

Donkey Kong 64 FAQ/Walkthrough

by Flowerpot

Updated to v1.0 on Aug 30, 2000

Donkey Kong 64

Ohhh... Banana!

An informative guide by FLOWERPOT
flowerpot2000@email.com
Version 1.0

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0001 R E V I S I O N H I S T O R Y

2000 30 August | Version 1.0

- Completed Walkthrough. Creepy Castle; Hideout Helm; DK Isles added.
- Section 0004 completed.
- Section 0009 completed.
- After eight months of laziness, I completed my biggest guide :)

2000 25 August | Version 0.9

- Entire document rewritten and redesigned. Much easier to read. Some unnecessary sections have been shaved off and all but DK Isles and the last level have been completed.

- Creepy Castle boss added.
- Section 0008 updated.

2000 27 April | Version 0.8

- Crystal Caves / Chunky section added.
- Section 0008 updated.

2000 22 January | Version 0.7

- Fungi Forest / Chunky section added.
- Crystal Caves level added (except Chunky section).
- Crystal Caves boss added.
- Section 0008 updated.
- Disclaimer changed.

2000 16 January | Version 0.65

- Section 0006 added thanks to contribution by Thomas Lucas.
- Credits updated.

2000 12 January | Version 0.6

- Fungi Forest level added (except Chunky section).
- Fungi Forest boss added.
- Section 0008 updated.

2000 07 January | Version 0.55

- Section 0008 updated.

2000 06 January | Version 0.5

- Gloomy Galleon level added.
- Gloomy Galleon boss added.
- Section 0010 updated.

1999 30 December | Version 0.4

- Section 0002 completed.
- Section 0005 completed.
- Section 0007 completed.
- Section 0008 added.
- Section 0010 updated.
- Frantic Factory level added.
- Frantic Factory boss added.

1999 29 December | Version 0.2

- Angry Aztec level added.
- Angry Aztec boss added.
- Jungle Japes level added.
- Jungle Japes boss added.
- First version.

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0002 S T O R Y-----

<As told by Cranky Kong in the N64 manual>

Let's see what nonsense they made up for this game, shall we?

Hmm... well, I have to hand it to them. This time they've managed to come up with a decent story line that doesn't involve the usual golden bananas. Only joking kids! This one's worse than all the previous efforts put together! I know you probably aren't expecting a best seller, but wait till you hear this load of rubbish...

"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 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 the 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 the goons had hit.

"You two are going to be in so 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 is 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 though 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 King K. Rool watched his generals leave, he wiped away his crocodile tears and began to laugh. His little play acting had worked, and now these Kongs would soon be history. He glared down at his bemused technician.

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

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0003 W A L K T H R O U G H-----

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0003a D . K . I S L E S
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/// L O C A T I N G J U N G L E J A P E S

After completing Cranky's training course and learning [Simian Slam], head towards the cave-like exit and slam the DK switch at the end to open the gate. Exit to find D.K. Isles. Watch the cinema and Squaks will point out an island to you. Swim over and enter. Talk to K. Lumsy and he will get all emotional and start throwing a hissy fit. His stomping will open a passage on DK Island (main island). Behold: the entrance to JUNGLE JAPES.

* Number of bananas needed to enter level: One (1)

/// L O C A T I N G A N G R Y A Z T E C

A key will be rewarded to you after beating "Army Dillo," the JUNGLE JAPES boss (see section 0004 for directions to beating the bosses), you will receive a key. Bring it to K. Lumsy's prison and open the #1 lock. K. Lumsy will get so happy that he will jump around again, creating seismic activity that will open the entrance to ANGRY AZTEC. Swim back over to DK Island and find a platform low enough that you can backflip onto. Follow the path into the "desert" section of DK Island and enter ANGRY AZTEC.

* Number of bananas needed to enter level: Five (5)

/// L O C A T I N G F R A N T I C F A C T O R Y

After receiving your second boss key from the boss in ANGRY AZTEC, take the key back to K. Lumsy's prison and open up the #2 lock. This time, two doors will open and a small platform will arise on K. Rool's stronghold. Jump on the new platform and follow the path to the top, where one of the doors were opened. Enter to find FRANTIC FACTORY.

* Number of bananas needed to enter level: Fifteen (15)

/// L O C A T I N G G L O O M Y G A L L E O N

After receiving your second boss key from the boss in ANGRY AZTEC, take the key back to K. Lumsy's prison and open up the #2 lock. Two doors will open, one at the base of K. Rool's stronghold... underwater. Swim in through the door to find the entrance to GLOOMY GALLEON.

* Number of bananas needed to enter level: Thirty (30)

/// L O C A T I N G F U N G I F O R E S T

After receiving your forth boss key from the boss in GLOOMY GALLEON, take the key back to K. Lumsy's prison and open up the #4 lock. A rock on a small island will explode, revealing a canon. Swim over to the island and jump into the canon to be shot up in front of the entrance to FUNGI FOREST.

* Number of bananas needed to enter level: Fifty (50)

/// L O C A T I N G C R Y S T A L C A V E S

After receiving your fifth boss key from the boss in FUNGI FOREST, take the key back to K. Lumsy's prison and open up the #5 lock. A canon will appear and one of Mt. Donkey's ears will crumble. Ignore the canon and make your way up to the ear using tiny. Enter to find the cold entrance to CRYSTAL CAVES.

* Number of bananas needed to enter level: Sixty-five (65)

/// L O C A T I N G C R E E P Y C A S T L E

After receiving your fifth boss key from the boss in FUNGI FOREST, take the key back to K. Lumsy's prison and open up the #5 lock. A canon will appear. Jump in to be blasted to the entrance of CREEPY CASTLE.

* Number of bananas needed to enter level: Eighty (80)

/// L O C A T I N G H I D E O U T H E L M

Take the boss keys from Crystal Caves and Creepy Castle to K. Lumsy's prison. This will open the jaw of the stronghold. As Tiny, go to the back of the stronghold where you'll find a Tiny pad. Press [Z] on this pad to warp near the entrance.

* 0003aI D O N K E Y K O N G *

/// F I R S T T H I N G S F I R S T

Snide's HQ is located in an alcove on the side of K. Rool's stronghold. Following the ramp along the side will allow you to find your way. Cranky's Laboratory is located near Donkey's tree house. Funky's Armory and Candy's Music Shoppe do not appear in this world.

/// G O L D E N B A N A N A S

#01 /// Just outside the entrance to Jungle Japes.

#02 /// In the room before the entrance to Frantic Factory, use your gorilla grab move to pull the leaver, which will cause a platform to activate. Jump on and have it take you up. Play your instrument on the bongo pad nearby and thanks Squawks for the golden banana he just gave you.

#03 /// In the room before the entrance to Crystal Caves, you must turn into Chunky and primate punch [Z+B] the see-through ice wall to the right and left. Go in to the cavern to the left to find a Donkey barrel. Jump in to become invincible. Run to the cavern to the right (while invincible) and jump into the lava and make your way to the golden banana.

#04 /// Head over to the area of Snide's HQ. Below the area holding his house is a coconut switch. Jump down below it and shoot it with your coconut gun. Poof, a golden banana is yours.

#05 /// In the room before Hideout Helm, use Chunky to stomp the Chunky switch to reveal a set of vines. Swing across and activate the #1 bananaport. Zap over to the original #1 bananaport and jump into the tag barrel and change back to Donkey. Teleport again on the #1 bananaport. Shoot the coconut switch above the K. Rool door with your coconut gun. A bridge will appear that will lead you to the yellow-haired kasplat enemy. Take the blueprint from this fellow and bring it to Snide's HQ, where you can trade it in for a golden banana.

* 0003aII D I D D Y K O N G *

/// G O L D E N B A N A N A S

#01 /// In the area with Snide's HQ, you'll see a Diddy pad on the floor. Press [Z] while standing on it to bounce into a bonus barrel. Play and beat "Batty Barrel Bandit" (details on beating this in section 0008) to be awarded a golden banana.

#02 /// Jump into a Diddy barrel to activate the barrel boosters and fly all the way to the top of Donkey Kong Island and into the bonus barrel floating at the top. Play and beat "Peril Path Panic" (details on beating this in section 0008) to receive a golden banana.

#03 /// Jump into a Diddy barrel again to activate the barrel boosters and fly to the top of the waterfall on Donkey Kong Island. Shoot the peanut switch to open a small cage at the top of the waterfall with a golden banana hiding inside.

#04 /// In the room before the entrance to Crystal Caves, there is a floating Diddy barrel on the second level. Rocket over to a platform with a guitar pad on it. Play your instrument on the guitar pad and Squawks will give you a golden banana for the fine tune.

#05 /// In the room before the entrance to Creepy Castle, there is a cage with a red-haired kasplat trapped inside. Use Donkey Kong to shoot the coconut switch to open the cage and then turn back to Diddy Kong to retrieve the blueprint. Trade with Snide at his HQ for a golden banana.

* 0003aIII L A N K Y K O N G *

/// G O L D E N B A N A N A S

#01 /// In the room before the entrance to Jungle Japes, use Chunky Kong to move the large boulder covering the trombone pad. Change back to Lanky Kong so he can play his instrument on the trombone pad. After you do this, Squawks will come with a golden banana.

#02 /// In K. Lumsy's prison room, stomp the Lanky switch and jump into the Lanky barrel to speedily make it to the newly opened gate in time so you can retrieve the golden banana.

#03 /// Outside of K. Lumsy's prison room, shoot the grape switch at the rear to open a cage with a golden banana inside.

#04 /// In the room before the entrance to Creepy Castle, use Chunky Kong to move the boulder on top of a Lanky pad. Change into Lanky Kong and press [Z] on the pad. Float up to the bonus barrel waiting on top of the structure in the center of the room. Play and beat "Searchlight Seek" (details on beating this in section 0008) to receive a golden banana.

#05 /// In the room before the entrance to Crystal Caves, have Chunky Kong primate punch [Z+B] the see-through ice wall to the left. Enter this cavern as Lanky Kong to find the blue-haired Kasplat. Take the blueprint from the baddie and bring it to Snide's HQ, where you can get another golden banana.

* 0003aIV T I N Y K O N G *

/// G O L D E N B A N A N A S

#01 /// Go to the island with a structure in the shape of a witch head. Behind

the building is a Tiny barrel. Jump in to shrink and run around and enter the building through the mouth. Talk to the banana fairy, where you will receive the banana camera. Shoot the feather switch and collect the golden banana also.

#02 /// At the base of the stronghold, at the aft of the structure, there is a Tiny pad. Press [Z] to warp to the very top where you'll find a saxophone pad. Play Tiny's instrument on the saxophone pad to summon Squawks, who will reward you a golden banana.

#03 /// In the room before the entrance to Angry Aztec, use Diddy Kong to chimp charge the two large gongs. This will reveal a bonus barrel in mid-air. As Tiny Kong, jump from the top of the stairs and do the pony tail whirl into the bonus barrel. Play and beat "Big Bug Bash" (details on beating this in section 0008) to receive a golden banana.

#04 /// In the room before the entrance to Gloomy Galleon, use Chunky Kong to activate the Chunky switch. As Tiny Kong, jump into the Tiny barrel above the water and swim into the newly open pipe at the bottom of the water. There is a golden banana within.

#05 /// In the room before the entrance to Frantic Factory, use Chunky Kong to primate punch [Z+B] the "?" crate. Inside is a yellow-haired kasplat. Change into Ting Kong and take the blueprint from this Kasplat and bring it to Snide's HQ for a yellow golden banana.

* 0003aV C H U N K Y K O N G *

/// B A T T L E A R E N A P A D # 1

In the area where you find Snide's HQ, lift the large boulder [B] off the battle arena pad. Survive for the given amount of time against numerous enemies to win a battle crown.

/// B A T T L E A R E N A P A D # 2

In the room before the entrance to Fungi Forest, there is a battle arena pad on the ceiling. Each Kong has to shoot the weird mushroom flying around the top. When it changes color, a different Kong must shoot it. If it is yellow, Donkey must shoot it... if it is green, Chunky, etc. After this is done, a Chunky pad appears. Press [Z] on the pad to become invisible. Fight, Survive and WIN the hardest battle crown in the game.

/// G O L D E N B A N A N A S

#01 /// Near the waterfall at the rear of Donkey Kong Island is a cage with a golden banana inside. Shoot the pineapple switch next to it to get your prize.

#02 /// As Tiny Kong, go to the Tiny pad at the bottom of the stronghold. Teleport to the top. At the top, play your instrument on the saxophone pad to reveal a Chunky barrel on an island that contains just one tree. Jump into that barrel as Chunky Kong and then swim over to the island with the white "X" on it. Slam on it to reveal another island being blown apart, with one of the

debris being a golden banana.

#03 /// Run past the building where you can enter Angry Aztec and over to a boulder. Lift it up [B] to find a Triangle pad. Play your instrument on this pad to call Squawks, who has a golden banana for you.

#04 /// In the room before the entrance to Hideout Helm, use the Chunky pad and some vines will appear. Use the vines leading to the bonus barrel. Play and beat "Kremling Kosh" (details on beating this in section 0008) for a golden banana.

#05 /// In the room before the entrance to Gloomy Galleon, a green-haired kasplat is just chillin'. Take the blueprint from him and run it over to Snide's HQ, where you can get the last golden banana of DK Isles.

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0003b  J U N G L E   J A P E S
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* 0003bI                               D O N K E Y   K O N G *
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/// F I R S T   T H I N G S   F I R S T
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Climb up the first tree and swing across the vines to find a switch in a raised corridor. Stomp it to open the door. Go through the original tunnel until you enter the main room, very large area. Across from you is the river. Jump in to find a vine leading from the river up to a platform. Climb up to find Funky's Armory. Enter and buy the Coconut Cannon. To the side of the armory are a few vines over a large gap. Use the vines to get to the other side. Run into the cannon hear to be blasted up to Diddy's prison.

After the cinema, coconut targets will be spread about. This First is left and down from Diddy's cage. The second is below the small gap to the side of the armory and the third is near the boulder covering a platform with a X. After shooting all 3, Diddy will be freed. Diddy is now a usable character. Remember the center door that opened when you freed Diddy? Well get in the water and jump up into it. Walk forward, making your way through the tunnel until you find an area where a storm is occurring. Cranky's lab will be here. Enter to learn Donkey's second move. Behind Cranky's lab, shoot the coconut target to reveal an animal box. You'll turn into a rhino. One your a rhino, smash all the huts in the area, then exit this area and to the left is a wall with the rhinos head on it, smash it to open more of the level that can be used later.

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/// T R O F F ' N ' S C O F F   /   B O S S
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Donkey must fight the boss of Jungle Japes. After collecting 60 kong bananas (colored), you can enter the boss level by going to any Troff'n'Scoff portal. Remember, any kong can feed them with any colored banana, but only Donkey will be able to go through the door. Go to Section 0004 to learn how to beat "Army Dillo."

/// B A T T L E A R E N A P A D

In front of Funky's Armory, you'll find a big silver pad with K. Rool's picture on it. Pushing [Z] while on top will bring you to the Battle Arena. Beat the beavers and stay on the pad for the given amount of time to receive your first battle crown!

/// G O L D E N B A N A N A S

#01 /// In front of the cage where Diddy is being held.

#02 /// After shooting all coconut targets on the left, center and right tunnels of the lower level, Diddy's cage will open. Inside the cage, you'll find a golden banana.

#03 /// Go to ground level to find a patch of ground with a big X and a boulder on it. In front of the X is a wall with a platform above, and behind is a tree. Climb the tree to find a set of vines which you can swing across to get onto the platform connected to the wall. Jump into the Donkey Pad and play the "Barrel Shoot Game." Shoot your way through a maze of barrels to the DK Star to get another beautiful golden banana.

#04 /// Near Cranky's Lab, shoot the coconut target above a closed gate to find an animal box. Turn into the rhino and crush all of the huts. Stomp on Donkey's switch to see a banana lift out of a hole near the entrance.

#05 /// Near the boulder from golden banana #03, there is a cave. Enter and find the yellow haired Kasplat holding the yellow blueprint and return it to Snide, who happens to be down the hill from Diddy's Prison.

* 0003bII D I D D Y K O N G *

/// F I R S T T H I N G S F I R S T

Jump into a tag barrel to switch to Diddy. Once you have Diddy, go to Funky's Armory to get the peanut shooters. Go to Cranky's Laboratory to get Diddy's 1st move. Each move cost 3 red banana coins, which can all be found scattered about.

/// G O L D E N B A N A N A S

#01 /// In the first tunnel leading to the main area, there is a large door that can be opened by shooting the peanut target with Diddy's peanut pistols. Your golden banana will be waiting for you inside.

#02 /// In the area where you find Cranky's lab (see section 0003bI), after using Donkey to turn into a rhino and crush all the little huts, find the Diddy switch and activate it. A golden banana will pop up near Funky's Armory. You only have a few seconds to get there, so make sure you activated both #4

bananaports before you start. As soon as it appears, use the #4 bananaport to be teleported in front of the main river. Jump in and climb up the vine onto the platform with Funky's Armory. Retrieve your golden banana.

#03 /// To the right of Diddy's prison, and slightly down the hill is a large mountain-like structure. Shoot the peanut target with the peanut pistols to reveal a twisting ramp around the mountain. Follow the ramp 3/4 of the way up to find a door. Go inside. To the far north of this room is a crate with another peanut target. Use backflips to get up. Shoot the target to reveal a ramp near the entrance. Cross the ramp to find a Diddy switch. Stomp it to reveal a golden banana on the top of the mountainous structure. Ascend the rest of the ramp to receive the golden banana.

#04 /// Once inside the mountain (see golden banana #03), follow the river to the entrance to the next room. In this room, use the Chimp Charge [Z+B] to break down the gate to the area with a small machine marked: "Hi / Low." Chimp Charge the "Low" button. Then in the main area stomp the Diddy Switch to open the larger gate to an area with two large Klumps (which can be killed with exploding oranges [Z+Cright]). In this area, backflip onto the conveyor belts and run up, making sure not to fall. Follow the conveyor belts to a mine-cart and jump in. This will begin the Mine-cart mini-game. Avoid obstacles and collect 50 DK coins to get a golden banana from Squawks.

#05 /// In one of the tunnels leading to Cranky's Laboratory, you'll find a red haired kasplat. Kill him to get the red blueprint. Take this to Snide's HQ to get another golden banana.

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* 0003bIII                               L A N K Y   K O N G *  
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/// F I R S T   T H I N G S   F I R S T  
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Bring Lanky to Cranky's Laboratory to receive the OrangStand. Also, head over to Funky's Armory to get the blowgun, which shoots grapes.

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/// G O L D E N   B A N A N A S  
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#01 /// In the same area opened by Diddy Kong (see section 0003bII / golden banana #01), you'll find a closed gate with a grape target above it. Shoot it with Lanky's blowgun to open it and find a bonus barrel. Play and beat "Mad Maze Maul" (details on beating this in section 0008) to receive another golden banana.

#02 /// In the tunnels leading to Cranky's Laboratory, there is a steep slope other Kongs cannot ascend. Use OrangStand [Z+B] to go up the hill to find another bonus barrel. Play and beat "Speedy Swing Sortie" (details on beating this in section 0008) to receive a golden banana.

#03 /// In the area around Cranky's Laboratory, where Donkey Kong crushed the huts as a rhino (see section 0003bI) you'll find a Lanky Switch. Stomp it to reveal a golden banana on the platform below Diddy's prison with a canon on it. Use the #4 bananaport to teleport in front of the main river. Jump in and climb the vine to the platform where Funky's Armory is. Swing across the vines to the side to the platform where the golden banana is lying. Pick it up.

#04 /// As Diddy Kong, Go down to the bottom level and go to the island below the platform with the canon where there is two beavers and a bee near another steep slope. Shoot the peanut target with Diddy's peanut guns to open the gate. Switch back to Lanky and use OrangStand [Z+B] to go through the door. Stomp on both of the raised pegs on each side of the room. Once you've done this, a few bees will fly around. Pick them off with the blowgun. Once they are all disabled a golden banana will be revealed by the painting.

#05 /// In the same area as golden banana #02, find the blue-haired kasplat and knock him out to take his blue blueprint. Bring it to Snide's HQ to recieve Lanky's last golden banana on this world.

* 0003bIV T I N Y K O N G *

/// F I R S T T H I N G S F I R S T

Head over to Cranky's Laboratory to recieve Tiny's first move for 3 DK coins. Also, give a visit to Funky at his Armory for the feather crossbow.

/// G O L D E N B A N A N A S

#01 /// In the same area that Diddy opened before (see section 0003bII / golden banana #01), there is another gate with a feather switch near it. Shoot it with Tiny's feather crossbow to find a bonus barrel. Play and beat "Splish Splash Salvage" (details on beating this in section 0008) to get the pretty golden banana.

#02 /// In the area near Cranky's laboratory, if Donkey smashed the huts as a rhino (see section 0003bI), find the Tiny Switch and stomp it. Once done, a gate near the main cave will open. Use the #4 bananaport to warp near the main river and run over to the banana and pick it up before time runs out.

#03 /// Run into the tunnel near the boulder with the big X under it. At the end is a dead end which can be opened by shooting the two feather targets with the feather bowgun. In this next area you'll find a small tree stump with a golden banana inside. Jump into the Tiny barrel to shrink. As mini-tiny, jump on the mushroom near the tree stump to get on top of the stump, the jump into the hole on top to get the golden banana.

#04 /// At the northeast corner of this area, shrink using the Tiny barrel to enter the large, yellow... thing. Inside, stomp on the Tiny Switch to the left to open a gate. Enter the newly opened corridor to find another gate and Tiny Switch. Stomp the switch to to open the gate and find a golden banana. Whoopie!

#05 /// Enter this area and go back into the tunnel leading here. You'll find the purple-haired kasplat carrying your purple bluepring! Get your blueprint and run it over to Snide's HQ. A golden banana is yours!

* 0003bV C H U N K Y K O N G *

/// F I R S T T H I N G S F I R S T

Go to Cranky's Laboratory to get Chunky's first trick of the game. Also, Funky's Armory is the place to buy the pineapple launcher.

/// G O L D E N B A N A N A S

#01 /// In the tunnels leading to Cranky's Laboratory, there is a side path that leads to a boulder. Lift the boulder [B] and throw it somewhere to reveal a Chunky Switch. Stomp it to see a gate open near Snide's HQ. There are two things you can do to make it there on time: (1) Use the #4 bananaport to teleport in front of the river then swim to the #3 bananaport or (2) Run from the Chunky Switch you stomped on to the #3 bananaport. The #3 bananaport will teleport you to the mountainous structure. From here, run up the hill to Snide's HQ and get the golden banana.

#02 /// Go into the tunnel past the boulder on top of the big X and follow it into a grassy area that was opened by Tiny before (see section 0003bIV / golden banana #03). Go to the center and jump into the Chunky Barrel to become super big. With this ability, you'll be able to jump into a bonus barrel. Play and beat "Minecart Mayhem" (details on beating this in section 0008) to receive a golden banana.

#03 /// In the main area, you'll find a boulder on top of a big X. Pick up the boulder by pressing [B] next to it. Press [B] again to throw it at a wall. It will break into a bunch of pieces, one of them being a golden banana.

#04 /// Under the boulder was a big X. Use Simian slam on this big X three times to break it open. Carefully walk over the narrow path that becomes very dark at some points. At the end of the path you'll find two pineapple targets. Shoot the one of the left to reveal vines that you can use to get to a golden banana!

#05 /// In the same room, shoot the right pineapple target to reveal vines leading to the green-haired kasplat. Get the green blueprint and bring it to Snide's HQ to get a golden banana.

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0003c A N G R Y A Z T E C
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* 0003cI D O N K E Y K O N G *

/// F I R S T T H I N G S F I R S T

Start off by racing forward and jumping over the hot sand using the two floating vines. Activate the first #1 bananaport for use later. You'll pass a closed door with coconut targets on it, but you will not be able to get around this room without a move, which I will explain how to get a few sentences later. Keep forward on your track until you come out into the hot, sandy environment known as Angry Aztec. To the very left of the main area is Candy's music

boutique and a Troff'n'Scoff portal. Go into the music boutique to get your Bongos and an extra watermelon.

To progress further to get your next move, we need Diddy to learn his musical talent (Read 1st paragraph of section 0003cII). Go to the center section of this area (w/ a tag barrel) and go up to the tree where floating vines are reachable. Jump your way over to the top of the Camel (or Llama?) cage, where there is a guitar pad. Play Diddy's guitar [Z+Cup] to open a tunnel passage. Have Donkey go into the tunnel passage and make the first right that is allowed. Follow the narrow path to Cranky's lab. Enter to buy "Strong Kong." This gives you temporary invincibility!

Now, following the path through the rest of this tunnel, you will emerge into another huge, sandy area. One of the buildings here has the picture of a camel (llama?) on the main entrance. Below the stairs in a Donkey switch, which will free the camel. Some targets will appear. Go shoot the coconut target to open the door. Enter. Go down and to the right and enter the small alcove with a bongo switch within. Play Donkey's bongos on this switch to see the molten lava turn into crystal water. Dive into the water and swim through the passage. When you submerge, you will see Lanky's cage. Shoot the switch next to the prison to free him. You now have three Kongs!

/// G O L D E N B A N A N A S

#01 /// After freeing the Camel from his cage, he farts out a golden banana. Have Donkey Kong go fetch it.

#02 /// Inside the Camel Palace, near the bongos in a small alcove, you will find a Donkey Switch. Stomp the switch. A wall will open up in a short cinema. Head over to the newly opened passage way and jump into the Donkey Barrel. Now that you are invincible, run in and then hop onto the platform. You'll find a bonus barrel. Play and beat "Stealthy Snoop" (details on beating this in section 0008) to get a golden banana. Don't forget to activate the bananaport on your way out :)

#03 /// After freeing Lanky, you find that a golden banana was imprisoned in his cell. Grab it up (directions to Lanky's cage in third paragraph of section 0003cI).

#04 /// Head over to the building with 5 doors. If there are no targets above the doors turn into Diddy and make them appear (directions in third paragraph of section 0003cII). Once the targets are there, Donkey can shoot the coconut target to enter his path. Shoot targets to open doors and keep traveling further into the building until you find the golden banana. Then hurry and backtrack out of the building within 30 seconds or get shot by a mysterious man.

#05 /// Remember that passage in the beginning of the Level that could be opened by shooting the Coconut Switches that I told you to pass (see paragraph one in section 0003cI)? Head there and shoot the switches. Jump into the Donkey barrel to activate "Strong Kong" and make your way to the yellow-haired kasplat. Fetch the blueprint and bring it to Snide's HQ.

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* 0003cII                      D I D D Y    K O N G *  
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/// F I R S T T H I N G S F I R S T

Go to Candy's music boutique, this time with Diddy to receive his really cool electric guitar for only 3 coins. Once you have this, you can open more of the level by jumping to the center section of this area (with the tag barrel) and climbing the tree that allows you to jump on floating vines. Jump on top of the Camel's cage and play the guitar on the guitar pad to open more of the level. Once inside the newly opened tunnel, make the first possible right to find Cranky's lab. Here you can pay 5 coins to learn "Rocketbarrel Boost." He will explain how to use it.

After learning your new move, head back to the first area w/ the camel cage. Opposite the camel cage is a large building. Scan the building for the peanut target and shoot it to enter. Once inside, stomp the Diddy switch to activate platforms that allow you to make it into a raised alcove. Once in here, aim for the peanut switch opposite of where you stand. A long monkey tongue will emerge, creating a bridge to the other side. Play your guitar on the guitar pad to reveal a beam of light that melts the rather large block of ice below. Jump into the water and go through the large opening and then make a right. You'll emerge to find Tiny! Use Chimpy charge of the Diddy switch next to the cage to reveal the letters K,O,N, and G... not in that order. Hit the letters in order, starting with K, then O, then N, then G. This will in turn open Tiny's cage. You now have 4 kongs at your disposal!

Now, before you go searching for those banana's, we must activate the targets above the building with 5 doors. So, leave Diddy's prison building and reenter the tunnel. Go all the way through the tunnel to the 2nd large area with the camel building. Once you are here, find the Diddy barrel so you can propel into the air. Fly over to the roof of the building with 5 doors to find a Diddy switch. Stomp it to make the large, pointy structure with a star on top in the middle of the hot sand star to spin. The mouth will open and say, "Feed me." So, either climb on a tree near the structure or Hover using the Rocketbarrel Boost move then pushing [Z] and shooting peanut into it's mouth. Once his appetite is satisfied, 5 targets will appear above the 5 doors on the 5 doored building.

/// T R O F F ' N ' S C O F F / B O S S

Diddy is the Kong who must fight Angry Aztec's biggest enemy. After collecting 120 colored bananas, you can enter the boss level by going to any Troff 'n' Scoff portal and feeding them. Remember, any Kong can feed them with any colored banana but only Diddy Kong can enter and fight the boss. See section 0004 for information on beating this boss and all other bosses.

/// G O L D E N B A N A N A S

#01 /// After freeing Tiny, you will discover a golden banana was left in her cage. Grab it up.

#02 /// In the second large area with a lot of buildings, there is a small raised platform with four GONGS on it (large bells). Use Diddy's "Chimpy Charge" on each GONG to raise parts a three storied building. A golden banana is on the roof of the building. Jump into the Diddy barrel found on this level and fly to the roof and grab your golden banana prize.

#03 /// In the second large area, there is a large, point building with a star on the top. Jump into the Diddy barrel to activate the "Rocketbarrel boost" and fly through the star three times. When you have flown through three times, a vulture is released from his cage and he challenges you to a flying game. Strategy: Stay close behind the bird and don't hold [A] while flying forward because it will plunge you upwards. Instead, tap [A] lightly when necessary. Fly through all the rings and for a good job, you'll be rewarded a shiny golden banana.

#04 /// Go to the building with five doors. Shoot the peanut target. Enter the door that opens. Shoot targets, kill enemies, and make turns around the halls until you reach a golden banana. Pick it up and get out within 25 seconds or get shot by the scarey man.

#05 /// In the first large area with the Camel cage, climb the tree nearest the tunnel. On top is a Diddy barrel which you can use to activate "Rocketbarrel Boost." Fly over to the roof of the building where Tiny's prison was to find a red-haired kasplat roaming around. Snatch the red blueprint and make your escape to Snide's HQ.

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* 0003cIII                               L A N K Y   K O N G *
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/// F I R S T   T H I N G S   F I R S T
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Head on over to Candy's Music Shoppe to get Lanky's ultra-cool trombone and an extra melon. After your done here, go visit Cranky in his laboratory to get your second move (or your first, if you didn't play Jungle Japes yet). Don't forget to get your weapon if you didn't play Jungle Japes yet :)

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/// B A T T L E   A R E N A   P A D
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After getting golden banana #01 (see below) the battle arena pad will be revealed. Fight off the enemies and survive for the allotted time to get your second battle crown.

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/// G O L D E N   B A N A N A S
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#01 /// In the first large area with the Camel cage, head over to the large building where Tiny was trapped. Circle around the building until you find the grape target. Shoot it and enter the building. Inside, dive into the water and keep heading straight. When you emerge, jump on the platform and stomp the Lanky pad. Shoot the vulture that comes with a golden banana four times to watch the bird poof out of existance and drop your golden banana.

#02 /// In the second large area, go to the Camel Palace. Shoot the grape target and enter. Go up all the stairs until you reach a door and a tag barrel. Shoot the grape target and enter the next room. Kill all the baddies and find the Lanky switch. Stomp it play the match the sound and color head game. There are eight head, and four pairs that are the same color when stomped and have a matching sound. So match the two heads with the same color and sound until all heads have a match. Confusing? The way I wrote it, it is. But you can do it! Then you will get a golden banana.

#03 /// Still in the same building as golden banana #02 (see above), to the left of the entrance in the first small alcove is a trombone pad. Play your instrument on the pad and watch the cinema of the two snake heads connecting under a bonus barrel. Use "OrangStand" [Z+B] and climb up and jump into the barrel. Play and beat "Teetering Turtle Trouble" (details on beating this in section 0008) to get a brand new golden banana. Yay!

#04 /// Shoot the grape target over the appropriate door on the building with five doors and enter Lanky's path. Shoot/Fight/Turn your way to the end of the hall and jump into the bonus barrel. Play and beat "Big Bug Bash" (details on beating this in section 0008) to get another golden banana.

#05 /// In the same Camel Palace as golden bananas #02-03 (see above), right below the flight of stairs near the entrance you'll find a #2 bananaport. Use it to transport your way to a blue-haired kasplat with your blueprint that Snide will gladly trade a golden banana for. ****Note**** If the #2 bananaport does not work, have Tiny go into the Camel palace, then to the left up to the third alcove where there is a small entrance and a banana fairy. Shrink down to size and enter the small hole to activate the #2 bananaport within. ****End Note****

* 0003cIV T I N Y K O N G *

/// F I R S T T H I N G S F I R S T

First off, get Tiny's saxophone from Candy's Music boutique along with an extra melon. After, head over to Cranky's Laboratory and get Tiny's second move (if you already played Jungle Japes). Also, if you didn't play Jungle Japes yet, go to Funky's Armory and get your weapon. Oh, and if you go to Funky with your weapons already, you can purchase the extra ammo belt for ALL Kongs.

/// G O L D E N B A N A N A S

#01 /// In the first large area with the Camel cage, circle around the large building and find the feather target. Shoot it to open the door. Inside, jump into the Tiny barrel to shrink and jump into the water. Instead of swimming through the large opening, swim through the _small_ hole. You will emerge in a colorful room where you must destroy all enemies before receiving your golden banana.

#02 /// Go to the building that emerged from the ground when Diddy smashed the GONGs (see section 0003cII / golden banana #02). Below the stairs is a Tiny barrel. Jump in and shrink down to size. Run up the stairs to the saxophone pad and play your instrument. Squawks will transport you to a hole on the roof. Now you must race one mean bug. She is hard, but I have a good Strategy:

As soon as you start, attack her with a hair whip and knock her down. As soon as you do this, jump onto the slide for a big lead in the beginning. You must keep this lead the entire time while collecting coins. After you've raced a few times, you'll know where guardrails are missing, so you can increase your speed on sharp turns. On the final stretch where you both run, knock her down whenever she gets close or takes the lead. Whip her as much as you need and make it to the top before her. Your reward is a golden banana (if you collected enough coins).

#03 /// In the Camel palace, on the left side, in the third alcove you'll find a small hole, a banana fairy and a Tiny barrel. Shrink and enter the pipe (remember to activate the #2 bananaport for Lanky when you get inside). Stomp on the Tiny pad to see a column of platforms appear. Jump up to the next Tiny pad to see three more platforms appear. Find the next Tiny pad and stomp it for an additional six platforms appear. Scale them to the top and get your golden banana.

#04 /// Shoot the feather target above the appropriate door on the building with five doors and enter Tiny's path. Run/Shoot/Turn your way to the end of the path to get a golden banana. Backtrack quickly or get shot by scarey voice man!

#05 /// In the main tunnel next to the path to Cranky's Laboratory, a purple-haired kasplat is standing guard. Eliminate him and take the purple blueprint he was holding. Bring it over to Snide's HQ and trade it for a golden banana.

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* 0003cV                                C H U N K Y   K O N G *
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/// F I R S T   T H I N G S   F I R S T
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First stop is Candy's Music Shoppe. Her you can buy Chunky's... triangle? Let's just say that Chunky is a bit slow :) After you've gotten his instrument, head over to Cranky's Laboratory to get Chunky's second move (unless you didn't play Jungle Japes first). Also, if you didn't already play Jungle Japes head to Funky's Armory and get the Coconut Launcher now!

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/// G O L D E N   B A N A N A S
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#01 /// In the first tunnel after the entrance to the level, you'll find a small blocked off area protected by pineapple targets. Shoot them to enter a small room. There are four vases that correspond to one of the four floor pieces. Lift the vases [B] and put them on the correct floor piece. Push [Z] to place it down without throwing it. When all four are in place Chunky's first golden banana of the level is yours.

#02 /// In the first big area with the Camel cage, go to the large building where Tiny was trapped. Circle around and find the coconut target and shoot it to open the door. Inside, go down the stairs of the purple lighted tunnel to the triangle pad. Play Chunky's instrument to open the door. Go inside and get your banana... hey wait! Where'd it go? Now the room will spin and your will have to fight off baddies until the golden banana reappears.

#03 /// In the main tunnel that connects to Cranky's Laboratory, take the first left possible to find a Chunky barrel. Jump in and GROW. Run foward through the tunnel and take the first left possible. Grab the large barrel [B] and take it back to the table-like platform near the Chunky barrel. Place the boulder on the platform/switch. Watch the cinema of the gate rising and run over to that room to find a bonus barrel. Play and beat "Busty Barrel Barrage" (details on beating this in section 0008) to get a golden banana.

#04 /// Shoot the pineapple target above the appropriate door on the building

with five doors to enter Chunky's path. Shoot/Run/Fight your way through the path to the end where you'll find a bonus barrel. Play and beat "Kremling Kosh" (details on beating this in section 0008) to get another golden banana. Get out of the building within 40 seconds so you do not get shot.

#05 /// While making your way through the hall from golden banana #04 (see above) you'll find a green-haired kasplat. Bring the new found blueprint to Snide's HQ and get another golden banana.

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0003d  F R A N T I C  F A C T O R Y
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* 0003dI                               D O N K E Y   K O N G *
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/// F I R S T   T H I N G S   F I R S T
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First, head straight foward into the room with the two wind-up Kremplings and hit the blue switch on the floor. A door on the floor will open. Run over to this and jump down. At the bottom, follow the tunnel to the next large room. Explore here until you find the door that says storage. Enter this door and follow the tunnel to the end. At the end, You will be in another large room. To the left is a bunch of boxes and crates. Scale these to the opening up top to find the Candy's Music Shoppe & Cranky's Laboratory. Get Donkey's "Gorrila Grab" which can be used later.

Now, back near the many boxes & crates, stomp on the blue switch to open a gate near the entrance of this level. Also, in the middle of this room is a Donkey pad, press [Z] on this to play the game. Shoot yourself through the DK emblem to activate the arcade thing! Go back to the beginning of the level. This time take the path to the right to find the gate you just opened. Climb the poll. To the left is Snide's HQ (remember this for later!) and the right is what I call the ABC room. In the northwest corner of this ABC room is a raised platform. Jump on the block and get lifted up to find Funky's Armory! Donkey can now buy the ammo upgrade for ALL Kongs. ALL Kongs can now carry 100 ammo.

Jump back down to the ABC room and find the door that says R&D in blue letters. Enter here. To the left is a raised wall. Climb the circuit orange thing. The middle door up here leads to a pit. Fall down in here to be near an old shack. Go inside and use Donkey's leaver pull or "Gorilla Grab," (press [B] while standing on footprints) to bring the factory to life!

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/// B A T T L E   A R E N A   P A D
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In the circle room after the R&D door, keep running foward on the lower platform until you reach a door. Go through here because it leads to a tunnel that eventually leads to a Tiny barrel and a leaver. Use "Gorrila Grab" on the leaver to open the grates on the floor in the upper lever. Run up to the upper level and find to find the battle arena in on of the newly opened grates.

/// G O L D E N B A N A N A S

#01 /// After "turning the factory on" (see section 0003dI paragraph 3) a golden banana will be presented to you.

#02 /// After the factory is turned on, a cinema will show the large room known as the production room. A gate will be lifted above a conveyor belt. Head to the production room and enter this door. Inside, you will see a Donkey barrel. Activate your invincibility to go through the maze of fire and metal to find a Golden Banana.

#03 /// In the ABC room, there is a raised platform that can be reached by the many ABC blocks scattered around. Following this path will lead to a room with a number board. Stomp the Donkey Switch and the numbers will be activated. Stomp on Number 1, then 2, and so on until you reach #16 within 40 seconds and your reward will be a golden banana.

#04 /// Go to the room where Chunky was released (see section 0003dIII paragraph 1). Go through the center corridor to find a pole leading up. Follow the tunnel, making the first left you can to find the arcade! Use the Gorilla Grab (B while standing on the footprints) to start... the original Donkey Kong! This game is extremely hard! So hard, I left it and didn't return until the end of Gloomy Galleon. It is way too hard. You must avoid being hit by any barrels that Donkey throws at you, Mario. Collecting the hammer will serve as temporary protection against some barrels and will rake in some points. Climbing to a middle of a ladder is a good way of avoiding barrels. Trying to jump over the barrel almost never works. Complete this game, and I commend you, and so does Rare, by giving you another golden banana! (Note: Beat the game a second time to get the coveted Nintendo coin! See section 0010 for more help on beating DK Arcade)

#05 /// Once you have turned on the factory, go to the big room (production room) and get on the ascending and descending platform. Then jump up to the conveyor belt. Run over this platform to find a venting system. Run over this to be on the main machine. Find the climbable circuit orange thing and climb. Move with the moving machinery and jump onto the spinning platform. Jump off this huge spinning thing onto the platform with a #4 bananaport and a Tag Barrel. Activate the #4 bananaport (the other is at the entrance to the storage room), and proceed to the raising and lowering platforms. Jump over these three onto another platform. Run past the conveyor belt to the spinning floor platforms. Make your way across to find a large venting system and a yellow haired Kasplat on a small Platform. Kill him from afar with the coconut gun or your instrument and jump over to get your yellow blueprint. Bring this to Snide's HQ to receive Donkey's last golden banana on this world.

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* 0003dII                                     D I D D Y   K O N G *  
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/// F I R S T T H I N G S F I R S T

At Cranky's Laboratory you can get "Simian Spring" for Diddy. This allows Diddy to jump much higher when pushing [Z] over a Diddy pad. And, if you didn't go to the Armory with Donkey before, go and get the Extended Ammo belt.

/// G O L D E N B A N A N A S

#01 /// On the same platform as the shack that Donkey went into to activate the factory (see section 0003dI paragraph 3), stomp on the Diddy pad to lower some swinging vines and a bonus barrel. Swing across the vines to the bonus barrel. Play and beat "Beaver Bother" (details on beating this in section 0008) to get a super cool golden banana.

#02 /// In the R&D room, find the side room with a guitar pad inside. Play your instrument on top of it to remove the protective glass door. Enter and you will see the numbers: 1,2,3,4 and three doors. Each door has a different arrangement of the four numbers. On each doors Chimp Charge the numbers in order from 1-4: 1, then 2, then 3, then 4... to open the door. After opening each door, some baddies will emerge. Kill all the baddies from all three doors to get a golden banana.

#03 /// Stomp on the Diddy Switch on ground level of the production room. After activating the #4 bananaport (directions in section 0003dI / golden banana #05 *can be done as any Kong*), transport to the upper level of the production room. Jump across the three ascending/descending platforms to the other side. Run past the conveyor belt and jump/run over the spinning platforms to the Diddy pad. Push [Z] to be launched into the air, where a golden banana is waiting for you.

#04 /// In the ABC room, near the large mountain of blocks, press [Z] on the Diddy pad to jump to a higher level on the mountain. Climb/Jump your way up to another Diddy pad on the mountain to find a bonus barrel. Play and beat "Peril Path Panic" (details on beating this in section 0008) to get a well deserved golden banana.

#05 /// In the production room, there is a red-haired kasplat roaming around on ground level. Knock him out and take his red blueprint. Bring the newfound prize to Snide's HQ where he will reward you a golden banana.

* 0003dIII L A N K Y K O N G *

/// F I R S T T H I N G S F I R S T

If you still did not get "Baboon Balloon" in Angry Aztec, like I told you too, then head over to Cranky's Laboratory and get it. And if your were to lazy to get the weapons upgrade from Funky with Diddy or Donkey, go to Funky's Armory and get it with Lanky. In the storage room, there is a large venting system. Use OrangStand to climb up it to find a Lanky switch at the top. Stomp it to free Chunky Kong. You now have all five Kongs :)

/// G O L D E N B A N A N A S

#01 /// After stomping on the switch on top of the venting shaft to free Chunky (see above) a pretty golden banana will be left behind.

#02 /// In the ABC room, jump on the stacked crates to the west to find a Lanky pad. Press [Z] on the pad to inflate and float up to the nearby bonus barrel. Play and beat "Batty Barrel Bandit" (details on beating this in section 0008)

to receive another golden banana.

#03 /// In the production room, stomp on the Lanky switch on ground level. Use the #4 bananaport to warp up higher. Jump across the ascending/descending platforms and past the conveyor belt. Run past the turning platforms to the vents. Use OrangStand on the steep incline to find a golden banana patiently waiting for you.

#04 /// In the R&D room, find the side path with the trombone switch. Play Lanky's instrument on this to enter. Inside you will play a super easy piano game. Follow the pattern of the monster. This is what he plays: C-B-C-D-E-C-A

#05 /// In the R&D room, kill the blue-haired kasplat on the upper lever. Take his blueprint and bring it over to Snide's where he has a mighty cool golden banana waiting for you.

* 0003dIV T I N Y K O N G *

/// F I R S T T H I N G S F I R S T

If you do not have Tiny's flying ability yet, get your butt over to Cranky's Laboratory where you can purchase it. And if you have been too lazy to guide Lanky, Diddy, or Donkey to Funky's Armory for the ammo upgrade, go there now.

/// T R O F F ' N ' S C O F F / B O S S

After entering any Troff'N'Scoff portal, feed them 200 colored bananas to enter the boss stage. Remember, any Kong can feed any color banana to the boss, but only Tiny will be able to enter the doors to fight the big boss. For more information on beating this boss and all other bosses, see section 0004.

/// G O L D E N B A N A N A S

#01 /// In the ABC room, after scaling the boxes & crates to the west, you will find a tiny barrel. Go through the small hole to find a Tiny Switch. Stomp it. The wheel of Items will appear! On the right, you will see a picture of one of the items on the wheel. Whatever picture you see here you must shoot on the wheel. Shoot all the pictures that show up to receive a golden banana.

#02 /// In the R&D room, go to the room with the tiny barrel and the room that Donkey found the lever to open the battle arena (see section 0003dI). Shrink and run through the hole. Then run through the next hole. It's a mini-game! You must collect 10 coins and beat the competition to receive your golden banana. Watch out for TNT carts, speed up by driving through DK symbols, and tap B to unleash a missile on your opponent to get a good head start!

#03 /// In the production room, use the #4 bananaport to teleport. Jump the ascending/descending platforms. Jump onto the conveyor belt to reach the top. It's a long jump, but with her hair whirl, she can make it to the other platform with the Bonus barrel. Play & beat "Krazy Kong Klamor" (details on beating this in section 0008) to get another golden banana.

#04 /// In the storage room, there is a separate corridor with a purple-haired kasplat and a pole. Climb the pole and head towards the room with the DK Arcade. Jump into the barrel and shrink down to size. Jump onto the boxes and enter the small hole to get your golden banana.

#05 /// In the small room off to the side of the storage room you'll find a purple-haired kasplat. Destroy his sorry butt and get your blueprint. Bring it to Snide's HQ for a golden banana.

* 0003dV C H U N K Y K O N G *

/// F I R S T T H I N G S F I R S T

If you haven't played the last two levels with Chunky yet, then you should head over to Cranky's Laboratory, Funky's Armory and Candy's Music Shoppe for any items/moves you might have missed. Also, if you haven't gotten the ammo belt upgrade, purchase it from Funky.

/// G O L D E N B A N A N A S

#01 /// In the storage room, to the east is a gate blocking an entrance. Use Chunky's Primate Punch [Z+B] to knock it down. Inside you'll see a large box with a "?" on it. Use your primate punch [Z+B] to knock it open. You'll find a Chunky switch. Stomp it to reveal a golden banana. Once again, use your primate punch to hit the Chunky switch on the wall to momentarily turn on the lights and raising platforms. Jump your way to the golden banana.

#02 /// Go back to the storage room and go through the north corridor to find a room with a kasplat and a pole. Climb the pole to find a tunnel. Run forward and use your primate punch [Z+B] on the gate to find a bonus barrel. Play and beat "Stash Snatch" (details on beating this in section 0008) to get a yummy golden banana.

#03 /// In the R&D room, there is a metal gate which can be busted down with Chunky's primate punch [Z+B]. Go through to find a triangle pad and play Chunky's instrument on it. Inside, open the treasure chest. Go against the first round of baddies. After they are all gone, a bunch of toys will come together to make a super baddie. Oh no! Chunky is doomed :(But wait... there is a Chunky barrel! Grow big and whoop this not-so-big baddies butt for a golden banana.

#04 /// In the production room, stomp on the Chunky Switch. A timer with 100 seconds appears along with a golden banana way up on top. Use the #4 bananaport to teleport up higher. From here, leap onto the spinning platform and head for the banana. Seem to hard? Don't worry! Once you grab the banana the contraption won't stomp down on you. Whew! Another golden banana is yours.

#05 /// In the ABC room a green-haired kasplat is roaming around on ground level. Whack him and take the blueprint he drops. Bring it to Snide's HQ and get your golden banana.

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* 0003eI DONKEY KONG *

/// F I R S T T H I N G S F I R S T

You start off in the tunnels of this level. Walk forward and make the first left available. You'll find a large area of water with a sunken ship underwater and NO lighthouse in the center. Swim north to find Candy's Music Shoppe floating astray on a small platform. Talk to her to get the upgrade for ALL Kongs. You now have 15 music power points.

Now, go back to the original tunnels to find a path leading to the smaller lake with the lighthouse in the center (just follow the tunnel with the lighthouse sign posted). Swim under the lighthouse platform to find an UP switch in green (Note: on the other side in a red down switch). Swim into this switch to raise the water level. You can now climb up to sea level.

Go to the lighthouse platform and stomp on the Donkey Switch. This will open a raised gate. Enter in here. Make your way to the top and use Donkey's monkey grab to turn on the lighthouse. Also, right outside the lighthouse is a Donkey pad. Press Z here to be boosted to the barrel shooting Donkey game. Fly through the DK Star to release the Walrus, which will be useful for later (Note: he will now be in the large lake area with the underground ship).

/// G O L D E N B A N A N A S

#01 /// After releasing the Walrus (see above paragraph), find him on a floating platform in the large lake area with the sunken ships and he will reward you a golden banana for freeing him.

#02 /// After talking to the walrus and getting your first golden banana (see above), he will challenge you to a little racing game. Jump through the gate to accept. Beat the Walrus by racing through the bouies and collecting 8 crates through two laps of this semi-hard race to receive a golden banana.

#03 /// After entering the lighthouse and restoring power (see section 0003eI paragraph 3) a golden banana will appear. Climb down to ground level and claim your prize.

#04 /// In the large lake area, you'll find a floating platform with Funky's Armory. Near here is a multi-platformed structure with four different music pads lying around. Find the Bongo pad and play Donkey's instrument on it. A door on the sunken ship in the middle of the large lake area will open. Swim in through the door before 60 seconds is up to find a bonus barrel inside. Play and beat "Krazy Kong Klamour" (details on beating this in section 0008) to receive a 14 karrot golden banana.

#05 /// After Lanky turns into the swordfish and opens the star door (see section 0003eIII paragraph 1) and Diddy gets his golden banana #03 (see section 0003eII / golden banana #03), a #4 bananaport will appear. Activate this, and the other #4 bananaport in the large lake area on a small floating platform to

the west. Teleport from the large lake area to find the yellow-haired kasplat. Use bongos or whatever to dispose of the kasplat and take your blueprint. Bring it to Snide's HQ in the lighthouse lake area after the water level has been raised. A well deserved golden banana is yours!

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* 0003eII                                     D I D D Y   K O N G *  
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/// F I R S T   T H I N G S   F I R S T  
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If you haven't gotten the music upgrade from Candy yet, head over to your Music Shoppe right away!

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/// G O L D E N   B A N A N A S  
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#01 /// Head over to lighthouse lake area. At the base of the lighthouse, there is a small platform with a Diddy Barrel on top. Fly over onto the pirate ship. Carefully stomp the Diddy switch and watch the golden banana get shot to the top of the lighthouse. Go back to the Diddy barrel and fly to where the golden banana awaits.

#02 /// On top of the lighthouse, play Diddy's instrument on the guitar pad. A large mechanical fish will show up in the large lake area. In the time given, run to the large lake area and swim into the fish's mouth. It opens every few seconds so time yourself. Once inside, kill the annoying bee and get on top of a platform. While on the platform shoot one of the three hearts. Each heart must be shot three times in the time given for a... guess what? A golden banana!

#03 /// After Lanky has opened the star door in the large lake area (see section 0003eIII paragraph 1), head into this room with a large treasure chest (water level must be raised). Jump onto the platform with a Diddy pad and push [Z] to be launched into the air. Make your way all the way to the top to find a bonus barrel. Play and beat "Stealthy Snoop" (details on beating this in section 0008) and get another golden banana.

#04 /// In the large lake area, where there are four music pads near Funky's Armory, play Diddy's instrument on the guitar pad. Get to the newly opened door in the sunken ship before 60 seconds is up and find the bonus barrel. Play and beat "Splish Splash Salvage" (details on beating this in section 0008) to get a golden banana.

#05 /// In the lighthouse lake area, a small alcove will have the red-haired kasplat roaming around. After the water level is raised go kill this guy and get his blueprint. Bring it over to Snide's HQ and get the golden banana you deserve!

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* 0003eIII                                     L A N K Y   K O N G *  
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/// F I R S T   T H I N G S   F I R S T  
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In the lighthouse lake, go underwater and find the Swordfish changer box. In the form of a swordfish, you can smash open all under water treasure chests for some items and the wall with the picture of a swordfish on it to reveal a passage to a Troff'n'Scoff portal. Also, as Lanky, in the large lake area, near the sunken ship you can find a swordfish box. Transform and practice jumping high out of the water. Use this to your advantage and jump through the DK Star. Another will appear! Jump through this, too. Another will appear! You know what to do. The DK Star door will now open when you've jumped through all the stars.

If you still didn't collect the music upgrade, find the musical boutique to do so now.

/// T R O F F ' N ' S C O F F / B O S S

After collecting 250 colored bananas, go through any Troff 'N' Scoff portal and feed them the bananas so Lanky will be able to fight the viscous boss of this world. Remember, any Kongs can feed them any colored banana but ONLY Lanky will be able to enter to fight the boss. For information of beating this boss and all other bosses please see section 0004 of this guide.

/// G O L D E N B A N A N A S

#01 /// In the tunnel that branches off to the left towards the large lake area you'll find a Lanky switch. Stomp it to reveal a door. Make your way there in time and turn into a swordfish. Smash the box covering a large canon ball launcher. Swim through here to find a golden banana.

#02 /// Swim to the bottom of lighthouse lake area and transform into the swordfish. At the very bottom of the lake is a bunch of shells and a treasure chest. Bust open the chest and take the easy banana.

#03 /// In the large Treasure Chest room, after breaking open the DK Star door (see section 0003eIII paragraph 1), find the platform with the Lanky pad and push [Z] to start floating. Keep doing this to the top and hop into the bonus barrel. Play and beat "Searchlight Seek" (details on beating this in section 0008) to get another golden banana.

#04 /// In the large lake area near Funky's armory is a platform with 4 different music pads. Play Lanky's instrument on the trombone pad and get to the newly opened door in the time given. Inside, find the golden banana sitting on the top of a comfy looking bed. Zzzz.

#05 /// In the mains caves, after raising the water level up, make the first right possible to find a room with a canon, a canon ball, and a blue-haired kasplat. Take the blueprint he drops when he dies and take it Snide in his HQ to get a golden banana.

* 0003eIV T I N Y K O N G *

/// F I R S T T H I N G S F I R S T

If you still have not gotten the music upgrade, go to Candy's Music Boutique

and purchase it now. Also, in the Lighthouselake area, swim all the way down to the cretaciian shells to find a Tiny barrel. Enter to shrink and swim through the small opening in the large shell to hear the story of the distraught lil' mermaid.

/// G O L D E N B A N A N A S

#01 /// Go to the DK Star room to find a huge tresure chest. Above the chest is a Tiny barrel. Shrink and swim through the key hole of the treasure chest. In this next room, time your swimming so you are able to swim into all oysters to grab the pearl's they contain. Once you've go them all, Tiny will tell you in a thought bubble that she should bring them to the mermaid (see above for directions to mermaid). Do so and get a banana... no, not just any banana... but a *golden* banana.

#02 /// In the tunnel that branches off to the left towards the large lake area, stomp on the Tiny switch to reveal an opened passage. Enter there to find a bonus barrel. Play and beat "Kremling Kosh" (details on beating this in section 0008) to get another golden banana.

#03 /// Go to the Armory area of the large lake area. Swim to the floor of the lake to find a Tiny barrel and a small hole. Shrink and swim through to find yet another bonus barrel. Play & Beat "Big Bug Bash" (details on beating this in section 0008) to be awarded a golden banana.

#04 /// Near Funky's Armory, you'll find the musical platform with 4 different music pads. Play Tiny's instrument on the Saxaphone pad to open another door on the main sunken ship. Get there in the allotted time. Find the cage with the golden banana and do the basic pick up.

#05 /// In the initial caves, walk all the way foward towards a dry area with a canon. Shoot yourself up and swing across the vines. You'll find the purple-haired kasplat. Kill him for the purple blueprint which can so easily be mixed up with Lanky's blue blueprint. Bring it over to Snide's HQ in the lighthouse lake area for a golden banana.

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* 0003eV                      C H U N K Y   K O N G *  
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/// F I R S T T H I N G S F I R S T

If you haven't gotten the music upgrade from Candy yet, head over to her music store and purchase it... and look at her boobs :)

/// B A T T L E A R E N A P A D

In the dry land area, find the large gate and knock it down with Chunky's primate punch [Z+B] to find the battle arena inside. Kill the baddies in the given time to prove you are worthy for another battle crown.

/// G O L D E N B A N A N A S

#01 /// In the dry land area, walk through the tunnel near the ship to a bunch of treasure chests. Primate punch them all to find various items and a golden banana.

#02 /// In the first tunnel from the entrance, make the first right possible to find a raised dock-like structure containing a kasplat and a canon. Grab the canonball opposite of the canon and walk into the canon with the ball in hand to load it and then jump in to it. Shoot the three targets within 60 seconds with 6 balls. The balls take time to hit targets so do practice aiming first. After, you'll receive a prized golden banana.

#03 /// Run over to Lighthouse Island. Jump on a raised platform and try, to the best of efforts to get onto the large ship from the armada of K. Rool. Use Chunky's simian slam on the trap door (easy to find). Inside you'll have to knock over a gate with your primate punch [Z+B] and then trash some Chunky barrels to find another banana. You'll figure out how to escape... with reversed controls! Muhahahaha!

#04 /// On the same platform as Golden Banana #05 for Diddy (see section 0003eII / golden banana #05), you'll find a Triangle pad. Play Chunky's triangle to open yet another door on the main sunken ship in the large lake area. Head over in the given time. Find the Bonus Barrel inside. Play and beat "Batty Barrel Bandit" (details on beating this in section 0008) for another of those things... what are they again? Oh yeah, golden bananas.

#05 /// In the large lake area near Funky's Armory is a platform with four different musical pads. At the highest point of this platform is a green-haired kasplat. Take your blueprint from him and trade it for a golden banana at Snide's HQ.

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0003f  F U N G I   F O R E S T
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* 0003f+                B E F O R E   Y O U   S T A R T *
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Before you start, if you have received 15 Banana medals then head over to Cranky's Laboratory and play JETPAC, RARE's very first ever game. Beat this to get the RARE coin, which is needed to beat the game (see section 0010 for help on beating this).

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* 0003fI                D O N K E Y   K O N G *
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/// F I R S T   T H I N G S   F I R S T
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You start off in front of a large clock/mushroom structure. All around you is a wall. In this wall are log/caves. Enter the log/cave that has a purple outline to enter into the super-big mushroom room. You'll see a large mushroom structure and near it, Cranky's Laboratory. Go here to buy the super simian

slam (FOR ALL KONGS) which will allow you to bust open the square switches that can't be stomped down with your old slam. After this, go back to the Clock-room and find a log/cave with a green outline. You'll need Tiny and Chunky to shoot their respective switches. This will lead to a room where a rainstorm is going on. At the other end is Funky's Armory. You can now buy the homing ammo (FOR ALL KONGS). To find Snide's HQ, you'll have to either go through the only unexplored log/cave in the main area or through the Mushroom waterwell with Chunky. This will lead to a room with a barn in the middle. In this area, you'll find Snide's HQ.

/// T U R N I N G N I G H T T O D A Y

In the first main area, there is a large clocktower. Use the canon off to the side of this structure to blast up to a platform. You will find a SUN switch and a MOON switch. Any kong can shoot these to turn night into day and vice versa.

/// G O L D E N B A N A N A S

#01 /// Go inside the LARGE mushroom. Behind the entrance you'll find a red structure holding five different fruit targets. Shoot Donkey's coconut switch to reveal some blast barrels. On the way to the first blast barrel, you'll see a Donkey switch. Use super-simian slam to reveal a golden banana way up in the air. Jump into the blast barrel to be shot up to the golden banana.

#02 /// In the LARGE mushroom, head up the path and climb up two ladders until you see a door leading to the outside exterior ramp. Climbing up the first ladder to the left will leave you near a Donkey pad. Push [Z] on the pad to play the barrel shooting game. Shoot your way through the barrels without falling until you find a bonus barrel. Play and beat "Peril Path Panic" (details on beating this in section 0008) to get another golden banana.

#03 /// Now this is where you start worrying over Day & Night. Go to the area with the barn by going through the blue log/cave in the main clock area. Go to the barn surrounded by water. Enter into the open door near the Lanky pad to find a conveyor belt with a rather unfriendly looking machine. To the northeast side of this room, you'll find a large box with a "?" printed on it. Smash this to find a Donkey switch. Now that you have the super simian slam, smash this switch to open the gate. Run in quickly before they close up on you. There are three levers. Each has a number above them (In roman numerals shaped like circles). The combo is: 2-1-1-3-2

This will send the golden banana outside into a gate with the moon symbol imprinted on it. Just head on back to the clocktower & turn day into night. Head back and Voila! The golden banana is waiting to be found.

#04 /// Now that its nighttime, you'll be able to enter the big area surrounded by thorns. Its to the west of the entrance to the barn area. In here you'll find a house and a large bushel of thorns. Behind the house is a Donkey switch surrounded by thorns! What'll we do now? Wait! A Donkey Barrel is nearby! Just around the side of the house. Become invincible to stomp the switch. Once done, the entrance to the house will open. There are a bunch of boxes with "?" printed on them. Smash them all until you find the Donkey switch. Stomp this to reveal floating vines and a Bonus Barrel. Climb the ladder acting as a pillar for the upper teir to get to the vines. Scale these vines and jump into the bonus barrel. Play and beat "Minecart Mayhem" (details on beating this in

section 0008) to recieve a precious golden banana.

#05 /// Behind the house you were in for golden banana #04 (see above), a yellow-haired kasplat is roaming around in the grass. Pound him down into the grass and take the blueprint he drops. Bring it to Snide's HQ and trade it in for a golden banana.

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* 0003fII                                     D I D D Y   K O N G *  
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/// F I R S T T H I N G S F I R S T

Head over to Cranky's Laboratory and Funky's Armory to get any goodies that Diddy does not yet have.

/// B A T T L E A R E N A P A D

During the nighttime, Go into the LARGE mushroom. Blast to the very top using the blast barrels (see section 0003fI / golden banana #01) and exit out the door. Run around to find a trap door has been opened! Fall through to find the battle arena! Fight the various enemies and survive for the given amount of time to earn your battle crown.

/// G O L D E N B A N A N A S

#01 /// In the LARGE mushroom area, you'll find a small mushroom that allows you to bounce really high. One of them next to Cranky's Laboratory will allow you to jump into a Diddy barrel. Fly to the very top of the LARGE mushroom to find a bonus barrel floating over a Lanky switch. Fly into the bonus barrel. Play and beat "Teetering Turtle Trouble" (details on beating this in section 0008) to recieve a beautiful golden banana.

#02 /// Head over to the Clock mushroom and change day into night. Now that it is night, go over to the barn area. In its own small area, you'll find a large barn with barrels leading to a Diddy pad. Press Z on this pad to be launched into the entrance. It is dark in here, so play you guitar on the pad in front of you to have Squawks the bird come to the rescue with a flashlight. Climb up and over pieces of plywood to find yet another golden banana.

#03 /// You should still be in the barn area during the nightly hours. Go to the island containing the barn surrounded by water. You'll find a rope that you can climb to the roof of this structure. At the top, you'll find a Diddy switch. Of course, now that you have super simian slam, smash it. You'll see a small grate open below you. Enter. Inside you must shoot the elevated "ON" switch to turn the structure on then chimpy charge the green switch to activate the winch you climbed earlier to reveal none other than a golden banana. Also, a guitar pad will appear near the entrance of the thorny bushes. Once the video is over, go play your guitar on the pad to release the golden banana from its cage, making it eligible to be captured.

#04 /// During nighttime, in the LARGE mushroom area, you'll find a gate blocking another log/cave/path. Above it is a Grape target. Have Lanky shoot this so you may enter. At the far north, you'll find a guitar pad. Play your

guitar to wake up the snoring owl. He'll tell you that you need wings. So, go to the east corner to find a Diddy barrel. Fly over to the owl and he'll challenge you to a flying game. Fly through the rings he lays in front of you while being sure not to fall to far behind, or you must start over. At the end when you win, he'll reveal a bonus barrel on top of the leafy tree. Fly up. Play and beat "Busty Barrel Barrage" (details on beating this in section 0008) to receive a golden banana.

#05 /// In the LARGE mushroom, you'll find that midway up the mushroom there is a spiderweb-like structure. You'll also find a red-haired kasplat. Get your red blueprint and bring it to Snide's HQ. Behold your golden banana.

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* 0003fIII                                     L A N K Y   K O N G *
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/// F I R S T T H I N G S F I R S T

If you haven't gotten the goodies from Funky's Armory and Cranky's Laboratory, go to each and purchase them now.

/// G O L D E N B A N A N A S

#01 /// During the day, go back to the big leafy tree area. To the west you'll find a carrot house and a sleeping rabbit. Wake him by playing Lanky's trombone on the trombone pad. He'll challenge you to a race. It is sooo easy! I don't even have to explain what to do. A 3 year-old will beat him on his/her first try. But, you have to race him a second time, when he is all rested up! You cannot do this now because you'll need to buy the move from Cranky in Crystal Caves to use the Lanky barrel near the carrot house. But once you've got this new move (see section 0003g), you'll be able to beat him to receive a golden banana.

#02 /// At the top level of the LARGE Mushroom, you'll find three doors. Two that are closed tightly and a third with a Cranky switch. Use Orangstand to climb even further up this mushroom to find a Lanky switch. Slam it to open the two doors. You can only get to one at a time. One of them contains: Two mini-mushrooms that serve as bouncers that can launch Lanky really high. Jump on one and glide over to the golden (floating) banana.

#03 /// The other door contains: A mural with all five Kongs' faces on it. It starts with Donkey's and ends with Lanky's, with arrows showing the order in which the Kongs come. You must slam down the color mushrooms in order of the Kongs on the mural (i.e. If Donkey is first, slam the yellow mushroom first). The color of each Kong is the color of the bananas they collect. Once this is done, a bonus barrel will appear. Play and beat "Krazy Kong Klamour" (details on beating this in section 0008) to get a golden banana.

#04 /// During the nighttime, in the Barn area, go to the barn on the middle island surrounded by water. Find the Lanky pad and Press Z while on top of it to float up to a door in the roof. Inside, you'll find a Lanky switch. First, collect the homing ammo then stomp the switch. Bats will fly out of their elevated prison. Shoot all of them with the homing ammo (much easier) to get another golden banana.

#05 /// In the leafy tree area, inside the middle of the tree you'll find the

blue-haired kasplat. Dispose of him to get your blue blueprint. Take it to Snide's HQ and allow him to give you another golden banana.

* 0003fIV T I N Y K O N G *

/// F I R S T T H I N G S F I R S T

Still some stuff you don't have? Go to Cranky's Laboratory and Funky's Armory to purchase anything you missed out on in previous levels.

/// G O L D E N B A N A N A S

#01 /// Inside the LARGE mushroom, opposite of the donkey switch, you'll find a Tiny switch. Stomp it to reveal a bonus barrel. Climb to the third story and leap-fly to the bonus barrel. Play & Beat "Speedy Swing Sortie" (details on beating this in section 0008) to get awarded a golden banana.

#02 /// Behind the leafy tree you'll find a saxophone pad. First, go behind the large structure to shrink before playing your instrument on the pad. Once done, Squawks will pick you up and drop you into the large rock structure. Kill all enemies with oranges to collect a golden banana and a seed. Blast out of here with the use of the canon.

#03 /// In the area with Funky's Armory, you'll find a large mound of dirt. If you took the seed from golden banana #02 (see above), you'll be able to plant it. A giant beanstalk will emerge. Shrink Tiny using the barrel nearby and play your instrument on the saxophone pad. Squawks will come give you a wing so you can collect your prize (golden banana) at the top.

#04 /// In the barn area, during the day, use Chunky to go to the island surrounded by water. There is a door that can be opened using the primate punch [Z+B]. Inside, there are two "?" boxes. Smash both open with the primate punch [Z+B]. One opens a passage for Tiny. Turn day into night then turn back into Tiny. Use the Tiny barrel below the winch to shrink and enter the small hole opened by Chunky. Go through the raised door that was closed when you were Chunky to fight a sub-boss. He is a large spider that sends little minions to do his dirty work while he sleeps. Kill the mini-spiders by rolling into them. When the group is killed, he will open his eye, giving you the chance to shoot him there. Do so. Five shots to the eye will shrink him down to size. One roll hit will suffice to kill this guy. A golden banana is yours!

#05 /// In the LARGE mushroom, climb up to the first available exit to the exterior of the mushroom. Walk around this platform until you see the purple-haired kasplat. Kill him to receive the purple blueprint which you can exchange for a golden banana at Snide's HQ.

* 0003fV C H U N K Y K O N G *

/// F I R S T T H I N G S F I R S T

Get any necessary items from Cranky's Laboratory and Funky's Armory if you haven't already done so.

/// T R O F F ' N ' S C O F F / B O S S

Enter any Troff 'N' Scoff portal throughout the level and feed them 300 colored bananas. Remember, any Kong can feed any colored banana but only Chunky can enter to fight the boss. For information of beating this boss and all other bosses, refer to section 0004 of this guide.

/// G O L D E N B A N A N A S

#01 /// In the area that contains Funky's Armory, you'll find a worm inside of his apple house. He asks for help to get the evil tomatoes away. Use the nearby Chunky barrel to become a giant and stomp all the tomatoes into ketchup. After this, the worm will ask you to find him a sunny spot. So, while still a giant, lift up his whole house [Z] and bring him out into the main clock area. Find the patch of dirt with the picture of an apple on it and place him there. Eureka, a golden banana is yours for the keeping.

#02 /// In the LARGE mushroom area, go to the very top platform connected to the LARGE Mushroom (see section 0003fII / golden banana #01), you'll see three closed doors. Two were used in Lanky's walkthrough but the third has a chunky switch in front of it. Super Simian slam it to enter. Kill the enemy with homing ammo and then go up to the painting. Slam the Chunky switch. You must shoot the pieces of the mural until the whole things looks like a big picture of chunky. And now that the golden banana pops out, you can have a party.

#03 /// In the barn area, you'll find a large door with a crack in it. Primate punch it and enter. You'll find two boxes with "?" embroidered on them. Primate punch them. One will allow Tiny's entrance during the nightly hours and the other has a triangle pad. Play Chunky's instrument on top of this pad. A cinema will show the conveyor belt activate. Grab the metal explosives barrel from this room and run outside. Go around the barn to the already open entrance near the #1 bananaport and the Lanky pad. Enter to find the conveyor belt. Place the metal barrel on the moving belt along with the two others in this room to get the golden banana that you deserve!

#04 /// In the main area with the clock, you'll find a mushroom well in the corner. Slam on top of it to start the mincart ride. Collect 50 coins and get to the end of the course to recieve a golden banana from squaks. Green bells in the air open doors ahead of you but red bells close doors. Pushing the second switch & last switch will send you onto paths with more coins. Avoid TNT barrels and enemies.

#05 /// Ascending ladders and vines inside the LARGE mushroom will eventually lead to a platform seperated from another side that has a door. Use the vines to get across. Outside there is a green-haired kasplat. Kill him to recieve the green blueprint. Bring it to Snide's HQ. Get Golden Banana.

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0003g C R Y S T A L C A V E S
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* 0003gI

D O N K E Y K O N G *

/// F I R S T T H I N G S F I R S T

From the entrance, head forward until you reach a river separating you from another platform. Jump into the river then onto that platform. Scale the platforms to the top and you'll find raised paths. You'll find Funky's Armory and Chunky's Laboratory around here. Get the upgrade from Funky's Armory for ALL Kongs. At Chunky's, get the super duper simian slam for all Kongs.

/// B A T T L E A R E N A P A D

In another corner of this stage, you'll find Candy's Music Boutique. Run past here to find a bunch of ledges leading to another raised platform. You'll find two houses. One has a bongo pad outside. Play your instrument to enter. Inside, stomp the button to the left to find the battle arena pad. Fight the various baddies and survive for the given time to earn another battle crown.

/// T R O F F ' N ' S C O F F / B O S S

Enter any Troff 'N' Scoff portal throughout the level and feed them 360 colored bananas to enter the boss stage. Remember, any Kong can feed them any colored banana but only Donkey can enter to fight a rematch with Army Dillo II (Jungle Japes boss... improved!). For information on beating this boss and all other bosses, refer to section 0004.

/// G O L D E N B A N A N A S

#01 /// Near the battle arena pad (see above), stomp on pads that have matching pictures (i.e. Donkey's face with Donkeys face). Stomp on the blue switches on the sides to turn the walls over so you can access the other tiles. After all have been matched, the golden banana will be yours for the keeping.

#02 /// On your way to golden banana #01 (see above), remember seeing Candy's Music Boutique? Well, next to Candy's Music Shoppe, you'll find a large building with five doors, each with different music pads to open them up. Go to the door that is able to be opened by the bongos and play Donkey's instrument to enter it. Shoot all the flying enemies with the homing ammo. Once dead, a bronze banana will pop out. Just kidding, a golden banana will pop out (hope you don't die of laughter-- sarcasm).

#03 /// On the platform leading away from Cranky's Laboratory, you'll find a Donkey pad. Pressing [Z] on this pad will send you to the Donkey blasting course. Shooting yourself through these should be easy, except for one part where the ring you must shoot through is far away. Shooting at the right time will take a few tries, but once done, you'll be able to shoot into a bonus barrel. Play and beat "Busty Barrel Barrage" (details on beating this in section 0008) to receive a golden banana.

#04 /// Next to Cranky's Laboratory, as Diddy, you have to jump into the Diddy barrel. Fly through the waterfall to the left of Cranky's to find a large igloo with a DK star on top. Flying through the star will reveal pads around the igloo's four entrances. Once done, allow Donkey to play his instrument on the bongo pad next to its corresponding door. Enter. In the center is a large ice structure that has sharp edges that can injure you. So, run along with the movement of the structure trying not to get hit along the way. I have no real strategy for this part, except moving with the movements of the structure. In the center: a golden banana.

#05 /// Near Funky's Armory, you'll find a large boulder and a large castle that is made of blue ice. Running around this structure, you'll eventually see the yellow-haired kasplat. Kill this enemy to collect the all-to-familiar yellow blueprint. Bring this to Snide's HQ (directions to Snide's HQ found in section 0003gV) to recieve another golden banana.

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* 0003gII                               D I D D Y   K O N G *  
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/// F I R S T T H I N G S F I R S T

If you haven't gone to Funky's Armory or Cranky's Laboratory for upgrades, visit both of them now. Also, near Cranky's Laboratory, jump in the Diddy barrel and fly though the waterfall to find a DK Star on top of an igloo. Fly through the star to reveal four music pads that are essential to most Kongs' walkthrough.

/// G O L D E N B A N A N A S

#01 /// Run past Candy's Music Boutique to find a Diddy Barrel and fly through the waterfall that separates this area from the rest of the level to find a floating bonus barrel. Fly in, play and beat "Mad Maze Maul" (details on beating this in section 0008) to recieve a golden prize. Can you guess what it is? A golden banana!

#02 /// On the second level of the large building near Candy's Music Shoppe with the music pads you'll find a guitar pad. Have Diddy play his instrument on this pad to enter a large room. As soon as you move foward, the clock will start to tick and the door will slam shut. Run around the central platform to find a Diddy barrel. Fly onto the top left platform and beat the gator here. Once he is dead, go to 1st person view [Cup] and throw oranges and the barrels on the central platform because they are enemies. Once they are dead, jump over to this platform. Throw bombs at any remaining enemies on all corners to recieve a golden banana.

#03 /// On the thrid level of the large building near Candy's Music Shoppe with the music pads you'll find another Guitar pad. Play Diddy's instrument on this pad to enter another room. Play your guitar to kill both enemies and at the same time, revealing a Diddy pad. Press [Z] on the pad to jump into the Diddy barrel. When you are flying, fly over the three candles and use the flames from your rockets to ignite the wick of the candle. Once all three are lit, you'll get a golden banana.

#04 /// Go to the large igloo area and play Diddy's instrument on the corresponding guitar pad. Enter the newly opened door. Inside, there will be

six barrels. Each barrel has a number pad under it. Push the barrels off in order of the number pads below. For example, push the barrel over the 1 pad first, then the barrel over the 2 pad second, and so on. After you revealed 6 straight number pads you'll receive another golden banana.

#05 /// In the platforms leading away from Funky's Armory, you'll see a side platform with a Tiny barrel hovering over it. As Tiny, jump into the barrel to shrink. Glide back over to the main platform and continue to head away from Funky's Armory until you reach a small hole. Enter and activate the #4 bananaport. As Diddy, Go back to Cranky's Laboratory and jump into the Diddy barrel. Hover down to the narrow pillar with a #4 bananaport atop. Transport to the second #4 bananaport and kill the red-haired kasplat. Collect your red blueprint and bring it over to Snide's HQ (direction in section 0003gV) to receive Diddy's last golden banana of this level.

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* 0003gIII                               L A N K Y   K O N G *
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/// F I R S T   T H I N G S   F I R S T
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If you haven't gotten the ammo upgrade, make sure you go to Funky's Armory. Also, Lanky can learn "OrangSpring" from Cranky in his laboratory (which can be used for golden banana #04 in section 0003fIV).

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/// G O L D E N   B A N A N A S
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#01 /// Run past Candy's Music Boutique and towards the rocky platforms that lead to a raised platform, where you'll find two log cabins. One has a bongo pad in the front yard and one has a Lanky pad to the side of the house. Go press [Z] on the Lanky pad to float to the top. Play your instrument to open the door and enter. Inside, you'll find two stick-wielding koshas. Kill them with the energy blasts that you should have learned from the banana fairy [Hold B] (see section 0006). Once eliminated, activate the Lanky pad [Z] and float to the Lanky barrel. You'll now be in OrangSprint mode. Sprint to the blue switch and quickly get to the golden banana within three seconds. It should be an easy enough way to get another... say it with me... GOLDEN BANANA!

#02 /// Run over to the Blue Ice Castle structure. Here, you'll find a Lanky switch outside a closed door. Slam it to open the door. Inside, you'll meet the most bored creature ever. But, now that you are here, he can test out his new game with you! Yay! Whoever has the most squares turned over at the end wins. Easy enough. Just stomp anything he stomps to get a definite win and a golden banana!

#03 /// To the side of the door you just entered, you'll find another Lanky switch. Do what you usually do with switches and head over to the Lanky pad. Press [Z] to float up and then press [Z] on the second pad on the second story to float into the top of the castle. Oh No! It's the horrible thing from Angry Aztec! Another race. Start off by jumping into the Lanky barrel (may be hard at first) then using the long stretch of running to your advantage. You are a faster runner. But, when the sliding comes, she's faster. But, if you get a good lead at first, you'll probably keep it. At the first magma pit, you'll have to skillfully jump to the center platform, then the left or right platform, then back to the center. This can be VERY hard, but, if you stay to the left the entire time, you should make it without problems. Watch out for

unprotected side ledges. After a few tries, you should be able to get another golden banana. Oh! Don't forget to collect 50 coins!

#04 /// In the large igloo area, play Lanky's instrument on the trombone pad. Inside this door, defeat all enemies. Once done, a Lanky pad will appear throughout the room. Use them to get to the top of the ice structure, which contains a golden banana at the top.

#05 /// Using Diddy's Jetpacs to fly to the large pillar with a blue-haired kasplat on top near the rocky platform & Funky's Armory, you'll be able to activate the #5 bananaport. Bring Lanky to the large Musical cabin near Candy's Music Boutique to find the second #5 bananaport on the second story. Warp to come face to face with the blue haired kasplat. Beating this monstor will award you the blue blueprint. Bring this to Snide's HQ (direction in section 0003gV) to get yourself a golden banana.

* 0003gIV T I N Y K O N G *

/// F I R S T T H I N G S F I R S T

No ammo upgrade? Go to Funky's Armory. No Super Duper Simian Slam? Go to Cranky's Laboratory. Also at Cranky's Laboratory, Tiny can purchase "mokeyport," allowing her to transport between special Tiny pads.

To stop those annoying earthquakes the huge kosha keeps causing, go to the large igloo area. On one of the islands is a Tiny pad that when you push [Z] on it you will be transported to the kosha. Kill him with you instrument and collect the goodies scattered about.

/// G O L D E N B A N A N A S

#01 /// After activating the #4 bananaport (see section 0003gII / golden banana #05 for details), run fowards and press [Z] on the waiting Tiny pad to transport inside of a large transparent igloo, where a golden banana waits to be found.

#02 /// Go to the second story of the large music cabin next to Candy's Music Boutique. You'll find Tiny's Saxaphone pad. Play her instrument on the pad to enter the door. Using first person aiming [Cup], throw oranges at all the klaptraps. Once all are gone, a golden banana will arise from the darkness.

#03 /// Walk away from Cranky's Laboratory and you'll soon find a Tiny barrel and a small hole. Shrink and enter the hole then jump into the bonus barrel within. Play and beat "Krazy Kong Klamour" (details on beating this in section 0008) to recieve a golden banana.

#04 /// Play your instrument on the saxaphone pad in front of the igloo in the large igloo area to enter another room. Inside, kill the enemy. Stomp the switch. It will rotate and get smaller each time you stomp it. After hitting it a few times, a golden banana will be yours.

#05 /// Run past Candy's Music Boutique towards the raised platform with two log cabins. Run all the way foward to find the purple-haired kasplat. Kill him to recieve the purple blueprint. Bring this to Snide's HQ (directions in

section 0003gV) to get a golden banana.

* 0003gV C H U N K Y K O N G *

/// F I R S T T H I N G S F I R S T

If you haven't gotten the two upgrades in this level, go to Funky's Armory and Cranky's Laboratory. Also, purchase "gorrilla gone" from Cranky. This can be used to make Chunky invisible. To find the entrance to Snide's HQ, walk foward from the entrance of the level until you come out into the large area. Turn right and go foward until you come across a transparent sheet of ice. Primate punch this [Z+B] to enter and find Snide's headquaters.

/// G O L D E N B A N A N A S

#01 /// After entering the level, you'll find a transparent wall made of ice. Use Chunky to Primate punch [Z+B] this wall to create a path. Use the gorilla gone move to make Chunky invisible, and by doing so, a golden banana will reveal itself.

#02 /// Go to the ground level of the large cabin next to Candy's Music Boutique and play Chunky's instrument on the triangle pad. Enter through the newly opened door. Inside are three switches. Each switch gets passed over by a searchlight every few seconds. Time yourself so that you stomp on each switch when the searchlight is moving away. If a searchlight does touch you, you better leave the room fast. Once these three switches are gone, you can activate the gorilla gone move and walk past all the lights without worry and into the Bonus Barrel. Play and beat "Searchlight Seek" (details on beating this in section 0008) to recieve another golden banana. You go girl!

#03 /// Go to the large igloo with the music pads all around it and play Chunky's instrument on the triangle pad. You must protect the rabbit from Funky Forest against a bunch of fireballs. As a sign of gratitude, the rabbit will reward you a golden banana.

#04 /// Go to the huge blue ice castle. Walk across the paths around this structure until you find a large boulder. Pick it up [Z] with Chunky's big arms and bring it to the south of its original spot and you'll find a red switch with a picture of a boulder on it. Can it be anymore obvious? Drop the boulder on the switch and watch the video. On the paths across from Cranky's Laboratory you'll find another thin transparent ice wall (as in golden banana #01). Primate punch [Z+B] it and enter. Jump into the Chunky Barrel to become large and pick up the large boulder. Skillfully place it on the moving switch. The video that plays after will reveal a golden banana under a newly removed igloo. Go to the large musical igloo area and retrieve your prize.

#05 /// On top of the large musical igloo is a green-haired Kasplat. Get the blueprint and return to the crack sniffing technician named Snide for a golden banana.

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0003h C R E E P Y C A S T L E

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* 0003hI                               D O N K E Y   K O N G *
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/// F I R S T   T H I N G S   F I R S T
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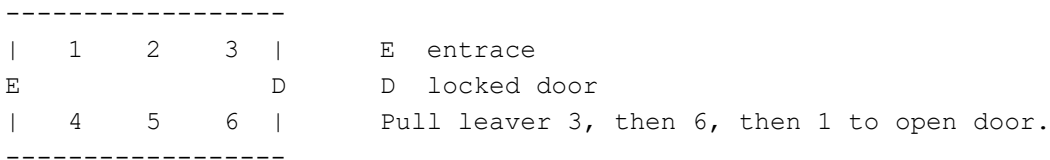
For a really cool Sniper scope for all Kongs' weapons, head over to Funky's Armory. To get here, run foward on the starting path all the way past all ladders and a flight of wooden stairs. Then, look down over the edge to find another platform. Go in through the hole in the door and follow the passages to our weapons specialist. Snide's HQ is located at the very top of the castle, bring your blueprints here. Cranky can sell you the "Super Duper Simian Slam" if you haven't gotten it yet.

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/// G O L D E N   B A N A N A S
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#01 /// On the path circling around the castle, you'll eventually find a Donkey switch. Super Duper Simian Slam this to open the door to the library. In the time given, make you way to the library and hop over to the entrance. Take the first right available and kill all the enemies. Stomp on the newly revealed Donkey Switch to open another door. Go through here and jump in the Donkey barrel to destroy all enemies to earn a golden banana.

#02 /// From the starting place, run foward along the path until you see a flight of wooden stairs. Go up and through the small hole in the door. Go in and make the first left possible into a room with a Donkey switch. Stomp the tiles on the puzzle so that when you are done it shows the face of Donkey Kong. If you or your 3 year old brother can do this correctly, which you can, you will be the proud owner of a golden banana.

#03 /// Go to the tunnels where Funky's Armory is located. Go to the large skull structure and shoot the coconut switch. Enter and make a left then a right until you reach a room with six leavers. ASCII art I made myself *claps hands*:



Inside, you will have to play a minecart game again. Collect coins and survive for a cool golden banana from Squawks.

#04 /// Run foward from your the beginning of the level to find a large tree. Push [Z] on the Donkey pad and beat the barrel shooting game to open a door on the tree. Enter inside and shoot the coconut switch. Run through and jump into hole behind the Kasplat and you'll land in the lake. Swim onto the floating log and use the sniper scope to shoot the coconut switch. Each time you hit it the water will rise so you can reach the golden banana.

#05 /// On you way to golden banana #04 (see above) you'll pass a yellow-haired kasplat. Pick up the blueprint and bring it to Snide's HQ for a golden banana.

* 0003hII D I D D Y K O N G *

/// F I R S T T H I N G S F I R S T

If you haven't gotten the sniper scope from Funky's Armory you should purchase it now. Also, if you still haven't gotten the super duper simian slam I advise you get your butt to Cranky's Laboratory.

/// G O L D E N B A N A N A S

#01 /// Walk up the platform circling around the castle until you find a Diddy switch with a tag barrel near by. Stomp the switch and enter the ballroom. Kill all the baddies on the dance floor to reveal a Diddy barrel. Jump in to activate Diddy's barrel boosters. Fly over the candels to light the wicks with the flame from the barrels to reveal a bonus barrel. Play and beat "Minecart Mayhem" (details on beating this in section 0008) to have a dance with a golden banana in the ballroom.

#02 /// On the way up the platform around the exterior of the castle you'll find a Diddy barrel. Jump in and fly to the very top of the castle. Fly into the bonus barrel patiently sitting up there. Play and beat "Big Bug Bash" (details on beating this in section 0008) for a golden banana.

#03 /// Run foward on the path you start the level on until you can climb up some wooden stairs. Climb up and enter the small entrance near the #1 bananaport. Enter into a network of caves and make the first left possible through a door. Turn right and stomp the Diddy switch. In the next room, use your sniper scope to shoot the peanut switch at the other side of the room to lower some metal vines you can swing across to a golden banana.

#04 /// In the caves where you can find Funky's Armory, there is a large skull structure with different targets around it. Shoot the peanut target with your peanut shooters and enter. Turn left, then left then shoot the next peanut switch to open a passage. Chimp charge the four numbers in order; from 1, 2, 3, to 4 to get a cool golden banana.

#05 /// In the caves where you can find Funky's Armory, you'll see a red-haired kasplat roaming around. He is carrying your blueprint so beat him up and take it away. Bring it to Snide's HQ and trade it in for a golden banana.

* 0003hIII L A N K Y K O N G *

/// F I R S T T H I N G S F I R S T

If you haven't gotten the super duper simian slam and the sniper scope, visit Cranky's Laboratory and Funky's Armory, respectively, and purchase them.

/// B A T T L E A R E N A P A D

After completing golden banana #01 (see below), reenter the maze and make your way through it to the top center section where you will see the battle arena pad. Fight the enemies and survive for the given amount of time to win another battle crown.

/// T R O F F ' N ' S C O F F / B O S S

After collecting 400 (!) colored bananas enter any Troff 'N' Scoff portal and feed them. Remember, any Kong can feed these hippos any colored banana but only Lanky will be able to enter. But, all Kongs will be able to fight the boss with help of a tag barrel in the boss arena.

/// G O L D E N B A N A N A S

#01 /// In the center of the path circling around the castle, you'll see a small building off to the side with a Lanky switch nearby. Stomp the switch and enter. A timer with 40 seconds is set and you must make your way to the door at the opposite end, where a golden banana is waiting.

#02 /// In the Funky's Armory area, and to your left is a structure with a grape target on the side. Shoot it to open the door on the front of the structure. Inside, shoot the grape switch and quickly jump into the Lanky barrel and quickly run past all the enemies and into the room where the door just opened. In the next room, play your instrument on the trombone pad to lower a set of vines. Now, swing your way to the golden banana.

#03 /// On the path you start on when you enter the world run forward until you see a set of wooden stairs. Above these is a #1 banana port and an entrance. Enter into a network of caves. Make the first left possible through a door and find a Lanky switch. Stomp it. Next, play your instrument on the trombone pad to raise three platforms out of the sewage. Jump onto the first platform and press [Z] to float over to second. Press [Z] on the second to float over to the bonus barrel. Play and beat "Kremling Kosh" (details on beating this in section 0008) to get a golden banana.

#04 /// At the very top of the castle (near Snide's HQ), stomp on the Lanky switch near the door to the tower. Enter inside and kill all the enemies. A Lanky pad will appear. Shoot the three grape switches using sniper mode to activate strong winds pushing upwards. Push [Z] on the Lanky pad and float into the airstream up to the bonus barrel. Play and beat "Beaver Bother" (details on beating this in section 0008) for a golden banana.

#05 /// From the start of the level, run forward and climb up one of the small ladders to be near a bridge that comes apart and reassembles. Cross it when it is together and run up a bit to find a blue-haired kasplat. Take the blueprint to Snide's HQ all the way at the top of the castle and trade it in for a golden banana.

* 0003hIV T I N Y K O N G *

/// F I R S T T H I N G S F I R S T

If you haven't gotten the the sniper scope, which you need for a lot of bananas in this level, then go to Funky's Armory now. If you haven't gotten the super duper simian slam which is needed for almost all bananas, than you better get over to Cranky's Laboratory and spend a few banana coins.

/// G O L D E N B A N A N A S

#01 /// In the area where you find Funky's Armory, and shoot the feather switch on the side of the structure to open the door. In the next area stomp on the Tiny switch to reveal a bunch of hands in the green sewage. Use the ascending/descending hands to get across to the golden banana.

#02 /// From the start of the level, go foward along the path until you reach a set of wooden stairs. Climb them to find a small entrance and a #1 bananaport. Enter and take the first door to the left. Use Tiny's supercute pony tails to glide over to the bonus barrel. Play and beat "Teetering Turtle Trouble" (details on beating this in section 0008) to recieve a golden banana.

#03 /// In the middle of the path circling around the castle, you'll find a small circular building with a cone-shaped top. Shrink using the Tiny barrel and use the nearby mushroom to jump high on top of the structure and fall inside. Shoot all the buzzing enemies, and once they are all dead a golden banana will be bestowed to you.

#04 /// Walk up the path circling around the castle until you find a Diddy switch and a tag barrel. Become Diddy Kong and stomp the switch to open the door. Then, turn back into Tiny Kong and enter through the newly opened passage. Run down the passage into a large room. Go down the stairs and push [Z] on the Tiny pad. This will leave you in front of a structure with a Tiny barrel nearby. Become small and enter through the small hole in the front of the building.

Now, you will have a car-racing rematch with the goon from Frantic Factory. You must collect 10 coins while driving in between two flags every few feet. Missing too many flags will result in failure. Win the race, collect coins, and drive through flags for another golden banana.

#05 /// From the start of the level, follow the path past a set of wooden stairs and then look over the sideto see a platform down below. Jump down to this platform. Run past the door and around the corner to find a quiet little place where a purple-haired kasplat awaits.

* 0003hV C H U N K Y K O N G *

/// F I R S T T H I N G S F I R S T

If you haven't gotten super duper simian slam, then you should visit Cranky's Laboratory, because he is waiting to give it to you. Still need the sniper scope? Get Chunky's large butt over to Funky's Armory and buy it!

/// G O L D E N B A N A N A S

#01 /// After opening the entrance to the tree near the start of the level (see section 0003hI / golden banana #04), enter and find a large piece of wood blocking an entrance. Primate punch [Z+B] it to break it down. Use the sniper scope from far away to shoot the pineapple switch, which will reveal a bonus barrel. Play and beat "Beaver Bother" (details on beating this in section 0008) to get a golden banana.

#02 /// From the start of the level, run foward past a set of wooden stairs and look over the ledge. You will see a platform below which you can jump on. Jump down and enter through the gate. Shoot the pineapple target on the large skull structure to open the door. Follow the path to another pineapple switch. Shoot it and enter. Use your primate punch [Z+B] to open the coffins. One contains a bonus barrel. Play and beat "Searchlight Seek" (details on beating this in section 0008) to recieve another golden banana.

#03 /// Climb up the path circling around the castle until you find a shed. Knock down the door with your primate punch move [Z+B] and enter. Primate punch [Z+B] the "?" crate to find a Chunky pad. Press [Z] on the pad to become invisible. When you are invisible, a few flying enemies will reveal themselves. Shoot the crap out of them to reveal and recieve a golden banana.

#04 /// Go up the path circling around the castle just a bit until you find a Chunky switch. Stomp it to enter the museum. Follow the path to a large room where you must destroy all enemies. Go stand in the center that goes down into another room. Now, primate punch all the purple wall tiles. This will reveal a rock. Place it on the switch to keep the skull head open so you can get your golden banana.

#05 /// From the start of the level, run foward and go up the wooden set of stairs. Go in the small entrance near the #1 bananaport to find a network of caves. You'll find a green-haired kasplat spending his time here. Take his blueprint up to Snide's HQ where you can trade it in for a golden banana.

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0003i  H I D E O U T   H E L M
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/// B L A S T - O - M A T I C

Use Lanky Kong's orangstand [Z+B] to go up the steep hill. Next, use Chunky's pineapple launcher on the pineapple switch to enter the next room. Swing across the lave with the help of the vines. Use Tiny Kong to shrink and enter the small hole. You have entered the blast-o-matic area. Here, you will find five doors, one for each Kong, the blast-o-matic, and a battle arena pad.

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* 0003ii                               D O N K E Y   K O N G *
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/// F I R S T T H I N G S F I R S T

In the Blast-o-matic area, pull the leaver with Donkey's gorilla grab. A bunch of D.K. Stars will appear. Change into Diddy Kong and fly through all the stars

to open all five doors.

/// B A N A N A M E D A L

#01 /// First, jump into the blast barrel. You have to shoot your way through three blast barrels in the time given. Practice timing for this task and memorize when you should shoot and when you shouldn't.

#02 /// You will play as the rhino now. You must hit the given amount of kremlings in the given amount of time to succeed. But, you CANNOT any of the four electrical towers, or a loser you will be.

* 0003iII D I D D Y K O N G *

/// F I R S T T H I N G S F I R S T

In the blast-o-matic area, as Donkey Kong, pull the lever with Donkey's gorilla grab. A bunch of D.K. Stars will appear. As Diddy Kong, fly through all the stars to open all five doors.

/// B A T T L E A R E N A P A D

Jump into the Diddy barrel and fly to the very top of the blast-o-matic, where you'll find a battle arena pad. Survive for the given time against numerous enemies to get a battle crown.

/// B A N A N A M E D A L

#01 /// You will be in a room with a bunch of kremlings. One of the bunch is a special kremling. In the time given, find this special kremling and destroy his to reveal a Diddy switch in the center. Stomp it once it reveals itself to win this game.

#02 /// There are four elevated switches on the walls of this room. Jump into the Diddy barrel and fly in front of all four and shoot them. After all four have been activated, stomp the Diddy switch on the floor.

* 0003iIII L A N K Y K O N G *

/// B A N A N A M E D A L

#01 /// Jump into the Lanky barrel and speed through the maze to a switch. Press it and then make your way to the checkered flag.

#02 /// In this game, shoot all the buzzers.

* 0003iV T I N Y K O N G *

/// B A N A N A M E D A L

#01 /// In this first game, use pony tail whirls to fly through all three stars without touching the ground. For the third one, make a long jump and immediatly tap [A] again to whirl to the left quickly. Stomp the switch,

#02 /// Jump onto the mushrooms than quickly pony tail whirl through the star. Do this for all the stars.

* 0003iV C H U N K Y K O N G *

/// B A N A N A M E D A L

#01 /// Jump into the Chunky barrel and start smashing all the crates with your primate punch [Z+B] until you find the hidden kremling.

#02 /// Standing stationary, you must shoot five kremlings with sniper mode. You may have to lead your aim to hit them all.

After getting all five banana medals, enter through the next door. Next, you can go through the next gate if you have four battle crowns from battle arena pads. In the next room, a cinema shows K. Rool escaping from the stronghold. The next door requires the Nintendo Coin and RARE Coin to enter to find the final boss key. Take this to K. Lumsy and he will be released! Watch the cinema and then come across the final boss of the game... K. Rool!

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0004 B O S S G U I D E-----

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A R M Y	D I L L O	.01
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J U N G L E	J A P E S	1.5/5
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F O U G H T	B Y :	D O N K E Y	K O N G
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This guy is cool. Even though he's fairly easy, he is one of my favorite bossed. Whenever he sticks his head out, run up to the TNT barrels and lob one at him. A cinema will show the electrical malfunctions, explosion, etc. After repeating this 3 times, you'll have won your first boss key. Watch out for his fireballs that get faster everytime he is hit and hit curl'n'roll move that is easy to avoid.

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D O G A D O N	.02
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A N G R Y A Z T E C	2/5
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F O U G H T B Y :	D I D D Y K O N G
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This guy is a bit harder because of a sometimes pesky camera angle and the fighting arena is a platform surrounded by burning magma. Whenever this guy lands, lob a TNT barrel in his face. Each time he will land in a different spot, but he'll be easy to track. After hitting him four times, Dogadon will screech loudly and fall into the magma. Watch out for the mediocre sized explosions his fireballs excrete.

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J A C K I N D A ' B O X	.03
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F R A N T I C F A C T O R Y	4/5
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F O U G H T B Y :	T I N Y K O N G
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This is the first difficult boss of the game. It comes in the form of a LARGE Jack in the box. It's evil face and body will chase you across 20 platforms raised over a bottomless pit. Constantly jump from platform to platform using Tiny's hair twirl to make the jumps possible when he is chasing you. Don't let him stomp you. Don't worry if you fall off a platform, you'll get lifted back up without any damage done to your lifebar. When he stops to shoot, two switches will appear on two of the platforms. One of them is on a white pillar. The other switch is on a blue pillar. Just stomping any one of them can be deadly. So first, look at the pillar the boss is standing on. If it is blue, head over to the switch on the blue pillar and stomp it! If he is on a white pillar, get over to the switch on the white pillar quickly and stomp it! Hit him 4 times using this method. Then he will become invisible (except for some glitter). Hit him once more when the switches reappear to get rid of this pesky boss.

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O C T O P U S S Y	.04
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G L O O M Y G A L L E O N	2.5/5
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F O U G H T B Y :	L A N K Y K O N G
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For this boss fight, you will use a boat to get around the stationary boss. Each time a DK Star appears, speed through it to start a clock and raise a large pole. While the clock is still ticking, ride around to find the second DK Star and speed through. Another pole will raise. Do this two more times to raise two more poles. Once four poles are in position, octopussy will get a shock. Another star will appear so you must repeat the process, only this time, with less time to make it through all four. Hit the boss five times by speeding through DK Stars (each time you have less time to go through all four). You must avoid the standard boss fireball, raining fireballs (like the Dragon in Zelda V), and shockwaves comparable to that of the Kasplats... only bigger

(avoidable by riding very close to the rock wall).

=====

DOGADON RETURNS	.05
=====	
FUNGI FOREST	3.5/5
=====	
FOUGHT BY:	CHUNKY KONG
=====	

Now, Chunky stands alone against Dogadon on a square arena surrounded by magma. In the center; a TNT barrel. He will start off throughing a fireball hissyfit, just like Dogadon 1. Avoid the fireballs by frantically running back and forth. When he lands, grab the TNT barrel and lob it into his face. After hitting him a few times, he will send out a huge wall of fire. You can opt to run into it or hang off the edge of the platform (which is risky). I suggest running into it and immediatly grabbing the TNT barrel and sending Dogadon off the ledge. Next, he will grow bigger! He will stomp on the platform and it will start to sink into the lava! Avoid the fireballs and when he lands throw a TNT barrel at him. This time, he will stand there, dazed and confused. Jump into the Chunky barrel and walk up to him. Hit him with a primate punch [Z+B] and then smack the crap out of him. Repeat this on all four sides of the platform. Make sure you don't miss him once or not hit him on one side. Just ONE miss on anyside will not allow you enough time before the platform sinks into magma. After hitting him on all four sides, you have defeated Dogadon for good.

=====

ARMY DILLO RETURNS	.06
=====	
CRYSTAL CAVES	2/5
=====	
FOUGHT BY:	DONKEY KONG
=====	

Army Dillo has been fixed and upgraded! This is Donkey's rematch with the clumsy Dillo. This time, he has bigger guns and new move. It starts off much like the first, where you avoid fireballs/rolling and then throwing a TNT barrel in his face. But later on, he brings out jet propulsion engines! When he flys in the air, he drops down creating a large shockwave. Jump over the shockwave and avoid the new shoot-in-the-air weapon he reveals that can be avoided by running circles and watching the shadows. Throw TNT barrels at him when you get the chance to blow him up and keep him from being repaired again.

=====

K. ROOL KUT OUT	.07
=====	
CREEPY CASTLE	3.5/5
=====	
FOUGHT BY:	ALL KONGS
=====	

In this boss fight, you will be standing on a central platform with four canons, one on each side. This platform is surrounded by water and a castle wall, where a cardboard cut-out of K. Rool will pop up. First, the cutout will shoot lasers at you, then pause for a few seconds. During this pause, jump into the canon pointing at him and wham him! After three hits, his right arm will fall off. Now, two cut-outs are popping out all around. One is a decoy that you

should NOT hit. You can tell because the original is easier to see than the decoy, which is partially invisible. Shoot yourself at the real cardboard cut-out until his left arm falls off. The last act of survival that the boss puts up is lasers, followed by a super quick popping around everywhere thing. It is VERY hard to shoot him at that speed. Stand near a canon and look to your right, where you will see him pop up. As soon as you see him going down jump into your canon, hopefully hitting him and destroying this not-fun boss.

\\\\\\

0005 ITEMS / WEAPONS-----

* 0005a I T E M S *

/// G O L D E N B A N A N A S

There are 201 of these precious bananas hidden throughout the game. Each Kong Must find five in each world. These are measured at the entrance of every world to test your ability to progress. These are what the search is all about.

/// B A N A N A S

There are 500 of these on each world and each Kong has a choice of collecting 100 of their respective color. They come in 5 different colors- yellow, red, blue, purple, & green which Donkey, Diddy, Lankey, Tiny, & Chunky must collect, respectively. Collect 75 of one color on that world and you will be awarded 1 of the 5 precious banana medals... used to buy Cranky's super potions.

/// B A N A N A B U N C H C O I N S

Like the bananas, found in the five different colors that match each Kong. Collecting these will allow you to buy moves from Cranky's Laboratory, weapons from Funky's Armory, and music from Candy's Music Boutique. Also watch out for the multicolored coins found in the DK dirt patches, which can be revealed when you learn magic from the Banana fairy (Hold [B] over the dirt then release).

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

These crates provide ammo for any gun for the Kong that picks it up. Red supply crates contain homing ammo for the Kongs' guns, which tracks an enemy and follows it until it hits.

/// O R A N G E S

Grenade-like that bounce around until it hits an enemy or it's fuse expires.
They can kill the strongest of the strongest and are useful for other
necessities.

/// C R Y S T A L C O C O N U T S

The crystal coconuts provide power for special abilities obtained from Cranky.
They run out slowly, and once gone, must be replenished by finding more.

/// B A N A N A C A M E R A F I L M

This provides film for the Banana fairy's banana camera, which can be used to
capture the lost banana fairies for rewards.

/// M E L O N C R A T E S

Much like the bee-hives from Banjo-Kazooie, these contain four pieces of
watermelon, enough to replenish one full watermelon on the life bar.

/// B L U E P R I N T S

These also come in five colors such as bananas and banana coins and are guarded
by Kasplats. The Kasplat always has the same colored hair as the color of the
blueprint. Each Kong must find one of these on each level to gain a golden
banana by bringing blueprints to Snide.

/// B A N A N A M E D A L S

Gained after collecting 75 out of 100 bananas for each Kong on each level.
These will be needed to get special things.

/// B A T T L E A R E N A C R O W N S

After activating a Battle Arena pad and winning the Deathmatch game presented
before you in the allotted amount of time, you'll receive one of these.

/// B O S S K E Y

Once you beat a boss on a given level, you'll receive a boss key. These can be
used to open the appropriate locks on K. Lumby's cage.

/// R A R E W A R E & N I N T E N D O C O I N S

These two coins, with the Rareware and Nintendo logos engraved on them can be acquired by beating the Arcade in Frantic Factory and by playing Jetpac after receiving 15 banana medals. These are needed to beat the game.

/// S C R O L L O F G A M E P L A Y

No such item in the game. Just an evil joke from Cranky in the instruction manual. *STOP E-MAILING ME ABOUT THIS*

* 0005b G A M E P L A Y *

/// D K P O R T A L S

Entrance to a level.

/// W R I N K L Y D O O R S

The doors that come in five different colors where Wrinkly Kong will give advice to each Kong about different things on a level.

/// S W I T C H E S

These have a picture of a food that is also ammo for one of the Kongs guns. Shoot these with the right guns to see all kinds of cool things.

/// E A R P H O N E S

Rejuvenates musical power.

/// B A T T L E A R E N A P A D

Step on one of these and press [Z] to play a deathmatch game where, if you win, you get a battle arena crown.

/// C R A N K Y ' S K O N G B A R R E L S

Used to activate specials moves for the Kong whose face is on the barrel.

/// T A G B A R R E L S

Jump into these barrels to switch to a different Kong. Once you jump in, your

energy is replenished.

/// BANANA PORT PADS

Once two same-numbered bananaports are activated (activate by stepping onto it), you will be able to transport between the two by pressing the Z button.

/// ANIMAL CRATES

Jump into one of these to turn into another animal.

/// TROFF 'N' SCOFF PORTALS

Transports you to Troff 'N' Scoff's room where you must feed them to challenge the level boss.

* 0005c W E A P O N S *

/// COCONUT GUN

Donkey Kong's firearm that shoots coconuts as ammo.

/// PEANUT PISTOLS

Diddy Kong's firearm that shoots peanuts as ammo.

/// GRAPE BLOWPIPE

Lanky Kong's firearm that shoots grapes as ammo.

/// FEATHER CROSSBOW

Tiny Kong's firearm that shoots feathers as ammo.

/// PINEAPPLE BLASTER

Chunky Kong's firearm that shoots pineapples as ammo.

/// EXTRAS

Homing Ammo; Scope; Ammo belt

* 0005d MUSICAL INSTRUMENTS *

/// B O N G O S

Donkey Kong's instrument that can be played on Bongo pads.

/// E L E C T R I C G U I T A R

Diddy Kong's instrument that can be played on Guitar pads.

/// T R O M B O N E

Lanky Kong's instrument that can be played on Trombone pads.

/// S A X A P H O N E

Tiny Kong's instrument that can be played on Saxophone pads.

/// T R I A N G L E

Chunky Kong's instrument that can be played on Triangle pads.

\\\\\\\\\\

0006 B A N A N A F A I R Y L O C A T I O N S-----

/// B A N A N A C A M E R A

To get the banana camera, which is needed to capture the banana fairies, you must use Tiny in DK Isles. Go to the island with the witch head structure. Jump in the bonus barrel behind the building and run in through the mouth. Find banana fairy queen and she will tell you her dilemma. Then she will give you the camera, which can be activated by pushing [Z+Cup].

/// D K I S L E S

Fairy .01 -- Inside the entrance chamber to Frantic Factory, there is a large

"?" crate. Use Chunky's primate punch to burst it open, and a fairy will pop out, along with a Kasplat enemy.

Fairy .02 -- Next to K. Rool's castle is the fairy queen island. Respectively, next to the queen island there is another, smaller island with a single palm tree. Go there, and snap the picture of this easy fairy.

Fairy .03 -- In the Fungi Forest entrance chamber, shoot the feather button near the ceiling using Tiny's bow gun. After this, it is very self explanatory...

Fairy .04 -- At the base of K. Rool's castle, you will find a Tiny pad. Use it (the move can be bought from Cranky in Crystal Caves) to go to the top of the castle, and the final fairy can be found there.

/// J U N G L E J A P E S

Fairy .05 -- In one of Lanky's Golden Banana scenarios, you had to destroy several zingers with your grape shooter. After collecting your prize, this fairy will automatically appear.

Fairy .06 -- In the maze of tunnels leading to Cranky's Lab, one goes to a huge boulder. Near this, yet again, is another branch, that leads to a small pool of water; and, of course, another fairy.

/// A N G R Y A Z T E C

Fairy .07 -- On the temple with five doors, go to Tiny's door, and right inside. You will find a small hole, and the familiar fairy music chiming away. Hop into the Tiny Barrel, become small, go in the hole, and snap the picture!

Fairy .08 -- Inside the Llama Temple, there is a sidepath with a pipe. Next to the pipe is the flying fairy! You'll probably hear its music before seeing it, however.

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

Fairy .09 -- This can be found near Funky's Armory, which branches off of the room that contains the huge tower of ABC blocks.

Fairy .10 -- Also in the room with the ABC tower, the blocks against the wall allow you to enter small alcoves. On, however, goes to a tunnel. Just standing near its entrance, you should be hearing the all-too familiar fairy music.

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

Fairy .11 -- From the entrance to the stage, go straight ahead, into the dry, sandy area with the pirate ships. Go into the first ship you see -- which is on the right -- and you find a dead-end path that holds several treasure chests. Use Chunky's primate punch to burst them all open, and inside one, this fairy will pop out.

Fairy .12 -- In the wrecked ship area, swim to Funky's Armory, and slightly beyond that, you will see a tower like structure sticking above the water, with several music pads on it. Find Tiny's correlating music pad, and play your saxophone on it to open a small door in the large ship in the middle of this entire region. Quickly swim to it before the gate can shut (60 seconds is all you get), and you're inside another area with Glimmer! In one of the prison cells, you find this fairy. Simply back up a few feet and snap its picture!

/// F U N G I F O R E S T

Fairy .13 -- First, make sure it's nighttime, and then go to the shed area. You will notice an area where the walls are made up of thorn bushes...go here, and you find a large barn, but the entrance is shut tight. Go into the Donkey Barrel to become invincible, then go to the back and pound the Donkey switch to open the entrance. Inside, it seems like a stable of some kind. Climb up the ladder to reach the above story, then circle around and pound the "?" crate to release the level's first fairy!

Fairy .14 -- Do all of this as Diddy Kong. First, make sure it's nighttime, then go to the shack area. You will find a large barn, on the opposite side of the section than the thorn bushes. Use Diddy's high jumping abilities, along with the Diddy pad, to get inside the top of the barn. Inside, it is COMPLETELY dark, and you can't even see more than two feet in front of you. The entire chamber consists of very thin wooden planks suspended over a bottomless pit. Play your guitar on the music pad to call Squawks -- who, like in the original Donkey Kong Country -- will carry a lantern and help you see tremendously. Ever-so carefully make your way to the other side, picking up numerous banana bunches, and collect the easy Golden Banana. Immediately after this, the last fairy of the level will appear.

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

Fairy .15 -- Go to the large cabin next to Candy's store, and go to the third story, and play your guitar on the guitar pad and watch the door before you open. Inside, vanquish the two club-wielding maniacs by using the energy move you received from the banana queen fairy. When they are gone, a Diddy pad will appear! Use it to jump into the Diddy Barrel high in the air, and then use its flames to light the three candles (and collect many bananas in the process). When they are all lit, a Golden Banana is yours. After collecting it, a fairy automatically appears.

Fairy .16 -- Go to the igloo area, and make sure the music pads are there, and play the saxophone on the appropriate pad. Inside, you will see a larger than normal Kosha, along with a switch. Kill the kremling cut-throat using your wave attack, and then hit the switch. It will begin to move around. Each time you activate it, it will shrink. Soon, the enemy will come back, so use another wave attack. After hitting the switch several times, a Golden Banana shall be yours. After collecting it, the last fairy will automatically appear.

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

Fairy .17 -- Do all of this as Donkey Kong. From the entrance of the world, go forward, and you will come upon a large tree. Go around it to find a Donkey pad. Use the baboon blast maneuver, and you will find yourself in a blast

barrel section. This is rather confusing, and there are several rope targets to blast through. After flexing your eye-hand coordination muscles, you fly through a DK star, opening the door that is on the tree. Go inside, and shoot the coconut switch to open the passageway. Fall through the hole in the floor to land in a lake, and get on the floating piece of flotsam. Aim your camera up, and yes siree bob, there's one of those annoying fairies! This one will be particularly hard to catch on film, because it changes directions so quickly.

Fairy .18 -- Go to the bridge area, and use the # 4 banana port pad to warp to the castle path. Continue to go up the trail, and you eventually find a Diddy switch and a tag barrel. Become Diddy, activate the switch to open the door, then quickly switch back to Tiny and go inside the door. Follow the path until you come to a HUGE room. Go down the stairs, and use the monkey port move by standing on the Tiny pad and tapping [Z]. You appear in front of a large building. Go behind it and snap the picture of the vomit-inducing fairy.

/// H I D E O U T H E L M

Fairy .19 / .20 -- Both fairies are found in the room that contains the Boss Key. The Rareware and Nintendo Coins are required to enter.

All those Banana Fairy locations were contributed to me by Thomas Lucas <mew85@fcmail.com>. Feel free to direct questions about these fairies to him.

\\\\\\\\\\\\

0007 C H A R A C T E R S-----

<from instruction manual>

/// D O N K E Y K O N G

About time that lazy good-for-nothing went adventuring again. He's the leader of this mangy bunch and tells me that he has learned a whole new bunch of "mean, reptile-stomping" moves. I doubt they will be any better than his old ones, but we shall see, shan't we?

/// D I D D Y K O N G

Donkey's little nephew wannabe. He's quick, nimble and courageous but still a bit of a lightweight when compared to my fine physique. He's also got this new-fangled thing he calls a Jetbarrel, but it sounds like nothing more than a lot of hot air to me.

/// T I N Y K O N G

I thought this was Dixie Kong until she told me that she is Dixie's younger sister. Bah, kids these days all look alike! You'll probably recognize Dixie's trademark hair spin technique, but Tiny can also shrink in size-although I reckon that one's just a marketing gimmick and won't even be in the game.

/// L A N K Y K O N G

A newcomer to the Kong clan and the joker of the pack. I haven't a clue whom he's related to-must be some distant cousin or something. Those silly stretchy arms give him plenty of potential, but I'm sure he'll be too busy clowning around to be of much use.

/// C H U N K Y K O N G

Let me guess, this one's the big guy? Sheesh, I don't know how they come up with these names. Anyway, he's Kiddy's older brother and lists crushing, smashing and pounding Kremlings as his hobbies. Hey, perhaps there is a glimmer of hope for these bums after all. I bet he's really slow though.

\\\\\\\\\\\\\\

0008 B O N U S B A R R E L S-----

/// M A D M A Z E M A U L

Objective: Get to the checkered flag at the end of the maze in the time given after killing all the enemies roaming around.

Tip: Go to dead ends to find any enemies you missed.

/// S P E E D Y S W I N G S O R T I E

Objective: Swing across the vines and get all coins in the level before time runs out.

Tip: Make sure you are starting from the correct vine.

/// S P L I S H S P L A S H S A L V A G E

Objective: Collect all the coins in the bucket of water before time runs out.

Tip: Get coins at the bottom of the bucket first and swim against the wall to get the coins in the middle. This is hard because of a fixed camera angle that doesn't allow you to see your elevation very well.

/// M I N E C A R T M A Y H E M

Objective: Avoid the minecart(s) filled with TNT for the given amount of time.

Tip: Slowing down before turns to see if the cart full of TNT is gonna turn will allow you to better make decisions on whether to turn or not.

/// S T E A L T H Y S N O O P

Objective: Make your way to the end of the maze while avoiding enemy flashlights in the given amount of time.

Tip: Watch the movements of the flashlights so you know the correct time to make your move and go through.

/// T E E T E R I N G T U R T L E T R O U B L E

Objective: Feed the snakes melons by shooting them into the mouth so they do not get tired and eat the turtles for the given amount of time.

Tip: Feed each snake one by one over and over again while reloading by shooting the melon icon.

/// B I G B U G B A S H

Objective: Swat the given number of flies in the given amount of time.

Tip: Follow flies with swatter and swat when they are about to turn for best accuracy.

/// B U S T Y B A R R E L B A R R A G E

Objective: Shoot all enemies and survive for the given amount of time.

Tip: Twist analog stick so your character spins around while shooting rapidly.

/// K R E M L I N G K O S H

Objective: Shoot the kremlings that pop out for the given amount of points in the given amount of time.

Tip: Red kremlings are equal to two points.

/// P E R I L P A T H P A N I C

Objective: Save the given amount of faires in the given amount of time by shooting melons into the mouths of the reptiles.

/// B E A V E R B O T H E R

Objective: As an aligator, scare the given amount of beavers into the hole in the given amount of time.

Tip: Circle around beavers while chomping to scare them into the hole easier.

/// B A T T Y B A R R E L B A N D I T

Objective: Get three golden bananas in the three slots the given amount of times in the given amount of time.

/// K R A Z Y K O N G K L A M O U R

Objective: Shoot the golden banana when it randomly pops up while avoiding the Kongs.

/// S T A S H S N A T C H

Objective: Collect all the coins in the maze then run to the checkered flag.

/// S E A R C H L I G H T S E E K

Objective: Use your flashlight to find the given amount of crocs and shoot them.

\\\\\\\\\\\\\\\\

0009 C H E A T S / C O D E S / G A M E S H A R K-----

-Unfinished...

\\\\\\\\\\\\\\\\

0010 F R E Q U E N T L Y A S K E D Q U E S T I O N S-----

<e-mail questions to flowerpot2000@email.com>

=====
Question: .01
Where can I find [insert level and golden banana # here]?
Answer :
Look in the walkthrough.
=====

=====
Question: .02
Where do I find [insert Kong name here]?
Answer :

Donkey is your original Kong. Diddy can be found in Jungle Japes. Tiny and Lanky are found in Angry Aztec. Chunky is found in Frantic Factory. Look in walkthrough for exact locations.

=====
Question: .03

Where do I get the banana camera?

Answer :

On the island with a building in the shape of a witch head, you'll be able to use Tiny to shrink and enter the mouth. Talk to the queen banana fairy and she'll give you the banana camera.

=====
Question: .04

How does Chunky lift rocks?

Answer :

Pressing [B] next to a rock. Then, press [B] again to throw it or [Z] to place it down gently.

=====
Question: .05

I can't beat the original DK Arcade! Any tips?

Answer :

I couldn't either. The way I got help was by going to gamefaqs.com and looking for a walkthrough for the original Donkey Kong game, which helped a lot.

=====
Question: .06

What is the "Scroll of Gameplay?"

Answer :

There is no such item in the game. It's just a wacky RARE joke.

=====
Question: .07

How long have you been playing the game, and how much % are you through with it?

Answer :

36:29 101%

=====
Question: .08

Why is this walkthrough so cool!?!?

Answer :

Because I wrote it.

\\\\\\\\\\\\\\\\\\\\

0011 L E G A L D I S C L A I M E R-----

/// C R E D I T S

01. RARE for the wonderful games they make
02. NINTENDO for the coolest system ever
03. CJAYC for making the coolest website and posting my FAQs
04. CHEATCC.COM where i obtained the info for section 0009
05. THOMAS LUCAS <mew85@fcmail.com> contributed the locations of all banana faires

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0012 E N D-----

This is the end, time to say goodbye. I worked my ass off making this thing. So, if you have any questions, comments, constructive criticism, rants, raves, dirty underwear, shout-outs, easter cards, toads, calculators, overdue library bills, hole punchers, pooper scoopers, dead dogs, pornographics pictures of your mother, drugs, child-proof scissors, math textbooks, tissue paper, toilet seats, or a partridge in a pear tree... send them over to me at flowerpot2000@email.com.

Until I am need to save the gaming society once again, this is JASON GOMER, signing off.

this has been a helpful guide by FLOWERPOT
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