. Touch the princess to complete the stage.

Level 2: At the Pie Factory, four ladders retract sometimes, so you can't always climb them to the top. The fireballs are still around, and as usual, it's better to avoid them than to try to jump over them. Two of the platforms are conveyor belts. On those are pies, and if you touch them, you'll lose a life.

Level 3: Watch out for the jacks that bounce at high speed. The elevators make this tough; if you hit the top of the elevator, you'll lose a life, and jumping down too far has the same result. Be patient here.

Level 4: It's the grand finale. Here, mass numbers of fireballs attempt to keep you from grabbing the eight golden bricks which support the platform. Touch them all to win. You'll rescue Princess Pauline (yes, Pauline) and earn a Gold Banana! Play again for a price of two coins (you only have to pay once) to play a slightly harder version. If you win again, your prize is the Nintendo Coin, which you'll be glad to have later in the game.

#### HIGH VOLTAGE SHACK (NOT A RADIO SHACK) (#2)

From the start, go through the tunnel near Bananaport #2. From here, you'll eventually reach the Testing Department. In there, enter the door marked "R&D Room" to reach the R&D Room after climbing the ladder. In here, you may want to get the Battle Crown (check the next paragraph). Climb the ladder to the next level and look in the doors to find a chute (without a pole). Jump down to the Storage Room. Hit the Coconut Switch to open the hut. Inside, grab the items, pop the balloon, and take the Gold Banana. Then pull the lever. Bingo! The toy machine is running!

#### BATTLE ARENA PAD

In the R&D Room, look for a long tunnel. It leads to a room with some coins, a Tiny Barrel, and a lever. Pull it to open two cages. One holds some green coins, and the other has a Battle Arena Pad. In Arena Ambush!, survive against two Kritters and a Krusha for a slightly longer period of time than before to win a Battle Crown. I recommend using Lanky for this.

#### FUN WITH NUMBERS (#3)



In the Testing Department, look for a tunnel. You'll need to use a little "Booster Block" to get up there. It's a good idea to photograph the Banana Fairy found in the tunnel. At the end is a Donkey Switch. Simian Slam it and some blocks will pop up. There are numbers on them. If you hit them in 1-16 order, you'll be one Gold Banana richer.

#### BANANAPORT #4

Now let's head back to the Production Room. You may want to use Tiny for a little bit if you've purchased the Ponytail Twirl. Use the moving platform to reach some conveyor belts. Walk across to the path. Follow it, hit the purple balloon for 10 bananas, climb the ladder, and go across the spinning cylinder. Keep jumping to avoid falling off. Head up the stairs and wait. Jump onto the swinging beam on the toy machine and hang on tight. Jump onto one of the ledges, which holds Bananaport #4. Make sure to activate this very important Bananaport. Its link is near the base of the machine.

#### BANANAPORT BLUEPRINTS (#4)

As Donkey, take Bananaport #4 to a small walkway. Go to the other side, jump across the platforms, and there will be more moving cylinders. Be patient. Take them to some vents, where you'll find a Krusha.

Note: It's hard to find Snide's Headquarters in Frantic Factory. Go through the Testing Department door and you'll find a fork. Take the left fork and go down the pole to find it.

#### A DANGEROUS PLACE (#5)

Make sure you have some Crystal Coconuts for this one. At the base of the toy machine is a door. Inside are some coins for Lanky, but we're looking for a Gold Banana for Donkey. Jump into the Strong Kong barrel. Now DK can survive these fireballs and compactors to win a Gold Banana!

---Diddy---

#### DIDDY'S BLUEPRINT (#1)

Next to the toy machine, where there are "TOYZ" boxes flying, you'll find a red-haired Krusha. Punch 'em out and take the Blueprint to Snide when you have a chance.

#### ANOTHER FACTORY TREK (#2)

Near the toy machine is a Diddy Switch. Give it a good Simian Slam to reveal the Gold Banana. Take Bananaport #4 to the moving platforms and follow the same path Donkey used. Eventually you'll come to a Diddy Pad. Hold Z on it and spring into the air, taking the Gold Banana.

#### CRACKING EASY CODES (#3)

Look around the R&D Room a little and you'll find a Guitar Gazump pad. Play your slightly noisy song to open a door. Go inside and you'll find four switches and three doors. There's a combination marked on each door. Chimp Charge the switches in the order found on one of the doors (such as 3-1-2-4) to make some baddies come out. Defeat them with the Peanut Popgun or Orange Grenades and repeat with the other two doors. Then you'll win a Gold Banana.

#### STILL NOT A RADIO SHACK (#4)

Go to the High Voltage Shack using the same route you used with Donkey Kong (in the R&D Room, go down the chute that doesn't have a pole). Hit the Diddy Switch at the shack to make some vines appear - for 20 seconds. Swing across them into the Gold Banana Barrel to play Beaver Bother!, my least favorite mini-game, despite its novel concept. You control a Klaptrap and are trying to scare the beavers into a hole. Keep the beavers between yourself and the hole. Don't push B excessively, either. Your goal is to bother the beavers, not chase them. Some

people like using a spiral pattern, circling the hole and slowly coming closer to it. It'll take a lot of attempts to get this one right.

#### TOY TOWER (#5)

The Testing Department has a tower made of toy blocks. Have you ever tried to climb it? The Diddy Pads at the base will give you a head start. Don't miss out on those tasty bananas. At the top is a Gold Banana Barrel. Play a game of Peril Path Panic! for a Gold Banana. Keep shooting the Klaptraps so they don't eat the fairies which are trying to cross to the other side. It's easiest if you focus on just one row.

---Lanky---

#### HEY LANKY, DON'T LOOK DOWN! (#1)

Go to the Production Room. Look around and hit the Lanky Switch to reveal a Gold Banana. Use Bananaport #4 and make your way to the platform next to the yellow-haired Krusha. Orangstand up the steep slope to earn a Gold Banana.

#### FREE CHUNKY! (#2)

Chunky Kong is still swinging in his rusty cage in the Storage Room. Not only is he bored, he's getting kind of scared, since he's highly afraid of heights. Freeing him and his Gold Banana isn't too tough. Use the Orangstand to make your way up a steep pipe. A Lanky Switch is at the top. Hit it and Chunky's cage will crash down, liberating the monkey and a Gold Banana. Just 143 Gold Bananas left!

#### BATTY BARREL BANDIT! (#3)

Head to the Testing Department. Look around and you'll spot a Lanky Pad. Use it to balloon to the Gold Banana Barrel. In this game, play Batty Barrel Bandit! for a Gold Banana. It's just like a slot machine. Line up four bananas in a row to score a hit. Score three hits to win. This game is mostly luck, although emulator players could cheat by making the game run more slowly.

#### BLUEPRINTS FOR DUMMIES (#4)

In the R&D Room, a blue-haired Krusha is walking around on the higher ledge. You can't miss him. Defeat him using the method of your choice (I prefer music attacks).

#### BUUUUUUUUUURP! (#5)

In the R&D Room, you'll see a Trombone Pad. Find it and play a tune on it to open a door. There you'll find a Lanky Switch. Hit it and some burping red Kritters will play a tune (like Zelda 64's Skull Kids). Then play the corresponding notes on the keyboard. The difficulty will slowly increase, so you might want to write the notes down. Eventually, you'll win a Gold Banana. Don't forget to pop the blue Banana Balloon to win 10 Bananas.

---Tiny---

#### CONVEYOR CHAOS (#1)

In the Production Room, hit the Tiny Switch to reveal a Gold Banana Barrel. Take Bananaport #4. Look for some conveyor belts and backflip onto one. Hop across the belts to a small ledge. From there, use the Ponytail Twirl to soar into the barrel! This time, you play Krazy Kong Klamour! for a Gold Banana. All you have to do is shoot the Gold Bananas with your melon gun. Don't shoot your pals, though. It's not too tough.

#### POLE GUARD (#2)

In one branch of the Storage Room, you'll find a purple-haired Krusha guarding a pole and some coinage. I wonder what we do now.

### EASY MONEY (#3)

Another Gold Banana is just up the pole. Climb it to the hall. Head to the DK Arcade game machine and look for a Tiny Barrel. As Teensy-Tiny Kong, jump up the TOYZ boxes and head through the small tunnel to a Gold Banana.

### SILLY SHOOTOUT (#4)

In the Testing Department, next to the Lanky Pad, you'll find a small entrance that a mini monkey can go through (use the nearby Tiny Barrel on the crates). Go through the tunnel and you'll find a Tiny Switch. Hit it to reveal a dartboard. Shoot an item (say, the Banana Medal) to make it spin. Then hit another segment twice. The speed will increase slightly as you go along. It's easiest if you keep the Aiming Sight in one spot and shoot as the desired target passes by. Shoot every segment twice and you'll win a Gold Banana. Don't forget the Banana Fairy that appears at Funky's.

### VRROOOOM! (#5)

In the R&D Room, follow the trail of purple bananas through a door. At the end is a passage where Tiny must shrink to enter. Follow the road for some bananas and then enter the tire marked with the Rare logo. Go through and you'll be in a really fun auto race with a Klaptrap. In order to win the Gold Banana, you have to finish the race in the lead while holding at least 10 coins. Press B to shoot a missile to slow your opponent down. Use the DK Stars for a burst of speed. Avoid the TNT barrels or you'll slow down and lose three coins. This is one of my favorite mini-games in DK64.

### ---Chunky---

Note: Go back to Jungle Japes and Angry Aztec to get some of Chunky's moves, shooters, instruments, Gold Bananas, regular bananas, and coins. Unfortunately, there's nothing new for Chunky to buy in Frantic Factory.

### WAY UP HIGH (#1)

Head to the Production Room and look for a Chunky Switch. Hit it and a Gold Banana will appear. Take Bananaport #4 to the ledge. Don't rush, since you have 90 seconds to get it. Now jump onto one of the swinging platforms. Take your time, because you can try again even if you fall. From the platform, simply walk to your Gold Banana.

### THERE AREN'T SUPER MUSHROOMS INSIDE (#2)

In the Storage Room, use the Primate Punch to bash open a fence blocking a tunnel. Go through and bash one of the [?] crates to reveal a Chunky Switch. Hit it to reveal a Gold Banana. Punch the Chunky Switch and hurry to the Gold Banana using the moving platforms.

### STASH SNATCH! (#3)

Next to the room with the arcade machine (near the Storage Room), bash the shaky fence using a Primate Punch. Go through and jump into the Gold Banana Barrel. In this game, Stash Snatch!, you have to "snatch" a decent "stash" of coins. Collect all the coins and cross the finish line within 60 seconds. It's pretty easy.

### YET ANOTHER KRUSHA (#4)

In the Testing Department, a very bored Krusha is just lumbering around, looking for somebody to pick on...

### THE TOY MONSTER (#5)

In the R&D Room, punch open the fence, then play a tune on the Triangle Pad to open a door. Head through and pop the green Banana Balloon. Grab the regular bananas and Ammunition Crates. You'll need them! Punch the Chunky Switch and defeat the weak dice enemies that will appear. More enemies will attack after you beat them. Eventually, they'll all converge into a big, bad Toy Monster!

Sprint into the Hunky Chunky Barrel. Fortunately, you have unlimited Crystal Coconuts during this battle. Fight him using running attacks, or sneak behind him and throw a Primate Punch. Don't try Orange Grenades. When you win, you'll earn the final Gold Banana of Frantic Factory.

---The Boss---

#### SCOFF AND TROFF

Visit a Troff 'n' Scoff portal and feed Scott 200 bananas to open the boss arena. First, however, make sure you know how to perform the Ponytail Twirl; without it you don't stand a chance.

#### Vicious Mammoth Plaything MAD JACK

Tiny Kong gets to do the grunt work this time. You have to jump across a bunch of pillars while being chased by a giant jack-in-the-box. Use the Ponytail Twirl to go from platform to platform. After trying to pound Tiny for a while, Jack will stop and rest, throwing a few fireballs at you. Two switches will appear. If Jack is resting on a white pillar, hit the switch on the white pillar, and if he's on a blue pillar, slam the blue switch. Slamming the correct switch will electrically shock the jack-in-the-box. Repeat twice. If a fireball is about to hit Tiny, jump off! If you fall off the platform, you won't lose any of the hits on the boss, but you'll lose all hits if you run out of energy. Jack's speed gradually increases, too. Don't forget that you can jump diagonally, which can be very helpful. For the fourth chase, he'll replace his fireballs with lightning bolts that create shockwaves. And for the fifth and final hit, Jack will be invisible, but you can tell where he is by watching the shimmering trail. After the final hit, take the well-deserved Boss Key. DK games have had some really easy bosses, but Jack wasn't one of those old pattern-reliant pests.

---DK Isles---

#### DK ISLAND

Chunky #1: At the back of DK Island is a Pineapple Switch for Chunky to hit. It opens a door containing a Gold Banana.

Lanky #2: Near the entrance to Jungle Japes, use Chunky to lift the rock on top of the Trombone Pad. As Lanky, play a tune on the pad and Squawks will deliver a Gold Banana.

Tiny #2: At the entrance to Angry Aztec, Diddy should Chimp Charge the two gongs to reveal a Gold Banana Barrel. Tiny Kong can Ponytail Twirl into it. Play Big Bug Bash! to win a Gold Banana.

Chunky #2: Next to Bananaport #2 (in front of the entrance to Angry Aztec), a boulder blocks a Triangle Pad. Pick it up, play a tune, and Squawks will give Chunky a Gold Banana.

#### CROCODILE ISLE

Diddy #1: Not too far from Frantic Factory, there are some vines Diddy can swing across. It leads to a room with Snide's HQ. Spring into the air using the Diddy Pad to find a Gold Banana Barrel. Play Batty Barrel Bandit! to win a Gold Banana.

#### BATTLE ARENA PAD

Next to Snide's HQ is a Battle Arena Pad. In Bish Bash Brawl!, you have to hold off a Krusha and a pair of Kritters. Diddy and Lanky are best here.

Tiny #3: At the entrance to Frantic Factory, use Chunky's Primate Punch to bash open a [?] crate. Inside is a Banana Fairy and a Krusha. Use Tiny to take care

of him.

Donkey #3: At the entrance to Frantic Factory, Donkey should pull the lever to activate a platform. Hop on it and play a tune on the Bongo Pad. A Gold Banana will be delivered to you.

Chunky #3: At the entrance to Gloomy Galleon, use Chunky to defeat the green-haired Krusha.

~~~~~  
Gloomy Galleon

[DK06]

~~~~~  
When you completed Angry Aztec, a small submerged gate opened. This is the entrance to Gloomy Galleon. Unlike the previous levels, I divide my guide into three sections. Gloomy Galleon is essentially a 3-D version of DKC 2's Krem Quay (say "key"). You'll be diving down into some of the deepest water you've ever seen, and you'll be exploring an abandoned lighthouse, a sunken ship, and a mysterious galleon. You need 30 Gold Bananas to get past B. Locker.

#### ENEMIES

Klobbers and Kabooms mean trouble. While there are some normal bad boys here, many of the enemies are new. Shuris are nasty in a few places. There's also a Kosha in Gloomy Galleon. Koshas are little dudes with Viking hats and a BIG club. Last but not least is the annoying Puftup, who appeared in Donkey Kong Country 2, but this one is identical to the kind found in Banjo-Kazooie.

#### ---DRY WRECK AREA---

##### CANNONBALL CHAOS (Chunky #1) (low)

At the very start of Gloomy Galleon, you'll spot two Pineapple Switches. Hit them to open a door. Collect the Ammo Crates and jump onto the platform. On it is a cannon. Eliminate the Krusha (you can't take its Blueprint yet, though), grab the cannonball, and load it into the cannon. A 60-second timer will start. Use the cannonballs to hit the targets. Hit all three for a Gold Banana. It's important to remember that these are heavy cannonballs; they drop a lot, so aim a bit higher than the targets. They're also slow, so aim a bit ahead of the target. Your ammo is limited, so shoot carefully, since refilling takes a while.

##### LANKY'S BLUEPRINT (Lanky #1)

Take Lanky to the previous spot to defeat the Krusha and get an easy-to-find Blueprint.

##### KLOBBER KARNAGE (Chunky #2)

Just up the road is a dry shipwreck area, hence its name, the Dry Wreck Area. Chunky can go inside one of these wrecks. There are a lot of Klobbers and Kabooms around, so watch out. Use the Triangle Trample to dispose of them. Bash open the three chests using the Primate Punch. Inside one is a Gold Banana. The other two hold a Banana Fairy and Candy's Headphones (which recharges your music attacks to the limit - not extremely useful).

##### BATTLE ARENA PAD (Chunky/Lanky)

On the opposite side of the dry wreck, use Chunky's Primate Punch to smash the weak fence. Switch to Lanky and pop the two blue Banana Balloons floating around. Then step on the Battle Arena Pad and play More Kritter Karnage! Here, four Kritters will try to keep you from winning the Battle Crown. This riot of Kremlings can make it difficult.

##### THE RAREWARE COIN (Diddy or other Kong; Rareware Coin)

Switch to Diddy and use the Barrel Cannon to get up to Cranky's Lab. Collect

the red coins and pay Cranky a visit. If you have 15 Banana Medals, you'll be able to play a low-tech computer game called Jetpac. It's even simpler than the Donkey Kong Arcade. You control an astronaut, who must use his laser to fend off fireball-like meteors, killer bubbles, fuzzy space critters, and more. Press B to fire the laser and hold A to use the jetpack. Don't touch the enemies, or you'll lose a life. Score 5,000 points and the Rareware Coin will drop from the sky! Someday you'll be glad you got this. The FAQ section provides more detailed tips on Jetpac. By the way, you can play at any Cranky's Lab; this is just a convenient time to get it.

#### TINY'S BLUEPRINT (Tiny #1)

Above Cranky's Lab are many bananas for Tiny and Chunky. Use the cannon to reach the higher level, cross the plank, and knock out the purple-haired Krusha on a narrow ledge. Use a music attack for optimal safety.

This completes the Dry Wreck Area.

#### ---LIGHTHOUSE AREA---

Use the first Tag Barrel to switch to Donkey Kong. Follow the signs to the Lighthouse Area. It's blocked off by two Coconut Switches. You can guess what to do. Important Note: Right below the spooky lighthouse are two switches. These Water Switches adjust the water levels in all of Gloomy Galleon. Most Gold Bananas can only be collected at certain levels. I always specify the required water level (when applicable). I'll start with high-water tasks, so simply touch the up arrow to raise the water.

#### LOONY LIGHTHOUSE (Donkey #1) (high)

In the front of the lighthouse, hit the Donkey Switch. It opens up the lighthouse door. Climb the ladder up and go inside. Climb the ladder and try to pop the Banana Balloons. Next hop across the platforms to the top. Some move, and some don't. Some move in and out; some move up and down. It's a lot like part of Whomp's Tower from Super Mario 64. At the top, pull the lever to turn on the lighthouse. You'll win a Gold Banana and the Ghost Ship will sail into the area.

#### BARREL BLAST (Donkey) (high)

Stay on the lighthouse island. On the other side of the Diddy Barrel is a Donkey Pad. As you can guess, it sends you to a Barrel Blast course. This one is tougher and more complicated than most. There are some forks, and many of the alternate routes lead to coins and bananas. Hitting the final DK Star will release a seal into another part of the level.

#### ROCKET BARREL RAMPAGE (Diddy #1) (high)

Also on the lighthouse, Rocketbarrel Boost to the huge cage for several red coins. Then land on the ghost ship and hit the Diddy Switch. The ship is in motion, so it's not easy to Simian Slam it accurately. When you hit the switch, the cannon will fire a Gold Banana onto the top of the lighthouse. Use the Rocketbarrel Boost to reach it.

#### DIDDY'S BLUEPRINT (Diddy #2)

On one little hill is a red-haired Krusha. You can defeat him, even at high tide, although you may prefer to beat him with the lower water level.

#### MORE CANNONBALL CHAOS (Chunky #3) (high)

Jump onto the platform near the Rocket Barrel. As the ghost ship passes by, jump on board by using a Z+A backflip from the ledge near the lighthouse. Now Simian Slam the shaky cellar door. Bingo! You're in the hold with many barrels of alcoholic beverages - and cannons. Cannonballs are flying back and forth. Go slowly to be safe. Smash the weak fence at the end, and then Primate Punch the spinning barrels (aim for the Chunky image). You'll get a Gold Banana when you

destroy them all. On the way back, you'll get seasick, and your controls are reversed! You may want to select "Exit Level" on the Subscreen.

#### OPENING THE SHIPWRECK AREA (Diddy)

Return to near the beginning of Gloomy Galleon. This time, let's head to the passageway with the Kosha. Use a shockwave or music attack to defeat the annoying club-wielding Kremling. Follow the trail to the gate. Hit the Peanut Switches to permanently unlock it, opening the Submerged Shipwreck Area. Activate the nearby Bananaport #5 to create a link between the Lighthouse and Submerged Wreck Areas.

#### SOMETHING'S FISHY (Diddy #3) (high)

Return to the Lighthouse Area and Rocketbarrel Boost to the top of the lighthouse. A Guitar Pad is at the very top. Play your tune to open a cage and release a mechanical fish, much like Clanker from Banjo-Kazooie. Jump down from the lighthouse and take Bananaport #5 to the Submerged Shipwreck Area. Dive down from the floating wooden platform. Not far away is the big fish. He'll eventually open his mouth. Incidentally, you can go in it! Inside, first defeat the annoying Zinger. You're faced with a spinning fan. Hit a light on the fan to start a timer. Also, the fan will begin spinning, and that light will change color. After the fan spins, hit the other two lights. Repeat twice before running out of time to win a Gold Banana. You can try to shoot the lights while the fan is spinning, but it's very tough. You should be about halfway through the game now!

#### SUNKEN SHIP SPRINT (Chunky #4) (low)

Here's the final Gold Banana of this section. First, lower the water level. Go to where the red-haired Krusha was (defeat him and take Diddy's Blueprint if you didn't do so earlier). As Chunky, get the Krusha out of your way and play a tune on the Triangle Pad. In the Submerged Shipwreck Area, one of the gates in the sunken galleon will open! You have 90 seconds to make it there. Raise the water level so you can use Bananaport #5. You'll have plenty of time if you do that. Then swim down to the sunken ship and enter the open door. In here, Glimmer (an animal buddy from DKC 2) will hold a light so you can navigate the dark waters. Watch out for the Puftups. Collect the bananas and enter the Gold Banana Barrel to play Batty Barrel Bandit!

This completes the Lighthouse Area.

#### SUBMERGED SHIPWRECK AREA

Here's Part 3 of Gloomy Galleon. About half of the Gold Bananas are located here. The most important part of the stage is the sunken ship, which each Kong will visit.

#### STUFF TO BUY

There are some things to purchase in this part of the level. They aren't essential, but they sure are helpful.

CANDY - Instrument Upgrade (15 music attacks)

FUNKY - Ammo Belt 2 (150 rounds of ammunition)

Only one Kong has to pay for each upgrade. Now let's work on the Gold Bananas.

#### A GLOOMY GALLEON (Tiny #2) (low)

Near Funky's Armory is a giant cactus. Lucky for Tiny, it doesn't have any thorns. Look for a Sax Pad and play a tune on it. This will open up a door in the sunken ship. You've got 60 seconds to get there. Remember that you can press B to swim faster on the surface. When you enter the sunken ship, look around. Watch out for the Shuris. Grab the purple bananas and take a picture of the Banana Fairy. One cell contains a Gold Banana. Don't ask me how the

skeletons chained to the wall and the toilets got here (modern-day Kremling slave trade, perhaps?).

#### BLUEPRINTS THE EASY WAY (Chunky #5)

Defeat the green-haired Krusha found on top of the big cactus.

#### ANOTHER SUNKEN GALLEON (Donkey #2) (low)

Switch to Donkey and play a tune on the Bongo Blast pad at the cactus. As you might guess, this opens a gate in the sunken ship. Go inside and take a look around. Grab the bananas and swim into the Gold Banana Barrel. This time, Crazy Kong Klamour! is a good deal tougher than before, but keep aiming for the Gold Bananas.

#### ANIMAL ANTICS (Lanky #2)

On the trail with the Kosha, there's a Lanky Switch. Hit it to open a different sunken ship. Hurry there and explore the wreck. Lanky should use Enguarde to bash open the treasure chests (press B to charge). Behind a fence (use Enguarde to open it) is a Gold Banana. Don't forget to transform back into Lanky and collect Lanky's bananas and coins.

#### KREMLING KOSH! (Tiny #3)

In the same trail with the Kosha, you'll find a Tiny Switch. Hit it to open a different gate on the same sunken ship as Lanky. Hurry there and explore the wreck. Swim into the Gold Banana Barrel to play Kremling Kosh! As usual, you must hit Kritters with the watermelon gun. The red Kritters are still worth two hits. You know what to do! Just keep firing away, even at empty barrels.

#### PUFTUP POWER (Tiny #4)

Near Funky's Armory is a submarine buried in the ground. Watch out for the Puftup! Use the Tiny Barrel to shrink. Go through the periscope to enter the submarine. Yikes! It's a room full of Puftups! Look around, grab the bananas, and swim into the Gold Banana Barrel. It's Big Bug Bash! - you know what to do.

#### ENGUARDE RAMPAGE (Lanky #3)

As Lanky, dive down and transform into Enguarde using the crate. Look for some treasure chests near the bottom of the Submerged Shipwreck Area. Use Enguarde to bash them open, revealing numerous treats, including a Gold Banana. Break open the wooden Enguarde gate to reveal some coins. Additionally, look for the DK Star above the water. Fly into the air and hit the star thrice to open the DK Gate. Yippee! The crowd will cheer each time you successfully hit the star. Now change back to Lanky and collect the Gold Banana in the chest.

#### STEALTHY SNOOP! (Diddy #4) (high)

Now that Enguarde's opened the DK gate, Diddy should swim in at high tide. On a pile of coins are multiple Diddy Pads. Use the Simian Spring to climb up. The Krusha could be trouble, so beat it with a Music Attack. There's a Gold Banana Barrel at the top. Play Stealthy Snoop! for a Gold Banana. This game is a little tough. Winning will also make Bananaport #4 appear.

#### SEARCHLIGHT SEEK! (Lanky #4)

The other money pile has Lanky Pads. Use them to float up to the Gold Banana Barrel and play Searchlight Seek! In this game, you use a watermelon gun and flashlight to hit three Klaptraps in the dark. You'll play this game a lot in later levels.

#### DONKEY KONG'S KRUSHA (Donkey #3)

Wonder what Bananaport #4 does? It enables Donkey Kong to get to the yellow-haired Krusha. He's certainly small for a Krusha; even Diddy's a little bigger than him! Still, he's got the same attacks.



#### THE SEAL (Donkey #4)

Look for the seal you rescued earlier (by completing the Barrel Blast course). Talk to him and he'll give Donkey Kong a Gold Banana up front. I don't know if this is the same as Clapper from DKC 2; I believe it is.

#### MOTORBOAT MANIA (Donkey #5)

Then the seal will challenge Donkey to a wacky boat race. Hold Z to accelerate, press A to jump, and use R to make very sharp turns. As you might be able to guess, you have to finish ahead of the seal and collect 10 coins to win the Gold Banana. Also, you can only miss five checkpoints. You might want to miss a checkpoint or two on purpose so you can cut ahead of the seal.

#### MORE SPOOKY SUNKEN SHIP STUFF (Diddy #5) (low)

Now lower the water level. Head to the thorn-less cactus and play the Guitar Gazump on the Guitar Pad. That (not surprisingly) opens a gate in the sunken galleon. Go inside and take a look. Notice the portraits of K. Rool from his DKC 2 days (with the blunderbuss). Swim into the Gold Banana Barrel and play Splish-Splash Salvage! Unfortunately, it's even tougher than last time. Start with the lowest level of coins, then aim for the middle ring. Finally, use the vines to collect the final coin.

#### IT'S BACK! (Lanky #5) (low)

Return to the cactus and play the Trombone Tremor on the Trombone Pad. Swim into the galleon and look around. Grab the goodies but watch out, as Lanky's Gold Banana is guarded by a Puftup.

#### THE LITTLE MERMAID (Tiny #5)

This time, you have to visit both of the main sections of Gloomy Galleon. Deep down in the Lighthouse Area is a tiny entrance near some spiral shells. Go through to find a crying mermaid. A nasty baddie has stolen her pearls, and she wants Tiny to find them. Head to the coin piles area. Shrink and enter the treasure chest. The clams in there have the pearls. Steal all five of them and take them to the mermaid for a Gold Banana.

This completes the Submerged Shipwreck Area.

---The Boss---

#### WHAT DOES THIS BOSS THROW?

Fireballs, of course! Scoff needs 250 of the 500 bananas found in Gloomy Galleon. Lanky is the Kong who fights this boss.

#### Inflatable Spined Fish PUFTOSS

Yikes! A giant Puftup! Lanky's stuck in a boat, motoring around on a moonlit night. Keep holding Z to accelerate, press A to jump, and use R to make very tight turns. Hit a DK Star to begin a 30-second timer. A pylon will also emerge. Keep driving through the other four Stars and the boss will get electrocuted. Watch out for the fireballs the boss shoots at you. For the next hits, Puftoss will show off his shockwave move. Stay around the edge of the arena to avoid it. Start driving through the Stars when the shockwaves calm down, but watch out for the falling fireballs. When he gets zapped two more times, give yourself a pat on the back, as the toughest part is over. For the next two hits, the King of Puftups won't emit shockwaves. Instead, small Puftups will try to smash into you. You gradually get less time to hit all the DK Stars, and the stars themselves get smaller and farther apart. For the fifth and final hit, you only have ten seconds to hit each DK Star. When you drive through all the Stars and shock him one more time, you'll win the Boss Key.

By the way, tell me if you can beat this boss taking NO damage (like I did in January 2000). I was playing on a real (non-emulated) N64 without a game

enhancement device, too.

---DK Isles---

It's that time again. It's time for grab the two potassium-rich golden fruits on DK Island, starring Diddy Kong!

#### DK ISLAND

Diddy #2: Near the entrance to Angry Aztec, use Chunky to move the boulder from the Trombone Pad. Use Lanky's Trombone Tremor on the pad to make a Rocket Barrel appear on the floating island. Jump across the island to the other side. Hit the Peanut Switch to open up a gate containing a Gold Banana. Yes, all the Kongs have gates like this in the DK Isles area.

Diddy #3: Use the Rocketbarrel Boost to fly to the very top of DK Island. Up here is a Gold Banana Barrel. Play a tough round of Peril Path Panic! for a Gold Banana.

~~~~~  
Fungi Forest

[DK07]

~~~~~  
Take the Boss Key to K. Lumsy to open up Fungi Forest. Use the cannon on the back of DK Island to reach the entrance. You need 50 Gold Bananas to get past B. Locker. In the final four stages of DK64, the traps get trickier, the brain bogglers become tougher, the levels are bigger, and enemies are more common, more nasty, and more strategically placed. The Koshas become particularly annoying, guarding almost everything (it seems). There are also some pretty zany enemies. The vast woods and meadows contain some pretty odd stuff, like a Giant Mushroom, a mystical tree, and even Killer Tomatoes. Zelda fans will almost certainly recognize some of the elements from Hyrule Field, Kokiri Forest, and the Lost Woods.

#### BADDIES

Fungi Forest has Zingers, Klumps, Mushroom Ninjas, Killer Tomatoes, Kabooms, Krashes, Krushas (of course), and a few Klaptraps. At night, there are Skeletal Kritters, Koshas, and Evil Bats.

Note: From now on, I'm going to be less specific with my directions in the Gold Banana Barrel mini-games, as you've already played most of them. The only difference with the later mini-games is that the difficulty level will be increased.

#### CRANKY'S LAB

Before you do anything else, visit Cranky's Lab in the Giant Mushroom Area. For five coins, he'll let all your Kongs have access to the SUPER Simian Slam (Big buttus bashium). It's more powerful than the regular Simian Slam. You need this to hit blue Simian Slam switches, which are everywhere.

---CLOCK TREE AREA---

Because of Fungi Forest's size, I list the Gold Bananas by region, not character. The Clock Tree Area is the area that begins Fungi Forest. It has a clock that can change night to day or day to night in a matter of seconds! Most Gold Bananas in Fungi Forest can only be collected at certain times of day. Look around here for the many bananas and coins, especially in trees. There are also several coins behind the clock itself. It's easiest to use the Barrel Launcher to reach the top of the clock. Make sure to activate all four Bananaport Pads here, as you'll need to change the time of day frequently.

#### CHUNKY'S CRAZY MINE CART CARNAGE (Chunky #1) (Day)

See that little mushroom well? Well, don't throw a coin in. Throw Chunky in instead! Just Super Simian Slam the bars. Yikes! Another mine cart ride! This

one is tougher than the previous edition. Some of the gates open and close; others require you to hit a bell. Jump up to hit all green bells, but avoid the red bells. There's also some falling rocks. Jump over any debris. You'll encounter some levers along this scenic ride. Pull the first two you find. When you reach the pair of levers, pick the left lever for more coins and increased risk, or select the safer right lever. Watch out for the Kabooms and Krashes found throughout the trip. If you have 50 coins at the end, you'll win a Gold Banana. Feel free to tell me your best score for this game.

This completes the Clock Tree Area.

#### FUNKY'S ARMORY AREA

The mine cart game deposits you in the Mill Area. However, I'm going to cover the Funky's Armory area now, as you need one of his upgrades for the Mill Area. In the Clock Tree Area, you'll find a tunnel with a locked gate (no Mido, fortunately). Let Tiny hit the first set of switches, then use Chunky to hit the two Pineapple Switches and open the second gate.

#### FUNKY'S NEW STUFF

Head to Funky's Armory to purchase the Homing Ammo upgrade. This enables you to pick up the Red Ammo Crates, which contain special ammunition that homes in on enemies. This is a great way to eliminate Zingers and other flying baddies.

#### KILLER TOMATOES (Chunky #2) (Night)

First make sure that you have a lot of Crystal Coconuts. There's a little worm in an apple near Funky's Armory. Talk to him and he'll tell you that Killer Tomatoes have been eating up his buddies. Enter the Chunky Barrel near Funky's Armory to become Hunky Chunky. Then walk over and Simian Slam the four fanged Killer Tomatoes. Talk to Mr. Worm again. Still in Hunky mode, take the worm to the green circle in the Clock Tree Area. After that, grab the Gold Banana!

This completes the Funky's Armory area - for now...

#### GIANT MUSHROOM AREA

One of the tunnels in the Clock Tree Area leads to the Giant Mushroom Area. It's infested with Mushroom Ninjas. These goofy Kremlings disguise themselves as mushrooms and pop out of nowhere. The most notable feature of the Giant Mushroom area is the sky-high mushroom. Ten Gold Bananas are found in this area, mostly in the light hours.

#### SCARY RIDE (Donkey #1) (Day)

Inside the Giant 'Shroom, use all your Kongs to hit the respective Shooter Switch. Donkey should hit his last, just for convenience purposes. When you hit all five, several Barrel Cannons will appear. Use the cannons to take a wild ride to the Gold Banana!

#### BARREL BLAST (Donkey #2) (Day)

On the third level outside, you'll find a Donkey Pad. Yahoo! In this Barrel Blast course, there's nothing new except for different graphics and music. It's more difficult, though, as several shots are long-range. At the end, shoot Donkey into the Gold Banana Barrel to play Peril Path Panic! You've played this before, though.

#### SPEEDY SWING SORTIE! (Tiny #1) (Day)

This is the easiest mini-game left in DK64. Inside the Giant Mushroom, hit the Tiny Switch to reveal a Gold Banana Barrel. Climb up to it, use the Ponytail Twirl, and play the game. Speedy Swing Sortie! should be pretty easy.

#### BLUEPRINTS WANTED (Tiny #2) (Day)

On the outside second level of the massive fungus, a purple-haired Krusha is

just waiting for you.

#### MORE KRUSHAS TO KRUNCH (Diddy #1) (Day)

On the inside second level, put up your dukes and defeat the Krusha. Using the Rocketbarrel Boost is also a viable way to reach him.

#### THE TOP OF THE 'SHROOM

The rest of the Gold Bananas in this section come on the Upper Level of the Giant Mushroom. Keep in mind that there are many bananas and coins on the path up. Make sure to activate Bananaport #5 so you can get up here at night.

#### MORE ROCKET BARREL EXCITEMENT (Diddy #2) (Day)

Fly to the very tip of the mushroom to find a Gold Banana Barrel. Play Teetering Turtle Trouble! for a Gold Banana. Focus on shooting the turtles who call for help.

#### 1 LANKY SWITCH, 2 DOORS, 2 GOLD BANANAS (Lanky #1) (Day)

That sums it up. On the walkway at the top of the Giant Mushroom, Lanky should Orangstand to the top. Defeat the Klump if you must, then hit the Lanky Switch. This opens two doors. In one, there are many Zingers guarding the Gold Banana. The homing ammo helps. When all the enemies are gone, just bounce on the mushroom to the floating Gold Banana.

#### THE OTHER DOOR (Lanky #2) (Day)

In the other door opened by the Lanky Switch, you'll find five mushrooms, each a different color. A chart on the wall has pictures of the five Kongs. Match the Kongs with their colored mushrooms to reveal a Gold Banana Barrel. Make sure to Simian Slam the mushrooms in the order indicated on the chart on the wall. You'll never guess what's in that GBB - Krazy Kong Klamour!

#### THE CHUNKY PUZZLE (Chunky #3) (Day)

Look around and you'll find a Chunky Switch in front of a door on the high walkway. Hit it to open a door. Go inside and shoot that Zinger. He's a real pain otherwise. Hit another Chunky Switch to play a game. Activate the aiming sight mode and use the Pineapple Launcher to turn over panels so that they form a picture of Chunky's face. Keep in mind that there's a time limit. Complete the game for a Gold Banana!

#### KRUSH A KRUSHA (Chunky #4) (Night)

This MUST be done at night. Use Bananaport #5 to reach the top of the Giant Mushroom. Go inside the mushroom and look for some vines. Swing across them and enter the door. It leads to a balcony outside. It's a Banana Balloon and a green-haired Krusha! This is one of the game's hardest Blueprints to find.

#### BATTLE ARENA PAD (Diddy) (Night)

It's Battle Arena time! This time, you'll have to use Diddy. Use the Rocketbarrel Boost to reach a small ledge near the top of the Giant Mushroom. Collect the four red coins and visit the Battle Arena! In Kamikaze Kremlings!, defend against two Kritters and a Krusha for 70 seconds to win.

This completes the Giant Mushroom Area.

#### MILL AREA

Nine Gold Bananas are found in the Mill Area. This is where the real action in Fungi Forest is. This section is littered with tough enemies, tricky traps, and some puzzling puzzles.

#### MILL MADNESS (Donkey #3) (Day)

Head inside the mill at DAY and bash open the [?] crate with a Super Simian Slam, revealing a Donkey Switch. Bop the Zinger and hit the Super Simian Slam switch, opening a door. Go inside and try to figure out the secret lever

combination! Hint: 2, 1, 1, 3, 2. This starts up the conveyor belt and reveals a Gold Banana that can be picked up only at night.

#### KEG KRUSHER (Chunky #5) (Day)

In the Mill Area, most of the action occurs at night. Here's the only Gold Banana collected at day. Head to the big cracked doors and smash them open using a Primate Punch. Go in the open door and look around. Grab the Red Ammo Crates and bash the [?] crates with more Primate Punches (Sandwichia knuckli). This reveals a door and a Triangle Pad (and a door for Tiny). You'll never guess what will happen when Chunky plays his song on the Triangle Pad. The mill will start running and the Keg Krusher will also start (a lot like Zelda 64's Windmill). Pick up the keg and go outside. Look! It's raining! Head to Bananaport #1 (don't use it) and go inside the main room. Place the keg on the conveyor belt and watch the Keg Krusher eat it up! There are two more kegs in the room. Toss them in and the Keg Krusher gives you a Gold Banana!

Note: Don't forget to get Donkey Kong's Gold Banana under the cage at night.

#### TIMED BANANA! (Donkey #4) (Night)

Go to the barn with Donkey Kong. If you look around, you'll find a Strong Kong Barrel. Hop in the barrel and hit the Donkey Switch. Then enter the barn. Be careful, as there's a Kosha in here. Inside one stall is a [?] box. Smash it to reveal a Donkey Switch. Hit it to make a Gold Banana Barrel appear (temporarily!). Sprint up the ladder, around the ledges, and across the ropes to the barrel. It leads to a tough game of Minecart Mayhem! After completing it, go back up to the ledge. Crunch the big [?] box with a Super Simian Slam to reveal a Banana Fairy.

#### KRUNCH ANOTHER KRUSHA (Donkey #5) (Night)

Behind the barn, look around for a fair-haired Krusha. Beat him and get your Blueprint.

#### THE GREAT GIRDER GRAPPLE (Diddy #3) (Night)

Head to the house near the mill and jump up to it using the Diddy Pad. Go inside the door and play a tune on the Guitar Pad. This sends Squawks to give Diddy some light (just like in the first DKC). You're walking down some girders in a very dimly-lit room. Grab the banana bunches and the Gold Banana. Take your time! Use the R button to center the camera behind you. When you get the Gold Banana, a Banana Fairy will appear. Make sure to take her picture!

#### A BIT OF A STUMPER (Diddy #4) (Night)

Take Diddy to the back of the mill and up the rope. Travel to the main tower and hit the Diddy Switch. Enter the room that opens up. You're in the mill's attic. Pop the red Banana Balloon and shoot the big red switch (ON). Then use the Chimp Charge on the small green switch (UP) on the bottom of the winch. This raises the winch and the cage. Then go outside and head near the barn with the thorny roses. Play your little tune on the Guitar Pad and watch the cage explode! Then head back to the mill and get your Gold Banana.

#### BEAT THE BATS (Lanky #3) (Night)

At the mill is a Lanky Pad. Use it to pump him up! Float to a small window in the attic. It's very dark in this room. Hit the Lanky Switch to release three bats. Shoot them all with your Grape Shooter to win a Gold Banana. Aren't you glad you have that homing ammo?

#### SPOOKY SPIDER BOSS (Tiny #3) (Night)

There aren't a lot of mini-bosses in Donkey Kong 64, but this is one of them. You want a decent number of Crystal Coconuts here. At nighttime, look for a Tiny Barrel next to where the cage used to be. Become Teensy-Tiny Kong and skip into the little hole. If Chunky didn't smash the [?] crate, the hole won't be

there. In the mill, look for a hole marked with the moon picture. That's where Tiny needs to go. Enter the hole and you'll be in an odd room. Run around the web, collecting items until you have enough. Then step on the web to wake up the spider (a Gohma wannabe). To beat him, eliminate all the small spiders with a shockwave attack. Then use the Feather Bow to shoot the big spider in the eye. He doesn't like that! Repeat three times. You can't hurt the big spider unless the smaller ones are gone. Dodge the green goo (which reverses your control) and webs (which stun you) that the spider shoots at Tiny. After the last hit, simply use a shockwave attack on the big spider to win a Gold Banana!

This completes the Mill Area.

#### BIG TREE AREA

The Big Tree Area is the toughest to find. Its entrance is located behind a small cage in the Giant Mushroom Area. Hit the two switches to open it. It's easiest to do this at daytime, since a Kosha is around at night. The Big Tree Area has, in addition to a giant tree, numerous Klumps and bomb-dropping Zingers. Most of these Gold Bananas can be collected at either day or night.

#### RING COURSE (Diddy #5) (night)

This Gold Banana is collected at night. Diddy should play a tune on the Guitar Pad to wake up the owl. He says Diddy should come back later when he has wings. This probably won't stump you, but if it does, then hop into the Rocket Barrel. The owl will fly around, producing big yellow rings. Keep flying through the rings. If you miss a ring or fall too far behind the owl, you'll have to start all over again. When you complete enough laps, the owl will reward you with a Gold Banana Barrel. Play a game of Busy Barrel Barrage! for your Gold Banana.

#### ANOTHER KRUSHA (Lanky #4)

A Krusha lives under the big tree. Use Lanky to beat him. While you're there, activate Bananaport #4.

#### FUNNY BUNNY RUNNIN' (Lanky #5) (Day)

At daytime, take Lanky to the big carrot house on the left side of the tree. Crank out a little tune on the Trombone Pad and you'll wake up a bunny. He'll challenge Lanky to a race. In it, you must hop through some small gates while finishing ahead of the rabbit. The course goes around the Big Tree Area, with the bad guys still around. The biggest obstacles are the Zingers and Krusha. When you win, the bunny will give you four coins and challenge you to another race. The prize this time is a Gold Banana. Unfortunately, you can't win this time until you get the Orangstand Sprint from Cranky's Lab in Crystal Caves.

#### KLAPTRAP KAOS (Tiny #4)

There's a Saxophone Pad and a Tiny Barrel behind the Big Tree. Hop in the barrel and have Tiny play her tune on the Saxophone Pad. Squawks will come and drop you into a very small hole. Inside is a chamber full of Klaptraps! Simply throw Orange Grenades at them to beat them. Your prize is a Gold Banana and a Magic Bean. But what on earth do you do with a Magic Bean? Take it and exit through the Barrel Launcher.

#### TINY AND THE BEANSTALK (Tiny #5)

Take the Magic Bean to the back of the Funky's Armory Area at day or night. There's very little back there, except for a few bananas in the mushrooms. Stand near the DK mound and plant the bean. Look! A really goofy beanstalk - and it has a Gold Banana! Shrink with the Tiny Barrel and play the Saxophone Slam on the appropriate music pad. Squawks will carry you to the final Gold Banana.

---The Boss---

THE BOSS!

There are many Troff 'n' Scoff portals throughout Fungi Forest. One is near the Rocket Barrel in the Big Tree Area. Scoff needs 300 of your hard-earned bananas. Here's the boss strategy for this relatively difficult boss.

#### Fire-Breathing Dragonfly DOGADON

Chunky Kong fights this boss. Hey! How come this hand looks familiar? That's because Dogadon's back! At first, use the same strategy you used in Angry Aztec - dodge the flames and throw a TNT barrel at Dogadon when he stops. The only difference is that the boss has a shockwave attack now, and once he'll send a ring of fire (which can't be avoided) at you. After you inflict enough damage, the hot-tempered Dogadon will start stomping on the platform, making it start to sink! In other words, he has a temper tantrum. Throw a TNT barrel at the Dogadon to stun him. Hop into the Chunky Barrel that appears and run to the boss. Now that he's dazed, throw combo punches at him (mash B). The more punches, the better. Don't use Primate Punches, as they're too slow. Running attacks also aren't good. Repeat this process until you squash the boss. If you're not fast enough, you'll sink into the lava. If that happens, just try again. When you win, take your Boss Key to K. Lumsy.

---DK Isles---

After you give the Boss Key to K. Lumsy, he'll open up a lot of new Gold Bananas.

#### DK ISLAND

Diddy #4: At the entrance to Crystal Caves is a Rocket Barrel. Fly up to a small ledge with a Guitar Pad (and an oddly-placed Wrinkly Door). Play your tune and Squawks will present you with a Gold Banana.

Lanky #3: At the entrance to Crystal Caves, use Chunky's Primate Punch to smash the icy walls. Behind one of the walls is a blue-haired Krusha. Get Lanky to defeat the Krusha and take the Blueprint.

Donkey #4: There's a Donkey Barrel in that same room. Hop in with Donkey and run to another ice tunnel. Make sure you have plenty of Crystal Coconuts! Inside the lava-filled room is a Gold Banana.

#### CROCODILE ISLE

Tiny #4: A Chunky Switch can be found at the entrance to Gloomy Galleon. Super Simian Slam it to open a tiny underwater gate. Switch to Tiny Kong, shrink with the Tiny Barrel, and swim through the passage.

~~~~~  
Crystal Caves [DK08]  
~~~~~

After you give K. Lumsy the fifth Boss Key, a rock high up on the left side of DK Island explodes. It's rather tricky to find a way there. You can use Tiny to Ponytail Twirl from the path near Angry Aztec. Alternatively, you can take advantage of Diddy's Rocketbarrel Boost. Both work fine. You need 65 Gold Bananas to get past B. Locker. Crystal Caves is more challenging than Fungi Forest. These icy caverns are full of Koshas. A distinct feature of Crystal Caves is the falling rocks, which are annoying but not especially dangerous. Crystal Caves doesn't really have anything new in terms of enemies.

Note: I cover Crystal Caves first in my guide, but the Creepy Castle is also open now. A lot of new moves are learned in Creepy Castle, so you might want to go there as well.

#### CANDY'S NEW STUFF

Explore Crystal Caves a bit and you'll come to Candy's Music Shop. Candy has two new things for 7 coins each. She'll sell you a Third Melon of life and

she'll increase your instrument capacity to 20! Both are very helpful in Crystal Caves and other places.

#### FUNKY'S NEW STUFF

You're bound to discover Funky's Armory eventually. He's got a new upgrade, Ammo Belt 2. It lets each Kong carry 200 rounds of ammunition in his or her weapon. It costs seven coins, not that money should be a concern at this point.

---Diddy---

#### MAD MAZE MAUL! (#1)

There's a Rocket Barrel near Funky's place. Hop in and fly to the waterfall. Look! It's a Gold Banana Barrel! It leads to a fun game of Mad Maze Maul! It's tougher than last time. You run as fast as you can through a maze, beating all the Krushas and other enemies along the way. Use the power-up B shockwave move. Don't charge it up too early, or it will slow Diddy down too much. When you cross the finish line with all the enemies defeated, you'll receive a Gold Banana.

#### THE TOP O' THE CABIN (#2)

Make sure you have a good number of Crystal Coconuts for this one. Near Candy's Music Shop is a large cabin with many Music Pads. Climb the boxes to the top, where you'll find a Guitar Pad. Play your tune to open a door. Inside the cabin are two Koshas. Defeat them to make a Diddy Pad appear. Use it to bounce into a Diddy Barrel. Fly around and use your flame to light the candles. Neat! It's a Gold Banana and a Banana Fairy!

#### KRAZY KREMLING KRUNCHING (#3)

At the same cabin, play the Guitar Gazump on a different Guitar Pad to open another door. Go inside and a 48-second timer will start. Quickly dispose of all eight enemies in the room. Rocket to the big platform, then shoot or grenade the baddies. Oranges work well against the Klobbers. When they're all gone, the Gold Banana is yours!

#### BASH THE BARRELS (#4)

Head on over to the Cranky's Lab region. Hop in the Rocket Barrel and fly to the igloo. There's a DK Star high above this igloo. Fly through to make five Music Pads appear around the igloo. Land and play the Guitar Gazump on the Guitar Pad, opening a door. Go inside and you'll find six barrels. Each one is on a small pad marked with a number. Pick up Barrel #1 and a timer will start. Then smash the barrel against the wall. Repeat with Barrels 2, 3, 4, 5, and 6 to win a Gold Banana! Press Z to set a barrel down if necessary.

Note: Diddy's Blueprint can't be collected until Tiny activates a certain Bananaport pad (#3).

---Chunky---

#### CRANKY'S NEW STUFF

Cranky Kong has three new moves for Chunky, Tiny, and Lanky. Each one costs seven coins.

CHUNKY - Gorilla Gone (Wheresim gonium) - Become invisible with Chunky Pads.

TINY - Monkeyport (Warpum craftius) - Lets you warp using Tiny Pads.

LANKY - Orangstand Sprint (Palmius dashum) - Lanky Barrels enable super speed.

Note that you can now collect Lanky's final Gold Banana in Fungi Forest, thanks to the Orangstand Sprint.

#### AN INVISIBLE GOLD BANANA (#1)



Near the beginning of Crystal Caves, you'll find an icy wall. Use a Primate Punch to smash it open. Behind it is a small room with a Chunky Pad. Using it makes Chunky invisible and enables you to see some otherwise invisible objects! One of these invisible objects is a Gold Banana.

#### GREEN BLUEPRINT (#2)

A green-haired Krusha resides on top of the igloo. He's easy to spot but tricky to defeat. I highly recommend a music attack.

#### SAVE THE BUNNY! (#3)

Play the Triangle Tremor on the Triangle Pad at the igloo. Go in the door that opens up, and you'll find a bunny (the same one in the Lanky and the Hare race in Fungi Forest) tied to a TNT Barrel. When you approach the rabbit, a timer starts and fireballs start coming toward the barrel, trying to make it explode. Use any attack to destroy the flames, which keep regenerating. Simply hold off the flames until the timer stops, when you earn a Gold Banana.

#### WHAT BROKE? (#4)

There's a castle near Funky's Armory. Look for a boulder on the path near the castle. Pick up the rock and place it on the nearby red Rock Switch. A cutscene will show an ice door exploding. It's in a cave near Cranky's Lab. Head over there and you'll find a huge boulder, a Rock Switch, and a Chunky Barrel. Become Hunky Chunky and place the boulder on the switch. You'll see a crystal dome explode near the igloo. Under it is a Gold Banana.

Note: There's also a Tiny Pad under that igloo. Use it to Monkeyport to a secret room with an enormous Kosha. Use a shockwave attack if you want to defeat it and stop the falling rocks. This area also has 20 bananas for Tiny.

#### WHO'S AFRAID OF THE LIGHT? (#5)

Still using Chunky, head to the large cabin next to Candy's Music Shop. Play a tune on the Triangle Pad to go inside. You'll be in a room full of swinging lights and red and white targets. If the light touches you, Kroc will attack, so be careful. When the light swings away, slam a target. In order to find a safe place for Chunky to stand, simply jump onto a bookshelf (notice the Monkey Book of Science, written by M. Nuts). Good timing is necessary. If you hit all three targets, a Chunky Pad will appear. Use it and you'll be safe from the swinging lights. In the middle of the room, you'll find 20 bananas and a Gold Banana Barrel. It leads to another round of Searchlight Seek!

---Tiny---

#### KRAZY KONG KLAMOUR (#1)

Below Cranky's Lab is a ledge with a Kosha, a Tiny Barrel, and a tiny passage. Enter the barrel and go through the door. In this small room, you'll find a Gold Banana Barrel. Hop in to play Krazy Kong Klamour! This game is tougher than before. Your timing will need to be faster. After picking up the Gold Banana, make sure to activate Bananaport #3.

#### THE IGLOO, THE KOSHA, AND THE FAIRY (#2)

Go back to the large igloo. There's a Saxophone Pad for Tiny. Play a tune to open a door. Does this sound familiar? Inside is a Kosha and a red-and-white pad. Defeat the bothersome Kosha and hit the pad. It'll start moving. Hit it as many times as you can before the Kosha regenerates. Defeat him again and resume hitting the pad. Watch out for directional changes in the pad. Hit it three times for a Gold Banana and a Banana Fairy. Don't forget to take the Banana Fairy's picture.

#### MONKEYPORT MANIA (#3)

There's a small path near Funky's Armory. It leads to a very small door. You'll

find a Tiny Barrel on a small platform across from it. Jump in and go through the door. Inside is a Monkeyport Pad and Bananaport #4. Make sure to activate the Bananaport Pad so Diddy can defeat the Krusha. Use the Monkeyport Pad to warp under a crystal near the igloo, where you'll find a Gold Banana.

#### KLAPTRAP KABIN (#4)

Go to the big cabin and play a tune on the Saxophone Pad, opening a door. Go inside to a room full of Klaptraps. Most of them are purple and must be attacked with Orange Grenades. Use the Ponytail Twirl to cross the large gaps. After you defeat all the enemies, you'll earn a Gold Banana.

#### PURPLE BLUEPRINT (#5)

This Krusha is on a path high above Candy's Music Shop. Defeat him for another Blueprint.

---Diddy---

#### RED BLUEPRINT

Remember that Krusha? Well, to get there, you'll have to find Bananaport #4. It's located on a stalagmite next to Cranky's Lab (stalagmites go up from the ground, and stalactites grow from the ceiling). Use the Rocketbarrel Boost to access this area. Take the Bananaport and use Diddy to punch out the Krusha.

---Donkey---

#### BUSY BARREL BARRAGE! (#1)

There's another path next to Cranky's Lab. Follow it to a Donkey Pad. Press Z on it to visit another Barrel Blast course. This isn't very different from previous Barrel Blast courses. Again, try to collect all the bananas and coins. At the end is a Gold Banana Barrel. It takes you to Busy Barrel Barrage! You've played this many times before. Simply crunch the Kritters with coconuts from your Coconut Gun. Use a turbo controller if you have one.

#### TUFF STUFF (#2)

I hate it when people spell "tuff" like that. This is perhaps the hardest Gold Banana in the game. Head to the igloo and play the Bongo Blast on the Bongo Pad. Enter the door that opens. Pop the yellow Banana Balloon to earn some bananas. When you look around, you'll find a spiral with a narrow spiky wall. Inside is a Gold Banana. When you step into the spiral, the walls will start to rotate. Worse yet, it sometimes changes direction! If you touch the wall, you lose a whole melon of life! It's very tough! When you stop, look for a wide point. If you do get hit, run ahead during your brief period of invulnerability. Note: One time, the walls didn't start spinning until I got the Gold Banana. I wasn't playing on an emulator or using a Game Shark or doing anything unusual, so I don't know why it did that.

#### YELLOW BLUEPRINT (#3)

There's a Krusha on a ledge near the castle. Go ahead and bop him out for the Yellow Blueprint.

#### MATCH SOME CARDS (#4)

Near Candy's Music Shop, you'll find a small cabin with a Troff 'n' Scoff portal. Use the Bongo Pad to open a door on it. Inside you'll find some panels. Hit one to start a timer. Then match it with its mate! Repeat twice to win a Gold Banana.

#### BATTLE ARENA PAD

Before you leave the cabin, make sure to play the Battle Arena round. In Plinth Panic!, you have to survive the day with a Kritter and two Krushas. This is tough to do, especially with Donkey Kong, who isn't extremely fast. Focus on defeating the Krushas, perhaps using a shockwave attack. There are only three

Battle Crowns left.

#### DONKEY'S FIFTH GOLD BANANA (#5)

Head to the large cabin and go inside using the Bongo Pad. This room is full of trap doors and Zingers. Before doing anything, take the homing ammo. Defeat the bees using the Coconut Shooter. When all the enemies are defeated, you win a Gold Banana. Keep in mind that the trap doors move at a steady rhythm.

---Lanky---

#### INFLATE LANKY! (#1)

Head on over to the igloo and go inside using the Trombone Pad. You wouldn't think Lanky would do that? Go inside to find a small chamber with several baddies and tall towers. Defeat all the enemies to reveal a Lanky Pad. This enables Lanky to scale the towers. There are a few regular bananas on the way up. At the top is a Gold Banana.

#### BUMP A PUMPKIN (#2)

Take Lanky to the big castle. In front is a Lanky Switch. Hit it to go inside. When you do, you'll find a little icy pumpkin. Talk to him and he'll challenge you to a card-matching game. You want to flip the cards to the DK side, but the pumpkin is trying to flip them to the K. Rool side. Focus on flipping the K. Rool tiles, not the ones marked with question marks. Win and you'll get a Gold Banana.

#### STILL NOT A VOLKSWAGEN BEETLE (#3)

That's not the only Lanky Switch at the castle. Hit this one to open another door. To get up there, use the Lanky Pad. Look who's back! It's the beetle from Angry Aztec! This race is tougher than last time because there are several tough jumps. The best strategy is to closely follow the beetle throughout the race while collecting the 50 coins. If you jump into the Lanky Barrel at the start, you'll beat the beetle in the final sprint to the finish line. Be careful near the end, as the road is very narrow. If you collect 50 coins and win the race, you'll get a Gold Banana.

#### LANKY'S BLUE BLUEPRINT (#4)

There's a Krusha on a very high ledge. He's not easy to get to. You can use the Lanky Pad at the castle, or you can take Bananaport #5 if Diddy activated it. Either way, defeat him and take the 25 bananas.

#### SNIDE'S HQ

The Crystal Caves branch of Snide's HQ is found behind a glass wall near the beginning of Crystal Caves. It's guarded by a Kosha.

#### SUPER SPEED (#5)

Not far from Candy's Music Shop is another small cabin with a Troff 'n' Scoff Portal. Use the Lanky Pad to float up onto the roof, where you'll find a Trombone Pad on top. Play a tune to gain access to the inside of the cabin. Inside, defeat the Koshas. Then use the Lanky Pad to float up into a Lanky Barrel. Step on the switch to make a Gold Banana appear! A very short countdown begins. Zoom over to the Gold Banana. That's your 25th Gold Banana of Crystal Caves.

---The Boss---

#### IT'S THE BOSS

There are many, many Troff 'n' Scoff Portals in Crystal Caves. In order to gain access to "THE BOSS!", Scoff needs 350 bananas.

Massive Explosive Armored Mammal ARMY DILLO

Oh no! Army Dillo's back, and he's a lot tougher now. At first, the strategy is the same as last time. Simply throw the TNT barrel at him when he pauses to taunt you. After he finishes rolling after you, he'll display a new move - a shockwave! After hitting Army Dillo three times, he'll lose his fireball cannons and will then resume rolling after you. Army Dillo is faster now than he was in Jungle Japes. After the roll and three shockwave attacks, Army Dillo will unveil another new strategy - a really big fireball cannon! He'll hover above the ground, shooting fireballs. Fire will rain from the sky! After that Army Dillo will launch a homing missile at you. It's quite hard to avoid it, but try to lure it into the TNT Barrel. After the missile, Army Dillo will stop to taunt. Throw a TNT barrel to make his shell explode! It's time to grab the hard-earned Boss Key.

---DK Isles---

#### K. LUMSY'S ISLAND

Lanky #4: Take Lanky to K. Lumsy's Island. If you look around, you'll find a Lanky Barrel and a small switch. Step on the switch and dash to the Gold Banana before the gate closes.

#### CROCODILE ISLE

Tiny #5: On Crocodile Isle, you'll find a Monkeyport Pad not too far from K. Lumsy's Island. Use it to go to the very top of Crocodile Isle. Play a tune on the Saxophone Pad to receive a Gold Banana. A Chunky Barrel will also appear. While Tiny's up there, take a picture of the Banana Fairy.

Diddy #5: There's a red-haired Krusha at the entrance to Creepy Castle. He thinks that if he stays behind bars, he'll be safe from Diddy. He's wrong. Get Donkey to unlock him, then have Diddy cross the bubbling green goo and bop the Krusha. You might want to use the Guitar Gazump.

Lanky #5: You'll find a Lanky Pad in the same chamber. It's covered by a boulder, so use Chunky to throw the rock away. Then use Lanky to float up to the Gold Banana Barrel, which leads to a game of Searchlight Seek!

#### OUT IN THE MIDDLE OF NOWHERE, NEAR BANANA FAIRY ISLAND

Chunky #4: You need to have collected Tiny's Monkeyport Gold Banana before getting this one. On a very small island (marked with a palm tree), you'll find a Chunky Barrel. While you're there, take a picture of the Banana Fairy. Become Hunky Chunky and head to the small island marked with the X. Have you ever wondered what it's for? Simian Slam it to find out! A rock island will explode! On it is the biggest Gold Banana you'll ever see.

#### DK ISLAND

##### BATTLE ARENA PAD

At the entrance to Fungi Forest, there's a mushroom suspended from the ceiling. Hit it with each Kong's weapon in the correct order (refer to the mushroom's color) to make a Chunky Pad appear. Press Z on the pad with Chunky to turn invisible. That makes a Battle Arena Pad appear. In this round, you're playing Forest Fracas! Survive against a Kritter, a Krusha, and a Skeletal Kremling to win another Battle Crown! Just two more to go. Don't forget the Banana Fairy, either.

~~~~~  
Creepy Castle [DK09]  
~~~~~

When you gave the 5th Boss Key to K. Lumsy, a boulder island near Crocodile Isle blew up. Underneath it is an enormous Barrel Cannon. Enter it to launch your Kong to Creepy Castle. To enter the level, you'll have to show B. Locker that you've collected 85 Gold Bananas. Creepy Castle is probably the largest,

hardest, and most complicated level in DK64. But don't worry about the creepy in Creepy Castle. It's not haunted. Actually, it is. Well, you never know. This is another level full of those irritating Koshas. A few Kritters dress up as ghosts, but they're not hard to beat. Other enemies are pretty standard. There are four main regions of Creepy Castle - the Crypt, Dungeon, Big Tree, and Tower. Here's all the Gold Bananas.

#### FUNKY'S ARMORY

In the Crypt Area, you'll find Funky's Armory (check my Crypt Area guide to find out how to reach it). He's got a great weapon upgrade for nine coins. The Sniper Scope is extremely useful. It enables all Kongs to zoom in or out on the Aiming Sight. Press C-Left to zoom out and C-Right to zoom in.

#### CANDY'S MUSIC SHOP

In the Dungeon Area, Candy Kong has a new item. She'll upgrade all Kongs' music capacities to 25 for just nine coins. Now return to the start of the level.

#### CRANKY'S LAB

Visit Cranky high up on the tower. Buy the Super Duper Simian Slam (Bigga buttus bashium) for nine coins. I recommend that you get all three of these upgrades before trying to collect the Gold Bananas. You'll see why pretty quickly.

#### BIG TREE AREA

This is where you start the level. There are a lot of regular bananas and coins here, but there are only three Gold Bananas. The distinctive feature is the enormous tree.

#### BARREL BLAST

Right next to the Big Tree is a Donkey Pad. Play another round of Barrel Blast to open a door into the Big Tree. Along the way you'll earn bananas and cash.

#### YELLOW BLUEPRINT (Donkey #1)

Go inside that big door you just opened. You'll find a wall with a Coconut Switch on it. Shoot the switch, enter the door, and defeat the blond Krusha. While you're at it, pop the Banana Balloon.

#### TARGET PRACTICE (Donkey #2)

In the same room as the Krusha, jump down the shaft. When you reach the small wooden platform, a series of targets will appear on the wall. Using the Sniper Scope, hit all three to make the water rise. This allows you to reach a Gold Banana and a Banana Fairy. Exit through the gate in the water.

#### BOTHER SOME BEAVERS (Chunky #1)

Inside the Big Tree, you'll find a fragile door. Primate Punch it to smash down the wooden gate and gain access to a strange room. If you step into the moss, the Pineapple Switch will flip. To keep that from happening, use the Sniper Scope to hit it. That will open a door. Inside is Dixie Kong! Just kidding. Instead you'll find a Gold Banana Barrel. Play it for another annoying round of Beaver Bother!

This completes the Big Tree Area.

#### THE CRYPT AREA

This spooky area is full of eerie green fog. Tombs and caverns are everywhere. At least there aren't ReDeads or Wall Masters! To get here, enter the big wooden gate along a narrow cliff near the start.

#### DIDDY'S RED BLUEPRINT (Diddy #1)

In the middle of the Crypt Area is a red-haired Krusha. Bop him out!

#### SPOOKY SKULL CAVE (Diddy #2)

To the left of the Krusha is a skull cave. First pop the red Banana Balloon for 20 bananas. Hit the Peanut Switch to enter the cave. Take the left passage and look for a door with a Peanut Switch. Hit it to enter another room. There's a giant coffin with number switches on them. Chimp Charge them in 1-2-3-4 order for a Gold Banana. Then hit a switch other than 1 to reveal some bananas and coins.

#### HAUNTED MINE CART RACING (Donkey #3)

Nope, this isn't Haunted Hall. Enter the same skull cave by hitting the Coconut Switch. Inside, look around for a switch for Donkey. Hit it to open a room. In here are six levers. Pulling them in the right order will open a door! Refer to the chart near the door for the proper order. The door leads to a mine cart game. Donkey's stuck in a mine cart, facing the attacks of tombstones and the resident demon, who steal his coins. As usual, collisions cost three coins each. This is a two-lap game; you turn around midway through. Collect 25 coins to win a Gold Banana. The ghost is the main obstacle. Avoid his punches with good jumps.

#### SEARCHLIGHT SEEK! (Chunky #2)

Enter the skull cave with Chunky (hit the Pineapple Switch to enter). Inside, hit a Pineapple Switch on the door. You'll reach a room filled with coffins. Primate Punch all of the caskets to open them. Some contain bananas and other power-ups. Inside one is a Gold Banana Barrel. Play a round of Searchlight Seek! for a Gold Banana.

#### GOO FOR LANKY (Lanky #1)

Directly across from the skull cave, head to the small tomb with Lanky. Hit the Grape Switch to go inside. In here, stand under the Lanky Barrel, hit the Grape Switch on the wall, and immediately jump into the Lanky Barrel. Then sprint down the left fork into the door! You'll be in a room full of green goo. Play a tune on the Trombone Pad to make some vines appear. Swing across and nab the Gold 'Nana!

#### HOT GREEN GOOP HAND TRAP (Tiny #1)

Go to the same tomb that Lanky visited. Hit the Feather Switch to open the gate leading into the tomb. Take the right fork, Ponytail Twirling over pits of green goo. Eventually you'll reach a sea of slime. Hit the Tiny Switch to make some hands appear. This isn't a Hand Trap from Super Mario Bros. 3. Float across from hand to hand until you reach the Gold Banana.

#### PURPLE BLUEPRINT (Tiny #2)

Immediately outside the Crypt Area is a well-hidden Krusha for Tiny to beat up, as well as some coins. Use the Saxophone Slam to beat it easily, then Ponytail Twirl to the platform. Technically, this is probably in the Big Tree Area.

This completes the Crypt Area.

#### THE DUNGEON AREA

This dungeon also has green fog. You'll find Candy's Music Shop and a prison here. There are two entrances to the dungeon - one on some stairs near the entrance to the Crypt, and another inside the door accessed by the castle drawbridge.

#### TEETERING TURTLE TROUBLE! (Tiny #3)

Near the beginning of the outer cave are coins and a large pit. Use Tiny's Ponytail Twirl to cross the gap. Jump in the Gold Banana Barrel to play a game of Teetering Turtle Trouble!

#### GREEN BLUEPRINT (Chunky #3)

There's a Green Krusha in the middle of the cave part of the Dungeon Area. Get Chunky and punch the big meanie out. While you're using Chunky, go down to the actual prison. Use the Primate Punch to smash open some cell doors. Most are full of coins!

#### DIDDY'S THIRD GOLD BANANA (Diddy #3)

In the main dungeon area (where the prison is), you'll find a Diddy Switch and a locked door. Hit the Diddy Switch to open the door. Go through the tunnel and look on the wall using the Sniper Scope. Hit the Peanut Switch to drop down some chains. Swing across them and nab the Gold Banana! Don't worry; the chains won't lock Diddy up or turn him into a ghost.

#### KREMLING KOSH (Lanky #2)

In another part of the jail is a door guarded by a Kosha. Defeat him and hit the Lanky Switch, unlocking the door. Go inside and you'll find a pool full of green goop, a recurring theme. Play a tune on the Trombone Pad to make a bunch of Lanky Pads appear. Use two or three of them to float across the goo into a Gold Banana Barrel. This time, you play Kremling Kosh! Defeat 25 Kremplings using the melon gun in 60 seconds for a Gold Banana.

#### DONKEY KONG PUZZLE (Donkey #4)

Go inside another door locked with a Donkey Switch. Hit it to enter. DK will find himself in an odd room. Simian Slam parts of the picture on the floor to form a picture of Donkey Kong! When you succeed, you'll get something yellow.

This completes the Dungeon Area.

#### THE TOWER AREA

This is the most important area of Creepy Castle, as nearly half the Gold Bananas are located here. A long path leads to the top of the tower. Along the way, there are several important rooms, including a museum, greenhouse, ballroom, library, and tower.

#### BIG BUG BASH! (Diddy #4)

There are many Diddy Barrels in the Tower Area. I prefer the one near the drawbridge. Hop in one and soar to the very top tower of Creepy Castle, where you'll find a Gold Banana Barrel. Win a game of Big Bug Bash! for a Gold Banana.

#### BLUE BLUEPRINT (Lanky #3)

Activate all five Bananaport Pads near the drawbridge if you haven't already. Right after the drawbridge is a blue-haired Krusha for Lanky to defeat.

#### MANIAC MUSEUM (Chunky #4)

Hit the Chunky Switch in front of the museum door to open it up. Go inside and stand on the gray platform to make a skull's mouth open. Inside is a Gold Banana. Step off and hit the three purple switches and grab the coins. That makes a rock appear in another skull's mouth. Place this boulder on the gray platform to make the skull's mouth stay open! Nab the Gold Banana found therein.

#### GROUCHY GREENHOUSE (Chunky #5)

Head on over to the Grouchy Greenhouse using Chunky. Use a Primate Punch to smash open the shed's door. Go inside and you'll find a big [?] box. Smash it open with another Primate Punch to uncover a Chunky Pad. Use it to turn invisible. Then defeat the three bats (regular, not baseball) using your Pineapple Launcher. Defeat them all for a Gold Banana.

#### BUG BOPPING (Tiny #4)

Next to the greenhouse is a garbage can, a Tiny Barrel, and a mushroom. Use the Tiny Barrel to shrink. Then bounce onto the mushroom to fly onto the trash can. Drop into the very small hole on the garbage receptacle. Inside are some soda cans and other junk, as well as bugs. You can use the homing ammo to shoot them down, but it's much easier to use the Saxophone Slam to beat them painlessly. When you defeat all the bugs, you win a Gold Banana.

#### THE HEDGE FUND (Lanky #4)

Switch to Lanky and return to the greenhouse. Hit the Lanky Switch to enter the greenhouse. Oh no! A hedge maze! It's similar to the one from Mad Monster Mansion in Banjo-Kazooie. Hop in the Lanky Barrel and run through the maze. At the end is a Gold Banana.

#### BATTLE ARENA PAD (Lanky)

When you get the preceding Gold Banana, a Battle Arena Pad appears in the maze. This time, the fun game is Pinnacle Palaver! Lanky must hold off two Krushas and a Skeletal Kritter for 70 seconds. Use the shockwave attack to your advantage. When you win, you'll get the next-to-last Battle Crown in the game.

#### PHONY GHOSTS AND MINECART MADNESS! (Diddy #5)

Switch to Diddy and hit the Diddy Switch to enter the Ballroom. Walk on the ballroom floor and you'll find a bunch of phony ghost Kremlings (Krappers). They try to look like ghosts, but they're not! Defeat them all to reveal a Diddy Barrel. Hop in and use the flame to light the candles. Doing so makes a Gold Banana Barrel appear in the air. Rocket in to play Minecart Madness! Avoid collisions for 60 seconds to win a Gold Banana. This game is pretty tough.

#### TINY KONG RACING! (Tiny #5)

Go inside the Ballroom with Tiny Kong (use Diddy to hit the Diddy Switch). Head to the ballroom floor and use the Monkeyport Pad to warp to a room in the museum. Photograph the Banana Fairy, then jump into the Tiny Barrel. Shrink and enter the tiny passageway. You'll be warped to a Frantic Factory-style car race! Collect 10 coins and beat the Kremling to win the Gold Banana. The race lasts two laps. It's easiest to pass him by missing a checkpoint or two.

#### KILLER BOOKS IN THE LIBRARY (Donkey #5)

Near the very top of Creepy Castle is a Donkey Switch. Hit it and run down to the door. The countdown is 20 seconds. This door is the Library. Look around for a room with some enemies. Defeat them all to reveal a Donkey Switch. Give it a Simian Slam to open another door. In this room, jump in the Donkey Barrel to become invincible. Then dash past the Killer Books, grabbing bananas and a Gold Banana. Just three more left!

#### MORE COUNTERFEIT GHOSTS IN THE TOWER OF TERROR (Lanky #5)

Head to the very highest tower. Hit the Lanky Switch to open a door. Go inside. Defeat all the Krappers to reveal some Grape Switches. Hit them with the Grape Shooter to open the cage. Inflate with the Lanky Pad and then use the waterspout to float up to the Gold Banana Barrel. Inside is another [use bad word of your choice] game of Beaver Bother!

This completes the Terrible Tower Area. We're now 25 for 25 in Creepy Castle.

---The Boss---

#### ANOTHER BIG BAD BOSS

Creepy Castle has lots of Troff 'n' Scoff portals. Go into one to find them. Scoff will need 400 bananas to open the boss door.

#### Ominous Cardboard Creation K. ROOL KUTOUT

Lanky starts against this boss. What are those Kremlings doing? They're



building a K. Rool Kardboard Kutout! It's a rather tricky boss. It's not very tough, but it requires tinkering to figure out the pattern. First hop into the Barrel Cannon and fire Lanky at the boss. Then swim back through the moat to the main platform. Watch out for the numerous Puftups in the water. Dodge the laser beams and fire Lanky twice more. After that, its right arm will fall off and you'll score a hit. If you shoot Lanky out of the wrong cannon, you'll lose him for the rest of the battle and have to use a different Kong. If you lose all five Kongs, you'll have to start the fight over. For the next hit, a Phony Ghost will be around, as well as a fake Ghost Kutout. After the second hit, the left arm will fall off. For the final hit, the boss will move around VERY quickly. Finally, it will shoot two rounds of laser fire. Look for a pattern to hit the boss. It goes counter-clockwise. Stand next to a cannon and wait for the boss to pop up. The instant it does, FIRE! Repeat three more times and the boss blows up. Grab that Boss Key!

---DK Isles---

#### CROCODILE ISLE

Chunky #5: At the entrance to Hideout Helm is a Chunky Pad. Use it to reveal some vines. Swing across to find a Gold Banana Barrel. Go inside to play Kremling Kosh!

Donkey #5: Still at the entrance to Hideout Helm, use Donkey to hit the Coconut Switch. This opens a path to the Krusha. Defeat him and take the final Blueprint.

If the DK Crew has all 40 Blueprints, go to Snide's HQ. He's got a little surprise for you! Press C-Up.

~~~~~  
Hideout Helm

[DK10]

~~~~~  
This is it - the final area in Donkey Kong 64! Unfortunately, it's quite tough. Once K. Lumsy has the first seven Boss Keys, he'll bash open a door at the top of Crocodile Isle. Hideout Helm is a small stage full of magma pits and a large chamber with K. Rool's ridiculously-named Blast-O-Matic device. "HEY! WE DON'T THINK THAT NAME IS RIDICULOUS!" Well, K. Rool's wrong.

#### GETTING THERE

It's a bit of a challenge to get up to Hideout Helm. The only way I've found is to use Tiny's Monkeyport pad at the bottom of Crocodile Isle. It's not far from K. Lumsy's Island. From the other Monkeyport pad, just go through the open crocodile jaws.

#### NOTE

Before you enter Hideout Helm, make sure that you have at least 100 Gold Bananas, 3 or 4 Battle Crowns, and the Nintendo and Rareware Coins. It's a good idea to have at least 30 (40 is highly recommended) Blueprints. Your trip through Hideout Helm will also be MUCH easier if you have at least four boxes of homing ammo. These can be found near the Krusha just before the entrance to Hideout Helm.

#### ENTERING HIDEOUT HELM

From the crocodile jaw entrance, switch to Chunky Kong (you'll be doing a LOT of character switching here). Step on the Chunky Pad to reveal some vines hanging over the lava. Swing across carefully to the other side. As long as you have at least 100 Gold Bananas, you'll be able to enter Hideout Helm. First, though, Bananaport to the other side and switch to Lanky. If you use Lanky at the start, you'll save a bit of time.

YIKES!

When you enter Hideout Helm, you'll see a cutscene. You'll have only 50 minutes to complete the level, and one minute less than that for each missing Blueprint. If you run out of time, you have to start the stage all over again. At first, use Lanky's Orangstand to get up some steep hills. There are a few Kritters, Klumps, and Klaptraps in the way, so look out. Jump in the Tag Barrel and switch to Chunky. Shoot the Pineapple Switch to open a passage. There are some vines hanging over magma, so be careful as you swing across. Another Tag Barrel is nearby. Change to Tiny and jump into the Tiny Barrel. Both barrels are tricky to spot. After becoming Teensy-Tiny Kong, enter the little passage. You'll find yourself in the main room with the Blast-O-Matic. Change to Donkey and look for a lever. When you pull it, a succession of DK Stars will appear. Dash back to the Tag Barrel and switch to Diddy. Jump into the Rocket Barrel and fly through the stars. When you complete this sequence, five doors marked with Roman numerals will open up. This isn't Rome, though. Switch to Chunky and use the Primate Punch to smash open the gate found behind four of those doors.

#### DONKEY'S K. ROOL BARRELS

Switch to Donkey Kong and look for the lowest door that once had a Roman numeral on it. When you find the Bongo Pad, play the Bongo Blast to open a glass door. In this room are two floating K. Rool Barrels (K. Rool Kegs, to be more precise). Jump in one to play a mini-game.

#### RAMBI RAMPAGE

In one mini-game, Donkey takes control of Rambi. You'll have to defeat 18 Kremlings in a short amount of time. Avoid the power pylons or you'll have to start over. It's best if you crunch two or more Kremlings in one charge, since doing so will earn extra hits.

#### BARREL BLAST

You've done this one before. Here you shoot Donkey out of a barrel cannon, trying to hit three targets in 30 seconds or less. Once you complete both mini-games some of the power in the Blast-O-Matic will go out. Get your Banana Medal and head back to the Tag Barrel.

Note: If you don't collect the Banana Medal now, you won't ever have another chance to pick it up (unless you use a game-enhancement device).

The power of the sages will dispel the barriers of the Blast-O-Matic! Darunia appears and hands Tiny a Gold Banana, and Saria gives Diddy a Fairy Ocarina in exchange for the Rareware Coin. Play the Song of Storms to defeat the yellow-haired Krusha. Okay, that was stupid, and it might be a spoiler for The Legend of Zelda: Ocarina of Time. Hideout Helm is obviously an allusion to the final dungeon of Zelda 64.

#### CHUNKY'S K. ROOL BARRELS

Chunky's room is up a short staircase. Crank out a little tune on the Triangle Pad and you'll be ready to take on the next challenge.

#### SHOOT THE KREMLINGS

On this challenge, you have 30 seconds to shoot five Kremlings with the Pineapple Launcher. With homing ammo, this is a piece of cake. Without homing ammo, it's a little trickier.

#### SMASH 'N' BASH

Here, Chunky must smash open a box containing a Kremling and then bash him. Jump into the Chunky Barrel and then start Primate Punching the [?] Boxes. There's some degree of luck involved here, especially since you have only 20 seconds to complete the mini-game. You might have to try a few times. When both challenges are complete, get your Banana Medal and jump in the Tag Barrel.

#### TINY'S K. ROOL BARRELS

Tiny's room is up a higher staircase (each of these rooms gets progressively higher). Use the Saxophone Pad to gain entry into the next chamber.

#### THE LOW JUMP

Here, you must use Tiny's Ponytail Twirl to float through some DK Stars and then touch a switch. The time limit is 30 seconds. Don't touch the ground, or you'll have to start over.

#### THE HIGH JUMP

This mini-game is a little like the last one. Tiny must Ponytail Twirl through several DK Stars in 30 seconds or less. This time, you must use the aid of bouncy red mushrooms. Start twirling at the apex of your jump. You can safely touch the ground. Upon completion of these two challenges, you receive a Banana Medal (as usual).

#### LANKY'S K. ROOL BARRELS

It's now time for you, Lanky Kong. His room is pretty high up. You'll have to go up a lot of stairs. Play the Trombone Tremor to open up the glass door.

#### MAZE MANIA

Lanky first has to complete a maze course. Enter the Orangstand Sprint barrel and start looking for a switch. Simply step on it and then cross the finish line! There are a few Koshas and other Kremlings; avoid them. The time limit is 25 seconds.

#### ZAP THE ZINGERS

Lanky's other challenge requires you to shoot three Robo-Zingers in 30 seconds. The homing ammunition makes this MUCH easier. Remember that these Zingers will need more than one hit, so shoot away. After finishing this, don't forget your Banana Medal!

#### DIDDY'S K. ROOL BARRELS

The last room is for Diddy. It's pretty tricky to reach, though. You'll have to use the Rocketbarrel Boost to find the entrance. Play a little tune on the Music Pad to open the glass door.

#### FIND THE KREMLING

Here, Diddy has 30 seconds to defeat a special Kremling. You know you've hit the right one when you hear a tone. Then zoom back to the middle and give the switch a Simian Slam.

#### SWITCH SHOOTIN'

This is the final mini-game in Hideout Helm. You've got 30 seconds to hit four switches using the Peanut Poppuns. Use the Rocketbarrel Boost to hover near the middle of the area (hold Z) and shoot at the targets. When you hit the fourth switch, a cage covering a switch will rise. Slam it!

#### THAT ENDS THE BALLGAME

Your DK64 adventure is almost complete! After finishing those challenges, the rest of the Blast-O-Matic's power will be eliminated and the timer will stop. But don't forget to grab your hard-earned Banana Medal (#40!).

#### BATTLE ARENA PAD

Yes, there is a Battle Arena Pad in Hideout Helm, too. Use Diddy's Rocketbarrel Boost to fly to the top of the Blast-O-Matic. You'll find it at the very top. It sends you to a tough game of Shockwave Showdown! Stay near the middle of the arena and use the B + B + B attack to wipe out the first group of meanies. Then use the power-up B shockwave to zap the next wave of Krushas. That Kritter can

be trouble, too. Survive all this chaos for 80 seconds to win the final Battle Crown.

#### THE LAST BOSS KEY

After you finished Diddy's two K. Rool Barrel games, a K. Rool door opened up in the Blast-O-Matic room. You should enter that door. It leads to a staircase and eventually a door marked with a Battle Crown and the number 4. It will open if you have four or more Battle Crowns. Before long, you'll be in K. Rool's throne room (at least before he escaped). You'll spot a door with the images of the Nintendo and Rare Coins. If you have both coins, a room will open up. Inside are two Banana Fairies and the final Boss Key. Photograph those fairies and grab that Boss Key! Use the nearby Bananaport to exit conveniently.

#### FINISHING THINGS UP

If you don't have all 20 Banana Fairies, go back and find any ones you missed. If you do have all 20 Banana Fairies, go to Banana Fairy Island with Tiny. Inside that tiny passage, the Banana Fairy Queen has a special surprise for you! Now go visit K. Lumsy Island. Now that you have all the Boss Keys, you can free K. Lumsy. I won't spoil the slightly goofy cutscene.

#### THE FINAL BATTLE

Once you free K. Lumsy, go to the back side of DK Island, where you can begin your final battle with K. Rool. This fight has five rounds, each lasting three minutes. If you run out of time, you'll have to start the round all over. If you run out of energy, you'll have to start the fight all over again. This K. Rool battle is going to be a bit tougher than in previous Donkey Kong games, so watch out! And those timekeepers might not be "fair and unbiased."

#### ROUND ONE

The fight begins with Donkey Kong. K. Rool stands in the middle of the ring, pounding the ground and sending out shockwaves. Climb onto a corner post to avoid these. After about 15 seconds, four Barrel Cannons will appear. The barrel rotates up and down, but don't shoot until the cannon is at the lowest point possible. If you fire when K. Rool's arms are up, you'll hit him, and the Barrel Cannon will disappear. Jump over a shockwave or two and head to the next pad. Press Up and you'll be in the cannon. This shot is exactly like the previous one. For the third hit, be careful. K. Rool will try to fake you into shooting too quickly by raising his arms once and then bringing them down very quickly. For the final hit, you'll have to time your shot just right. You have very little raised-arm time. When you hit K. Rool four times, he'll be "down for the count". But he will be back!

#### ROUND TWO

Diddy gets to challenge a new obstacle - a boomerang glove. What will K. Rool think of next? After a couple of boomerang attacks, a Diddy Barrel will appear in the middle of the ring. High-jump in and start flying. You'll spot a pair of targets on the light above K. Rool. When you hit both targets, the light will crash onto his head. Youch! You'll have to do this four times. Keep moving, or you'll get hit by the boomerang glove.

#### ROUND THREE

After the fourth light collapse, there'll be a light on top of K. Rool's head, impairing his vision. Your Kong of Choice for this round is Lanky. Stay away from K. Rool, since he's still dangerous despite his inability to see where he's going. After a few seconds, four numbered posts will appear outside the ropes. Use Lanky's stretchy arm to hit a post and make a barrel rise up. When you grab the barrel, a Music Pad will appear in each corner of the ring. Throw the barrel toward the middle of the ring and a banana peel will appear. Step on a Trombone Pad and wait for K. Rool, the banana, and Lanky to all be in line. Then play the Trombone Tremor on the pad. K. Rool will charge at you but slip

on the banana peel (just like Super Mario Kart!). Do this four times and K. Rool will be KO'd. Keep in mind that each post and each Music Pad can be used only once.

#### ROUND FOUR

It's now time for Tiny Kong. After Lanky toppled K. Rool, the Kremplings removed the light from K. Rool's head. The round starts with some K. Rool shockwaves. The shockwaves are easily avoided with the Ponytail Twirl. He'll be on the move, so you'll have to keep moving as well. When K. Rool stops to scratch his back, jump in the Tiny Barrel and enter his left shoe (looks like the right from your perspective). You're in his shoe! When the left toe rises, shoot it with the Feather Bow. When a tow wiggles, it's about to try to squash you, so move. Repeat this pattern. The second time you enter the hole in his shoe, you'll have to hit the second toe twice. The third visit will require three hits on the third toe, and the fourth entry takes four hits on the right-most (or left from K. Rool's view) toe. After that, K. Rool will fall over.

#### ROUND FIVE

Do you feel nervous? This is the final round! Avoid K. Rool as he bounces off the ropes. Follow K. Rool's shadow to figure out where he is. After a little while, hit the Chunky Switch, activate the Chunky Pad, and then become Hunky Chunky. Deliver a Primate Punch just before K. Rool charges into you. Repeat this thrice to achieve victory! On the final hit, K. Rool zig-zags a little before approaching you. Before you know it, you'll be watching the ending credits.

#### THAT'S ALL, FOLKS

Your DK64 adventure is now complete. "But our Princess is in another castle..." Maybe not. However, there are still more things to do after you've finished the final battle. Perhaps you missed a Gold Banana or two (or more) along the way. Or maybe there's still a missing Battle Crown. If so, go back and find that missing stuff! My guide will help. You may also enjoy playing some of the mini-games on the Secrets menu. If you're really ambitious, try collecting all 4500 regular bananas in the game.

~~~~~  
Enemy List

[DK11]

~~~~~  
Remember that most enemies regenerate after being defeated. This list doesn't include bosses, including the Toy Monster or the spider boss.

#### Block Monster

Found: Frantic Factory

A weak toy enemy.

#### Die Guy

Found: Frantic Factory

These dice aren't too dangerous. Running attacks work well against weak enemies like these.

#### Domino Dude

Found: Frantic Factory

These weak enemies are easily defeated using a roll attack, just like the dice.

#### Fireball

Found: Crystal Caves

Seen exclusively in the igloo in Crystal Caves, where you're trying to rescue your bunny buddy from certain doom. These flames can be dissipated using any attack and won't hurt your Kong.

#### Gnawty

Found: Jungle Japes, Crystal Caves

This is Donkey Kong 64's answer to Goombas. I prefer to beat them using a roll attack, but ignoring them is usually the most viable option.

#### Housefly

Found: Creepy Castle

These appear in a greenhouse in Creepy Castle. Only Tiny Kong can reach it. You can (tediously) snipe them one-by-one using your Feather Bow, but it's MUCH easier (but less fun) to just use a music attack and get the Gold Banana the easy way.

#### Kaboom

Found: Jungle Japes, Angry Aztec, Gloomy Galleon

Similar to Klobber, also from DKC 2, these Kremlings hide in TNT barrels. When you come near, they run towards you and try to blow you up like a suicide bomber! Beat them with Orange Grenades, preferably from a distance. Note that Kabooms are only seen in Jungle Japes in the mine cart ride.

#### Killer Tomato

Found: Fungi Forest

Killer Tomatoes are found in the Funky's Armory area of Fungi Forest. Give them a good Simian Slam.

#### Klaptrap

Found: Angry Aztec, Fungi Forest, Crystal Caves, Hideout Helm

These crocodile-like Kremlings are best dispatched with a couple of Orange Grenades. The rare purple Klaptraps are a bit tougher than the normal green variety, as they can only be beaten with oranges. Watch out; their teeth pop out after the first hit, and their snapping jaws can still hurt you.

#### Klobber

Found: Angry Aztec, Gloomy Galleon, Crystal Caves

These Kremlings hide in barrels and charge at you when you come near. These are best defeated using Orange Grenades.

#### Klump

Found: Jungle Japes, Angry Aztec, Gloomy Galleon, Fungi Forest, Crystal Caves, Hideout Helm

These tough guys throw Lime Grenades at you. Use Orange Grenades or a music attack and they'll be down for the count. These enemies are rather fun to watch.

#### Kosha

Found: Gloomy Galleon, Fungi Forest, Crystal Caves, Creepy Castle, Hideout Helm

For some reason, I love these enemies! Maybe because it's so fun to use the Sniper Scope to watch their goofy antics - from a distance. However, they are the most dangerous regular enemy in the game. Use a shockwave attack to beat them safely, as they can't be hurt by Orange Grenades.

#### Kosha King

Found: Crystal Caves

This is the only regular enemy in the game that can be defeated only once. Use a shockwave attack with Tiny. This is the source of the falling rocks, and you can only reach him using a Monkeyport pad.

#### Krapper

Found: Creepy Castle

These Kremlings disguise themselves as ghosts, but you shouldn't have any trouble beating them.

### Krash

Found: Jungle Japes, Fungi Forest

These enemies appear exclusively in mine cart areas. Make sure to jump when they swing their clubs at you.

### Krembot

Found: Frantic Factory

These robotic Kremlings are tough to beat, so I'd just stay clear of them. Orange Grenades are most effective against them, but you can also use Chunky's Primate Punch. Sometimes called Robo-Kritters.

### Kritter

Found: Jungle Japes, Angry Aztec, Frantic Factory, Gloomy Galleon, Crystal Caves, Hideout Helm

These common Kremlings can be defeated using a variety of methods.

### Kroc

Found: Angry Aztec, Crystal Caves

One of the few enemies from DKC 3 to appear in Donkey Kong 64, Kroc doesn't actually appear, but he will occasionally start a timer. You'd better leave the room you're in before the timer goes off, or you'll get blasted! In Crystal Caves, Kroc will shoot you if you run out of time on certain challenges, or if you get caught by certain security devices.

### Krusha

Found: Everywhere (a total of 40)

Krushas drop Blueprints when defeated, and if your Kong's favorite color matches the Krusha's hair, you can pick up the Blueprint and later take it to Snide's Headquarters for a Gold Banana. My preferred Krusha-beating method is to just punch them out, although some people like Orange Grenades. I don't like Orange Grenades because it takes tons of them to beat a Krusha. The easiest way to beat them is to just use a music attack. These are officially called Kasplat, by the way, but I've always used the term Krusha.

### Mushroom Ninja

Found: Fungi Forest

Sometimes referred to as Mushroom Bandits, these Kremlings disguise themselves as mushrooms and pop out of the ground. They're not very tough to beat.

### Nibbly

Found: Fungi Forest, Creepy Castle

Music attacks and homing ammo work well against these enemies, which are similar to Banjo-Kazooie's bats. Also called Evil Bats.

### Puftup

Found: Gloomy Galleon

These are identical to the Pufferfish found in Banjo-Kazooie. Don't touch them, or they'll blow up on you.

### Robo-Zinger

Found: Frantic Factory, Gloomy Galleon, Crystal Caves, Hideout Helm

These take more hits and toss lime grenades constantly - not just when you're around.

### Shuri

Found: Angry Aztec, Gloomy Galleon

A rare starfish enemy that appeared in Donkey Kong Country 2. They swim slowly and aren't too tough to avoid.

### Skeletal Kritter

Found: Fungi Forest, Creepy Castle

These might remind you of a certain enemy found at night in Hyrule Field in The Legend of Zelda: Ocarina of Time. And like those, these are not very tough to beat.

### TNT Cart

Found: Jungle Japes, Fungi Forest

Found in mine cart areas, make sure to steer clear of them or you'll be three coins poorer.

### Zinger

Found: Jungle Japes, Angry Aztec, Gloomy Galleon, Fungi Forest, Crystal Caves

DK64 Zingers aren't nearly as dangerous as they were in previous (especially DKC 2). Most fly slowly and swoop at your Kong to attack. Some drop Lime Grenades, which can bop you! Like other flying enemies, they're tough to defeat without homing ammo, so you'll probably have to rely on music attacks.

~~~~~  
Frequently Asked Questions [DK12]  
~~~~~

Q: I can't get past...

A: Check my walkthrough. That's what it's for. If you're still stumped, try using the Wrinkly Kong hint doors (found outside the level entrances) for clues to some of the harder spots. If you really can't find a certain Gold Banana, Battle Crown, or other item, send me an e-mail (see the Contact Information section), or try using someone else's walkthrough.

Q: Why won't my game work?

A: Make sure your Nintendo 64 has an Expansion Pak inserted in the little slot on the front-top of the unit. The Expansion Pak originally came packaged with the game, but nowadays you could buy one on eBay. Also make sure your Game Pak is clean (rub both connection points with a Q-tip).

On an emulator, try using a different plug-in or changing settings.

Q: Can I skip the cinema scenes?

A: Not really, although you can reset your game during them, and if your game is like mine, your progress is saved automatically, and when you return to your game, you won't be forced to watch the cutscene. Useful if you start a new game and don't want to watch the long opening.

If you want to watch a movie again, you can under the Secrets menu if you've collected a pair of Banana Fairies.

Q: Why can't I collect a banana or Banana Coin?

A: Each banana and coin is a different color, and these can only be collected by the Kong whose color matches the item. Donkey Kong is yellow, Diddy is red, Lanky is blue, Tiny is purple, and Chunky is green. For example, only Diddy can collect red bananas, and Lanky is the only Kong who can take a blue coin. The same goes for Blueprints.

Q: Why didn't Snide give me a Gold Banana?

A: Snide will only give Gold Banana(s) to Kongs who have unredeemed Blueprints. For example, you won't get a Gold Banana for a green Blueprint if you're controlling Diddy when you enter Snide's HQ. However, you can redeem Blueprints



at any one of Snide's locations; for example, you can beat Chunky's Krusha in Fungi Forest and use Chunky to redeem it at the Snide's Headquarters in Crystal Caves.

Q: Why can't I Rocketbarrel Boost to certain places?

A: There are a few places you aren't allowed to Rocketbarrel Boost, and if you try to go there, you'll land automatically. This is so you can't reach certain places you aren't supposed to, like the top of Crocodile Isle and through certain tunnels in Fungi Forest.

Q: How do I access the Wrinkly Kong tip doors in Crystal Caves?

A: They aren't very useful if you have my guide, but for your information, use Chunky Kong to break the ice wall near the Tag Barrel. Pick up the rock and place it on the switch to open the doors. Keep in mind that one of the doors can only be accessed using the Rocketbarrel Boost.

If you're looking for Chunky's door outside Angry Aztec, use Tiny to hit a Feather Switch and open a gate. Then switch to Chunky, jump into the Chunky Barrel, and stand on the stone table.

You have to use Donkey Kong's Gorilla Grab to start up a platform to reach Wrinkly's doors outside Frantic Factory.

Q: Does anything special happen if I collect a lot of Banana Fairies?

A: Every Banana Fairy increases your Crystal Coconut capacity by one. If you rescue enough of them, some new features in Secrets mode will be revealed. Here they are!

2 Fairies	DK Theater Mode (lets you replay cinema scenes)
6 Fairies	Bonus Games (lets you play some bonus games)
10 Fairies	Boss Fights (lets you re-fight a boss you've already beaten)
15 Fairies	Krusha On/Off (lets you play as a Krusha in 2-player games)
20 Fairies	Cheats Off/On (earn unlimited items in Adventure mode)

Q: Can I go through a level gate without having the required number of Gold Bananas?

A: If you have Lanky Kong. Just stand in front of B. Locker and use your stretchy arms to punch right through him and gain unauthorized entry into the level gate. This is just one of the countless glitches found in DK64. There's a guide devoted to glitches on GameFAQs.com. This is the only glitch that's particularly useful, though, although the K. Rool Room and the Motionless DK Room are both worth seeing, and some of you might want to try for 202+ Gold Bananas.

Q: Can I collect a Blueprint or Gold Banana using a Kong other than one it's intended for?

A: No. It'll be "grayed out" if you try to collect it using the wrong Kong.

Q: How did Troff get his name?

A: "TROFF" was a programming term used in the distant past. In addition, Kremlings are named after the Russian Kremlin, and Koshas are derived from "cosh," a club-like weapon.

Q: You idiot! Don't you know that those Latin scientific terms should be italicized?

A: Yes, I know that. However, I write my guides in plain ASCII text to reduce file size and optimize compatibility. What's more, that's not real Latin.

Q: Is there an alternate ending?

A: The ending will be longer if you collect all 201 Gold Bananas.

Q: How can I maximize my score in the Enguarde Arena mini-game?

A: Try to go through all the DK Stars, especially the ones in the air. A good player should be able to complete 3 laps around the course and get 300 points. Depending on the angle you're swimming, Enguarde can jump out of the water to hit DK Stars in the air. If he's swimming pretty straight, he'll jump low and far. If he's swimming straight up, he won't jump very far at all but will get a lot of height. It's preferable that Enguarde jumps somewhere between the 2 techniques, depending on the star.

Q: What's the best way to get a high score for the Rambi Arena mini-game?

A: It's easy to get 150 points, but it's tough to get more than that. The trick is to hit yellow beavers and to crunch 2, 3 or 4 Gnawties at once! Combos will double Rambi's points. The yellow Gnawties are worth 10 points and the regular beavers are 2 points. If Rambi squashes a yellow beaver and 3 regular beavers, he'll earn a whopping 32 points! For that reason, focus on getting combo points, especially ramming the yellow Gnawties.

Q: What tips do you have for Jetpac?

A: Press B to fire the laser and hold A to use the jetpack. Don't touch the enemies, or you'll lose a life. Be patient; watch the enemies, and don't make wild lunges. If you're just trying to collect points, stay on Level 1.

Level 1: There are many little fireballs. Some go straight, and some swoop down a little, but they're all very predictable. Pick up the pieces of your spacecraft and reassemble it. Then start collecting fuel and bonuses. The bonuses are worth 250 points, and each fuel container earns you 100 points. When you fully fuel the rocket, touch it and go to Level 2.

Level 2: In this stage, you don't have to re-build your rocket, but you do have to fuel it up. This time, you have to dodge fuzzy little things that bounce off the ledges.

Level 3: Similar to Level 2. There are bubble enemies here. These are fairly unpredictable; some rise, some fall. Just refuel your ship to exit.

Level 4: In this level, avoid the enemy aircraft. These go to diagonally up or down to try to hit you. Refuel and head to Level 5.

Level 5: This level is full of identified flying objects. These flying saucers chase you and are very mobile. Build a new spacecraft, fuel up, and get out of here.

Level 6: In this level, you deal with unpredictable satellites. Be careful - they go both horizontally and diagonally. They aren't too dangerous, though. Fuel up and move on.

Level 7: The airplanes are back in this level. However, they only move across the screen, slightly swooping up or down. It's not very difficult.

Level 8: I don't remember what this level is like.

Q: What tips do you have for Kong Battle mode?

A: Kong Battle Mode is a fun multi-player game. There are two different ways to play - Battle Arena and Monkey Smash. Battle Arena mode is a bit like the

Battle Crown games. It is filled with mayhem and madness! Monkey Smash has plenty of mayhem, too, but tactics are important as well. In Battle Arena mode, you need to know what each item does. The Ammo Box lets you fire five shots. The Blue Banana temporarily freezes other characters. The Crystal Coconut makes you BIG for a little while. The Orange Grenade sends out a shockwave. The watermelon restores some energy. The yellow banana gives you blazing speed. The (?) is mysterious - it can be good or bad. In Monkey Smash mode, it's easiest and safest to attack other players from a distance, especially from a high ledge. Orange Grenades and homing ammo are quite useful. Careful use of Bananaport Pads is also important. Diddy is probably the best player overall. Remember that players can use the same characters. When you collect enough Banana Fairies, you can also select a Krusha. This orange-shooting Kremling is pretty slow, though, and thus isn't recommended.

Q: What good are those little dirt piles marked with "DK?"

A: Stand on and perform a B-button shockwave move to make a Rainbow Coin appear. These give five Banana Coins to each Kong, regardless of who collects it. Once you do this, the mound will disappear. Here's where they all are:

1. In a cave behind Donkey Kong's treehouse
2. In the Banana Hoard (climb the tree and swing across the vines)
3. Inside K. Lumsy's room
4. Near the Angry Aztec entrance
5. Above the entrance to Angry Aztec; use Diddy's Rocketbarrel Boost
6. Right next to the Fungi Forest entrance (on the island in the sky)
7. Under Lanky's Bonus Barrel near the entrance to Creepy Castle; use Chunky to remove the rock, then switch to Lanky to float up there
  
8. In Jungle Japes, use Lanky's Orangstand to get up the hill on the east half of the main part of the Jungle Japes
9. In Angry Aztec, under the Tag Barrel near Candy's shop
10. Also in Angry Aztec, in the middle part of Chunky's section of the temple with five doors
11. In Frantic Factory, in a room just off of the Storage Room; use Chunky's Primate Punch to bash the gate open
12. Inside the lighthouse in Gloomy Galleon; requires Donkey Kong
13. In the Armory Area of Fungi Forest
14. In Crystal Caves, right next to the big Kosha that knocks down the rocks; requires Tiny's Monkeyport ability
15. At the top of Creepy Castle, right next to Snide's HQ

Q: What happens if your Kong stands still for a while?

A: Try it and see - each one will do goofy things. The same goes for Kongs in the Tag Barrel (especially Chunky) and for D.K. on the opening screen.

Q: Why don't you list all the bananas, Banana Coins, Bananaports, and Scoff 'n' Troff Portals?

A: All of those are found in huge numbers in every level, and it would've taken me a long time to list every one of them. Try Jeffseven's guide if you really need this list, but don't bother e-mailing me about this. Also check Super Slash's (and others) for more glitch information.

Q: How do you think the Kongs are related to one another?

A: This is a subject of controversy and debate, similar to the Zelda timeline. I welcome any comments on this topic. Here are my current feelings on this issue:

Cranky Kong was the original star of "Donkey Kong."  
Donkey Kong was known as DK Jr. in Super Mario Kart and other early games.  
Cranky and Wrinkly begat Donkey Kong (once known as DK Jr.) and possibly Swanky (maybe Funky).  
Swanky or Funky begat Diddy?  
Funky begat Chunky/Kiddy?  
Candy, probably Dixie, and possibly Diddy are unrelated to Cranky.  
Tiny is Dixie's sister (according to the DK64 manual). The same source states that Chunky is Kiddy's brother.  
Lanky is totally iffy - probably a very distant cousin.  
DK Jr.'s coexistence in Mario Tennis with Donkey Kong is explained by the Mario/Baby Mario paradox in other games (which I still can't stand).

Some people have noted that Donkey Kong is a gorilla and Diddy and Dixie seem to be chimpanzees and thus shouldn't be related. I don't care. Nintendo games aren't much fun when they make sense.

Q: What is "Klamour" in Krazy Kong Klamour?

A: "Klamour" is a silly form of "clamour," the British spelling for "clamor," whose synonyms include noise, racket, uproar, and disorder. Rare is based in Britain, so you might see a British spelling on occasion.

Q: Why do you say "defeat," "beat," or "bop" instead of "kill?"

A: Maybe it's because I have a soft spot in my heart for Kritters and Koshas, or because I live in the Murder Capital of the World. More realistically, it's because death should be permanent, but defeated enemies reappear a few seconds after you defeat them.

~~~~~  
Records [DK13]  
~~~~~

Rambi Arena mini-game: 206 points  
Enguarde Arena mini-game: 320 points  
Original Donkey Kong Arcade mini-game: 61,500 points  
Jungle Japes mine cart mini-game: 70 coins  
Fungi Forest mine cart mini-game: 66 coins

The farthest I've ever gotten in Jetpac is Level 8.

My personal Banana Coin totals at the end of the game: Diddy 144, Donkey 148, Lanky 146, Tiny 163, Chunky 179. I think I've found EVERY Banana Coin in the game, although I may have missed a few of the coins found in DK mounds. I got every upgrade from Cranky, Funky, and Candy along the way.

I've found all 3500 bananas in the game, except for 10 of Tiny's in Fungi Forest.

It took me about 82 hours to beat this game, but a lot of that time was spent fooling around and searching for every last banana and Banana Coin.

~~~~~  
Version History [DK14]  
~~~~~

1/00: Got started.  
1/23/00: I think this was the 1/10 point. (0.1)  
2/3/00 c.: About 40% finished. (0.4)  
2/23/00: Reached the halfway point. (0.5)

3/12/00 c.: Almost two-thirds finished. (0.65)  
9/00: Got started again after a long stoppage. (0.7)  
10/00: 90% complete. (0.9)  
3/10/04: Made a very small change.  
3/8/05: Started editing the guide for the first time in more than four years.  
3/10/05: Completed Version 1.0.

11/14/07: Started re-typing guide (1.02).  
11/16/07: Did more stuff (1.03). (7 KB)  
12/3/07: Finished some of Jungle Japes (1.05).  
12/16/07: Improved organization, added copyright/contact information, and worked on the enemy list (1.06).  
1/11/08: Did most of the enemy list. (1.07) (17 KB)  
1/26/08: Did a small amount of work. (1.075) (21 KB)  
2/7/08: Added Kroc to the enemy list. (1.076) (22 KB)  
2/24/08: Did very little. (1.077) (22 KB)  
2/29/08: Completed Jungle Japes in honor of Leap Year Day. (1.1) (31 KB)  
3/1/08: Completed Angry Aztec, Frantic Factory, and some of Crystal Caves. (1.45) (69 KB)  
3/2/08: Completed Crystal Caves, Hideout Helm, and portions of the other three levels. (1.65) (104 KB)  
3/3/08: Completed Creepy Castle, Fungi Forest, and Gloomy Galleon. (1.85) (134 KB)  
3/4/08: Streamlined level guides, adding some previously unreleased information. Augmented FAQ section and added story. (1.88) (142 KB)  
3/7/08: Did some stuff. (1.9) (144 KB)  
3/8/08: Clarified some things in the Jungle Japes guide. (1.91) (145 KB)  
3/9/08: Kept working despite being assailed by the Daylight Savings Time Buzzard. (1.92) (147 KB)  
3/10/08: Reviewed middle levels. (1.96) (154 KB)  
3/11/08: Finished things up. (2.0) (158 KB)  
3/13/08: Submitted guide to GameFAQs and Neoseeker.  
11/6/09: Finished making numerous adjustments: correcting errors, improving enemy guide, and much more. (2.1) (164 KB)

~~~~~  
Copyright/Contact Information

[DK15]

~~~~~  
(c) 2008-2009 Vinny Hamilton. All rights reserved.

All trademarks mentioned in this guide are copyrights of their respective holders.

You can print this guide out for your personal use.

You can download this guide to your computer for your personal use.

You can translate this guide into foreign languages (British, Southern, Australian, and New Yorker are not considered foreign languages) and post the translation on your Web site as long as you ask permission first.

You can post this guide on your Web site as long as you give proper credit AND you don't change a single letter, number, or symbol (not even a tilde). Remember that the latest version will always be available at GameFAQs.com, but don't count on there being frequent (if any) updates.

You can't post this guide on your Web site and then say you wrote the guide yourself.

You can't post this guide on Web sites that contain (or have links to sites that contain) explicit depictions of naked humans (also known as pornography), racism, gambling, or flattery of totalitarian regimes.

You can't post this guide on your Web site if you're going to change anything in this guide that took me so many hours to write.

If you don't comply with these guidelines, your hard drive will be reformatted inexplicably and you will suffer from constipation for the rest of your life. Heed this warning.

~~~~~  
If you have any questions or comments about this guide, send an e-mail to VHamilton002@gmail.com. That's zero-zero-two, by the way. Remember that not all e-mails will be read. Please follow these rules:

- Do include "Donkey Kong 64" in the subject line.
- Do send polite suggestions for ways to make this walkthrough better.
- Do tell me about any errors or omissions you find in this guide.
- Do ask any questions you have about Donkey Kong 64 gameplay. I will answer them eventually if you follow all of these rules.
- Do tell me if you break one of my records.
- Do make a reasonable effort to use decent spelling, grammar, usage, punctuation, and capitalization so that I can understand what you're trying to say.
- Do use patience. I check my messages rather sporadically.
- Do not send spam, pornography, chain letters, "flaming," or anything that contains profanity or vulgarity. Again, violating this rule will result in deletion of the message and permanent constipation.

Other guides from VinnyVideo (as of March 2008):

- F1 ROC: Race of Champions FAQ/Walkthrough
- F1 ROC II: Race of Champions FAQ/Walkthrough
- SimCity 3000 Walkthrough/Strategy Guide
- Nigel Mansell's World Championship Racing FAQ/Walkthrough
- Kyle Petty's No Fear Racing Strategy Guide/FAQ
- Madden NFL '96 (SNES) Strategy Guide/FAQ
- Madden NFL '98 (SNES) Strategy Guide/FAQ
- Madden NFL '97 (SNES) Strategy Guide/FAQ
- ESPN SpeedWorld Strategy Guide/FAQ
- The Oregon Trail: Fifth Edition (PC) FAQ/Walkthrough
- The Legend of Zelda: Ocarina of Time Master Quest Low-Spoiler FAQ/Walkthrough
- Off Road Challenge (N64) FAQ/Walkthrough
- F1 World Championship Edition FAQ/Walkthrough
- Donkey Kong 64 FAQ/Walkthrough

For E.P.

This document is copyright VinnyVideo and hosted by VGM with permission.