

Donkey Kong 64 FAQ/Walkthrough

by pinkcow

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DONKEY KONG 64 COMPLETE GUIDE

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NOTE: If you're having trouble with ANY PART of this game, please feel free to email me at any time. If you're having trouble with a boss, tell me exactly what you're doing so I can figure out what you're doing wrong. I've been able to help several people on bosses (especially the K.Rool Cut-Out in Creepy Castle) via email. I really do enjoy receiving questions for this game and I love to help people out! My email is listed below in the introduction.

Hello all. So I've decided to make this walkthrough for a game which I've been enjoying for a while now. Just a note, each walkthrough will contain Golden Bananas, Regular Bananas [100 in each level for each Kong] (for you perfectionists out there like myself!), Battle Arenas, DK Dirt Pile locations, and more! I will also include brief mentioning of each blueprint in the walkthroughs for each Kong in each world for those of you who are following along. I tried to break this walkthrough down piece by piece (so it's long!). To go directly to a section, press Ctrl + F and then enter the number (for example, for Enemies you will enter 0002 and for DK Isles Walkthrough for Diddy you will enter 3.2). I hope you find this walkthrough easy to follow. If not, please feel free to e-mail questions (make sure you title the e-mail "DK 64 Questions" or something like that so I don't delete it!), comments, jokes, rebuttal to bluechick112@yahoo.com. Please remember not to add me to your "Contacts" list so I don't get accidental forwarded emails. I love getting questions for this game though, so please don't hesitate to send me an e-mail! I always answer promptly, so email any questions you may have. There are no stupid questions! :)
Please do not send me spam.
Enjoy!
Ooooooh, Banana!

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0001 CHARACTERS

Donkey Kong: (yellow) You may know this Kong well by now if you're a true fan!
This N64 version is much more high tech than the Super Nintendo version,

though. He can do a lot of new moves in this game including playing Bongos and shooting Coconuts. An old favorite you might remember is shooting out of barrels (very common in this game considering quite a few times you'll get a golden banana out of this move!). He can also do the "Gorilla Grab" which you will obtain from Cranky's Lab during game play. Another neat trick this Kong can do is to turn invincible! You will buy this from Cranky also during game play (specifically in Angry Aztec) and it will allow you to run through normally damaging areas without taking any pain! Donkey Kong can also transform into Rambo the Rhino when permitted to unlock secrets in areas!

Diddy Kong: (red) Another familiar face (from SNES specifically)! Diddy has a few new moves himself. He plays his guitar, shoots peanuts, uses a jetpack to fly, has a new "Chimpy Charge", and also a "Simian Spring". He's lighter weight than Donkey Kong and is therefore easier to move (and faster, I think!).

Lanky Kong: (blue) Lanky's a new character added. I'm not quite sure how this goofball is related-he must be a cousin twice removed or something, but he sure adds some fun to this game! He has a lot of useful moves including shooting purple grapes, playing a trombone, sprinting really fast on his long arms, turning into a floating balloon, and doing handstands to walk up steep inclines. You'll find he is very useful especially when used to get into levels when you don't have enough golden bananas! All you have to do is press B when standing next to B.Locker and Lanky's lanky arms will let you into the level! Lanky also has a very useful ability which needs to be mentioned. He can transform into Enguarde the swordfish to unlock secrets in the area!

Tiny Kong: (purple) This has to be my favorite of the bunch. Being a girl, I'm extremely happy that Tiny has been introduced into this game. She is small like Diddy so she's extremely easy to use. She also has a few cool moves! She has a feather shooter and she also plays the saxophone. She has the ability to warp to different areas of levels by standing on her warp pads. She can also do a Pony-Twirl and float a lot like Dixie Kong (her older sister) from SNES. Another extremely useful thing that Tiny is capable of doing is turning miniature by jumping into her Mini-Monkey barrels. This allows us to go into small holes and doors that our other Kongs can't fit into!

Chunky Kong: (green) Oh, Chunky. Now I'll admit he is my least favorite character but only because he is so large and slow. He does have a few neat moves though. He shoots pineapples and plays the triangle. He can also become extremely large using his personal barrel, and knock down gates and move large rocks. Later on in the game we also obtain what's called "Gorilla Gone" from Cranky which turns Chunky invisible, allowing us to see otherwise hidden stuff in levels!

Cranky: Cranky is Wrinkly's husband (do you all remember Wrinkly? She's in this game too!). He helps us out by providing us with potions which we can buy using our banana coins. These potions give us special abilities which we absolutely have to obtain to beat this game! He also lets us play the Jetpack game for 15 banana medals.

Wrinkly: Wrinkly is, as I mentioned before, Cranky's wife. Apparently, she dies somewhere along the line and is now placed as a ghost at the beginnings of all the levels. She provides us with hints for each Kong.

Candy: Candy is Donkey Kong's girlfriend. She provides us with instruments which are very powerful. When played, they will kill all the enemies in the room. When played on a music pad, they will unlock secret doors and sometimes even bring us bananas!

Funky: Funky helps us out a great deal in this game. He owns the ammo shop and

provides us with, you'll never guess, guns and ammo! Without these guns, we would be completely stuck because we need them to get out almost all of the Kongs from their jails. We also need them to hit switches which open gates and other doors for us very frequently leading to golden bananas!

Snide: Snide resides in his little shack (Snide's HQ) in each level of this game. He used to work for K.Rool and has decided to help us out in our quest for the golden bananas. What we need to do with him is give him all of the blueprints we find. For each blueprint, he will reward us with one golden banana (pretty sweet deal, I think).

0002 Enemies

We have a lot of enemies in this game, so beware! I will rate them on a difficulty scale of 1-10.

Gnawty: Difficulty (1/10)

These are the blue beavers you will see throughout the entire game. They are very annoying, but are easily beaten. Usually they only take one hit and they give us a quarter of a watermelon.

Zingers: Difficult (2/10)

The only reason I give these annoying bees a 2/10 is because they are difficult to shoot while they're buzzing around up there. They also shoot little green bombs at you. They only take one hit when shot and they give us a quarter of a watermelon.

Kasplat: Difficulty (9/10)

These guys are rough. They aren't the most difficult enemy in the game, but they come very close! They take a few hits (depending on the Kong you have) and give you either a blueprint (if you haven't hit them before) or nothing. Make sure that you're using the Kong whose color corresponds to the color of the Kasplat's hair to get the blueprint. If they have already been hit in the past, their hair will be white.

Klumps: Difficulty (8/10)

These guys are pretty rough as well. They look like very overweight pigs at war. You can't shoot these guys to kill them nor can you run into them with the attack button (B). Instead, you have to shoot the orange bombs at them to kill them. To do this, press Z + C right. You will receive three orange bombs if you successfully defeat one.

Klaptrap: Difficulty (6/10)

These can be annoying as hell. They come in two colors: green and purple. Beware of the purple ones! The green Klaptraps can be defeated by simply using the attack button (B). Beware, though, because their teeth remain clattering around after you hit them and they can damage you too. The purple Klaptraps can only be defeated by using the orange bombs. You will receive a melon slice from the green ones and orange bombs from the purple.

Walking Game Pieces: Difficulty (1/10)

These are very easily defeated. They are only found in the Frantic Factory. They are almost exactly the same as the little blue beavers and take the same amount of hits (1) and give up one melon slice.

Clockwork Critters: Difficulty (4/10)

These are only found in the Frantic Factory. They need to be taken out with the

orange bombs. They give up half a watermelon.

Toy Monster(HUGE): Difficulty (10/10)

There is only one of these in the entire game. It is located in Frantic Factory and only Chunky goes up against it (as Hunky Chunky). He is an accumulation of all the game pieces. When defeated, he will give up a golden banana (wahoo!) and a lot of watermelon slices (??).

Fish: Difficulty (5/10)

There are a few of these puffer fish in the Gloomy Galleon level. They are easily defeated because they just blow up on their own when you get near them. However, watch out for their spikes when they explode!

Kosha: Difficulty (9/10)

This is my least favorite enemy in this game (and I'm sure I'm not the only one!). These guys are horrible. They carry a large club with spikes on it that can swing to hit you or come down right on top of you (both taking away half a melon per hit). The one thing I've found that works best on them is using your instruments to take them out (it's always so satisfying to watch them die!). However, if you run in front of one and have them bury their club in the ground, you can throw an orange bomb at them as well. You will get two slices (half a melon) if you bother to deal with them.

Star Fish: Difficulty (5/10)

These are only found in water levels (aka Gloomy Galleon). They spin around and chase after you. Once they get a hold on you, you really can't get loose. They're fairly easy to avoid, but I don't think you can kill them.

Fake Mushroom: Difficulty (2/10)

These are alligators with a mushroom disguise on. They are found in Fungi Forest and are very easy to beat. The only trick is, they look like springy mushrooms (except a little fatter). You need to watch out for these guys, but once identified, you can kill them with the attack button (B).

Skeletons: Difficulty (2/10)

These are only out during the night on Fungi Forest and then throughout the level on Creepy Castle. They are easy to kill except for the fact that if you hit them once, they sometimes only lose their head and their body (with their sword) can still attack you. You should easily be able to defeat these with the attack button (B).

Bat: Difficulty (2/10)

These are the night-time version of Zingers. They are killed exactly the same way. The only difference is they do not throw bombs at you. Instead, they fly quickly down to attack you so don't stay under them for too long! You will get one watermelon slice if you bother to deal with them.

Giant Spider: Difficulty (10/10)

This is a mini-battle which takes place in Fungi Forest with Tiny. In this battle, there will be a giant mama spider hanging over a web. It appears that she is sleeping. Instead of attacking us herself at first, she sends her offspring to come and get us. Defeat the little spiders (usually they take two hits-one to hurt them, and the other one to curl them up). Then, the mom will wake up. Switch to the feather shooter and shoot her in the eye. Repeat this process until she ends up falling and then attack her just like her children! You will win a golden banana for all your efforts (woohoo!). Just a note: beware of her spit! The pink spit will freeze you. The green spit will reverse your controls for a bit.

Kremling Ghosts: Difficulty (1/10)

These are just badly disguised Kremlings found in Creepy Castle. They are basically just annoying (like the blue beavers). They have white sheets over them and try to "scare" you. Defeat them with the attack button (B) and get a melon slice!

0003 DK Isles Walkthrough

OK then, let's get down to business. This area is very easy to get to. It's your main area. I will start from the beginning (for a quick overview). You will start this game in Donkey's House. You will then find Cranky and complete the small barrel exercises (enjoy it while they last-they get much harder!). After you beat these, return to Cranky and get the potion. To use this potion, stand on squares with your face on it (for now, Donkey's) and jump by pressing A. When in the air, press Z to spin around and slam the switch. Head into the tunnel labeled "WAY OUT" and slam the DK switch. Walk towards the light and you will be in DK Isles. NOTE: I will not be discussing this part of the game again during the walkthrough, but please do not forget to come back later on to get the DK dirt patches for your multi-colored coins later on (there are two-one in the room behind the waterfall here and one at the end of the other tunnel).

DIRT PILES in DK ISLES: Inside K.Lumsy's island, On the way to Angry Aztec, Above Angry Aztec (need Diddy's rocket barrels for this), Outside the entrance to Fungi Forest, Outside Creepy Castle (underneath Lanky's bonus barrel)-need Lanky to get this, Behind the waterfall in the very beginning area of the entire game, and also in this beginning area-at the end of a tunnel. In the "lobby" of Creepy Castle, use Chunky to move the boulder, then Lanky to balloon up to the top of the building in the middle.

BATTLE ARENAS: First: In the "lobby" of Fungi Forest, you'll need to look up and shoot the floating mushroom light with the Kong that corresponds to whatever color it is. Shoot it with all the Kongs and the door to a Chunky pad will open. Stand on it with Chunky and become invisible. This will make the Battle Arena pad appear on the wooden stack next to the Chunky pad door (the hardest Battle Arena in the game!). Second: On your way to Frantic Factory (the long way-also where Diddy gets his 3rd banana in DK Isles), find the vines that swing across to another platform. Inside will be Snide's HQ. Use Chunky to pick up the boulder which is covering the Battle Arena.

3.1 Donkey Kong -DK Isles

Blueprint: DK's blueprint in DK Isles doesn't come around until close to the end of the game. You have to be able to access the entrance to Hideout Helm. Once in there, you'll notice there is a coconut switch above the main entrance to the level. Hit that switch and a bridge will appear from the ground you're standing on to the island which has his Kasplat on it.

Golden Banana #1: This is the first Golden Banana you can get. When you start out at the beginning of DK Isles you will talk to Squawks. The cut scene will briefly glance at K.Lumsy's island. Swim over there are talk to him (make sure to activate the #1 switch on his island while you're at it). He tells you how he's locked up because he didn't want to smash up an island (ours?). So K.Rool locked him up until he's tough (I hardly believe he could ever be a tough guy).

We will then agree to help him out by bringing him keys (obtained by beating level Boss's). K.Lumsy will then jump around with happiness (which he'll do a lot), opening up the door to our first level, and also giving us our first golden banana at that entrance! Good job on getting your very first banana!

Golden Banana #2: Use the Gorilla Grab ability in the starting area for Frantic Factory on the switch. This will activate the elevator nearby. Use the elevator to get to more Wrinkly Doors and-what's that?-a Bongo music pad! Play your Bongos and Squawks will bring you a golden banana. Congrats!

Golden Banana #3: This one is fairly hard to find without a guide. Climb K.Rool's boat island thing until you get to an area where you can cross an opening using vines (these vines lead you to Snide's HQ). Instead of using the vines, drop down onto a platform. Once on this platform you will see there is a Coconut switch. Shoot the switch and the gate will open, giving us a golden banana. Wahoo!

Golden Banana #4: In the beginning area for Crystal Caves, use Chunky to punch through the walls on both the left and the right side of this room. Switch to Donkey Kong and head on over to the left side where you'll jump into a barrel to become invincible. Once you've done this, head back over to the right side of the starting room and you can walk through the lava to snatch your well deserved golden banana.

3.2 Diddy Kong -DK Isles

Blueprint: In the "lobby" of Creepy Castle, (with DK) head over to the DK warp door and turn around, facing the Wrinkly building in the middle. Shoot the coconut switch to open the gate to Diddy's Kasplat and then bring Diddy over to kill it and grab the blueprint.

Golden Banana #1: First, on the way to Crystal Caves, use Chunky to pick up the first boulder you come across-revealing a Lanky trombone pad. Go back to the tag barrel ON DK ISLES or the rock will come back and change to Lanky. Play the trombone on the pad and Squawks will come down revealing a Diddy rocket barrel next to the entrance of Fungi Forest. Head up there with Diddy and fly across the way to the island with the cage and the water fall top. Shoot the peanut switch to get your banana.

Golden Banana #2: Use the Diddy rocket barrel that Chunky/Lanky gave to us in the first banana to fly to the very top of DK Isles to find a bonus barrel. You will play Peril Path Panic and have to save 10 banana fairies in 60 seconds. Shoot the Klaptraps with the melons (don't forget to reload) to allow the banana fairies to cross without getting eaten. A good method is to shoot all 3 on the top and then all 3 on the bottom and keep this up for 60 seconds. Goodluck!

Golden Banana #3: In the "lobby" of Crystal Caves, use the Diddy rocket barrel to fly up to his Wrinkly door. There will be a guitar pad right outside of it. Play your instrument and Squawks will bring you a banana.

Golden Banana #4: On the way to Frantic Factory (the long way), you will notice some vines swinging. Swing across them and you'll wind up at Snide's HQ. Look in the corner and you'll see a Simian Spring pad. You will be shot up in to a bonus barrel for Batty Barrel Bandit. You will have to line up 4 bananas in a row 3 times in 40 seconds to win. It's difficult, so if you don't get it the first time just keep trying.

3.3 Lanky Kong -DK Isles

Blueprint: Head on over to the "lobby" of Crystal Caves. If you haven't already smashed the ice walls on the sides of this room with Chunky, do so now. Go through the left ice wall and defeat the Kasplat for your blueprint.

Golden Banana #1: On K.Lumsy's island (don't go inside to see him), walk around to the back. Find the grape switch and hit it, unlocking the gate. Ooooh, Banana!

Golden Banana #2: In the "lobby" of Jungle Japes, use Chunky to pick up the boulder, revealing a trombone pad. Play your instrument and Squawks will bring you a banana.

Golden Banana #3: Inside the room where K.Lumsy is caged up, head to the back and jump into the Orangstand barrel. Run over to the blue switch and all the way back to the cage which that opened to grab your banana.

Golden Banana #4: In the "lobby" to Creepy Castle, use Chunky to move the boulder off the balloon pad for Lanky. Balloon up to the top of the building in the center and into the bonus barrel. Play Searchlight Seek and find 10 klaptraps in 60 seconds to win.

3.4 Tiny Kong -DK Isles

Blueprint: Tiny's Kasplat is located in the "lobby" of Frantic Factory. Use Chunky to Primate Punch the box with the question mark on it in the corner. This will give up Tiny's Kasplat and a Banana Fairy!

Golden Banana #1: On Banana Fairy Island (warp pad #5), go behind the head. On the back of the giant head, you will see a cage with a banana in it. Conveniently located above this cage is a feather switch. Hit the switch and grab the banana!

Golden Banana #2: Inside the "lobby" of Angry Aztec, use Diddy to Chimp Charge the two gongs with his face on them. A Bonus Barrel will appear. Use Tiny to fly to it from the top of the stairs. You will play Big Bug Bash. You will have to swat this annoying fly before the time runs out. This one's more difficult than the other ones that are planted inside the levels. Swat with B. You will have 60 seconds to swat this fly 8 times. I will warn you, this Bonus Barrel had me yelling at Nintendo for a little while the first time I played.

Golden Banana #3: Go to the "lobby" of Gloomy Galleon. Switch to Chunky and have him slam the Chunky switch in there. Then switch back to Tiny and pony tail twirl to the mini monkey barrel and go through the now open gate. Jump up to the platform inside and grab your banana.

Golden Banana #4: Go to the back of K.Rool's island and use Tiny's Monkeyport pad to Monkeyport to the top of the island (on the way to Hideout Helm). Photograph the banana fairy and play your instrument on the saxophone pad to get Squawks to bring you a banana. This will also make a Hunky Chunky barrel appear on the island next to Banana Fairy Island.

Golden Banana #5 (WHAT?!): Yes, it's true. Tiny Kong actually has a total of 6 Golden Bananas in DK Isles (including the Blueprint). There are actually 201 bananas in the game, and you can complete the game with 101%. This last one is found by finding and photographing all of the banana fairies. Once completed, the last banana fairy photographed will tell you you're done and to head back to the island with the giant yellow head on it (warp pad #5). Make Tiny mini and talk to the banana fairy. She will then open up a giant hidden door in her

little palace there and it will reveal the ULTIMATE GOLDEN BANANA with a Rareware symbol on it. Congratulations! It's well deserved!

3.5 Chunky Kong -DK Isles

Blueprint: Chunky's Kasplat is in the "lobby" of Gloomy Galleon right next to the blue Chunky switch.

Golden Banana #1: This banana is located on DK Isles. Take the #3 warp pad to the waterfall and walk right toward the Zinger. Look at the wall next to the waterfall on the right and there will be a pineapple switch. Hit it to reveal your banana.

Golden Banana #2: On the way to Crystal caves, pick up the second boulder you come across and reveal a triangle music pad. Play your instrument and Squawks will bring you a banana.

Golden Banana #3: You will have had to complete Tiny's 4th banana on DK Isles to get this one. Head over to the island with the tree on it next to Banana Fairy Island and jump into the Hunky Chunky barrel which Tiny unlocks for us. Now, as a large Chunky, head over to the next island over with the white X on it. Butt-slam it. This will push down the X island and for whatever unexplainable reason will also blow up a rock on a different part of DK Isles, leaving us with a banana.

Golden Banana #4: In the "lobby" of Hideout Helm, use the Chunky pad to become invisible and make the vines appear. Use the vines on the far left to swing across to the bonus barrel. You will play Kremling Kosh and have to shoot 28 Kremlings in 60 seconds. That's 1 every 2.14 seconds, and that's difficult. Manage to beat this, and get the last banana for DK Isles. Good luck!

0004 Jungle Japes Walkthrough

Jungle Japes is opened when you first bring Donkey Kong to K.Lumsy's island. He will jump around and break open the rock which was blocking the entrance to this area. Head on over (picking up the first golden banana [see DK's first banana in DK Isles] on the way). Talk to B.Locker and make him move out of the way since you have the 1 golden banana required for entry to this level already. Great! You're in.

DIRT PILES IN JUNGLE JAPES: At the top of the steep slope on the right side of the big area (you will need Lanky to walk up here with one of his potions).

BATTLE ARENA: This battle arena is located right outside of Funky's Armory. Press Z when standing on the pad and defeat the beavers to win the crown!

4.1 Donkey Kong -Jungle Japes

Regular Bananas: At the start of the level, climb up the first tree and swing from the vines to collect all the regular bananas they have to offer (5). Land on the DK switch to open the gate. Grab the three banana medals here. Head to the left toward the #3 warp pad where you will find 5 more bananas. Then, head to the right toward the other #3 warp pad and you'll find 5 more bananas. There is a balloon floating over the area with the boulder on the blue X. Shoot it

for 10 more. There are 5 more on top of the tree outside of Funky's. There are 5 more on top of the tree next to the cannon across from Funky's. Facing the place where we found Diddy, go left. You will find 3 bananas going down the first slope. Continue going left and you will find 3 more down the second slope (the one that leads us to Snide's). There is also a banana balloon outside of Snide's HQ for 10 more. In the tunnel across the water (with the #4 warp pad in the beginning), you will find 9 bananas on the ground. 10 more will be found once you get to Cranky's and find the balloon. 5 more will be found under the Rambi the Rhino box in the area where Cranky is found. NOTE: the last 5 mentioned are the ones where the BANANA MEDAL is found for this level. In the same area, there are 5 more bananas on top of the DK switch found by blowing up the huts around Cranky's house with Rambi. There are 10 located in the barrel blast course so make sure you hit them! There are 5 located on top of the tree next to where we found Diddy. The last 5 are located right outside Troff n' Scoff's entrance by vines. When you get the 100th banana you should hear monkey noises. You'll come to love this noise. To check on your progress press Start, then R. Choose DK and you'll see 100 bananas in the top corner, and 5/5 golden bananas at the bottom. You'll also see a check mark on both a blueprint and a banana medal if you've gotten both of them.

Blueprint: From the start of the level, go forward until you get to the big open area with water in front of you. Go left to the tunnel which you opened when getting Diddy Kong. DK's Kasplat will be in there along with 3 banana coins.

Golden Banana #1: Rescue Diddy! On your way, stop at Funky's Ammo and pick up your Coconut Shooter for 3 banana coins. If you need 3 banana coins, there were three at the beginning of the tunnel and there are also three where the DK barrel blaster is. To use your Coconut Shooter, press Z + C left. To aim, press C up. To shoot, press B. Cross the water by using the vines and jump into the cannon. This will shoot you up to where Diddy Kong is trapped. He will tell you to stop at Funky's to get him out (but you already did that, didn't you? So you're ahead of the game!). Also, you will see three coconut switches above three different doors throughout the level. We will need to find them. Grab the Golden banana in front of his cage.

Golden Banana #2: Rescue Diddy part II! Once you have the shooter, find the three coconut switches which were shown to us in the cut scene. The first is to the right of the beginning of this area, the second is to the left. The third is across the water. Shoot all three switches to let Diddy out of his cage! The best way to shoot the one over the water is to stand on the platform where Funky's Armory is located and look down at the switch. As a result of shooting all three switches, Diddy will be freed and will leave a golden banana in his cage. He will remain in the tag barrel until you need him. Note that he collects red bananas while DK collects yellow. Each Kong has a different color. Getting this banana will open up the three doors under the switches you just shot.

Golden Banana #3: As Donkey Kong, you should go through one of the tunnels which you opened with the 2nd golden banana. Specifically, the one across the water with the #4 warp pad in the beginning. Go down that tunnel collecting the yellow bananas and you will eventually come to an area where Cranky is located. Go past Cranky's and you will come to a gate which can be opened by the Coconut gun. Shoot the switch and become Rambi the Rhino (don't forget the bananas and 3 banana coins because these 5 bananas also provide you with your BANANA MEDAL!). As Rambi, you should go to the huts located around this room. When near them, press B to smash them. Once done with that, take Rambi back into the tunnel and take the FIRST left! You will see a wall with Rambi's face on it. Press Z + B to charge attack the wall, smashing it open! To return back to normal, press Z + C left. Go back to the hut you smashed which had a switch for

Donkey Kong under it. Slam the switch. Luckily, you will not be timed on getting this banana. It is located in the beginning of the area. I strongly suggest using the #4 warp pad to get from Cranky's to the water area so you don't have to go through the tunnels again. Grab the Banana.

Golden Banana #4: Make a visit to Cranky's for the Baboon Blast potion for 3 banana coins. Now you can play the Barrel Blast games. Press Z when standing on a pad with DK's face on it and you will be shot to the Blast course. The one for this level is located above the blue X area with the boulder on it. You have to go to the tree near by and climb it. Swing across the vines to find the pad and press Z. Beat this course and win a banana. Don't forget to pick up the three banana coins located around the blast pad.

4.2 Diddy Kong -Jungle Japes

Regular Bananas: From the very beginning of the level (when you first enter the DK warp entrance), go forward on ground. You will pick up 5 regular bananas here. Keep going forward until you get to the main level. Climb the tree directly in front of you for 5 more. Go left to the next tree for 5 more. Then, go right (across the water) and climb the two trees in this area for a total of 10 more. Enter the tunnel in this same area and collect 3 more on foot. In the area where Cranky's Lab is (and where the huts were smashed), there are 5 more on top of Diddy's switch. 10 more can be found in the water (under water). There are 7 located around the giant mountainy pillar type thing next to the #2 warp pad. There are 5 bananas in Diddy's area in the mountainy thing. These are located in the stream going through this area. There are 5 more on top of the coal pile next to the peanut switch in this same area. 10 more are located in a banana balloon on top of the same mountain where you got golden banana #2 in this area for Diddy. 15 more are located in this same mountain in the room with the conveyer belts leading to the mine cart race (5 in a bunch at the bottom of the conveyer belt and 10 in a balloon in the room). Note: the 5 in the bunch are your BANANA MEDAL for this level. There are 5 more once you get to the top of the conveyer belt and jump into the mine cart. The last 10 are located in the room where Golden Banana #4 is located. It is in the form of a balloon.

Blueprint: From the beginning of the main area, go right across the water. Enter the tunnel here and bam! There is your Kasplat (and three banana coins).

Golden Banana #1: In the area where Rambi broke open the huts, find the switch with Diddy's face on it. Slam the switch. You will have 50 seconds to get up to Funky's Armory (next to which is the golden banana gate) and snatch the banana. I highly recommend using the #4 warp pad since you're being timed. While you're here, you might as well get Diddy's weapon. He has a peanut gun from Funky's for 3 coins. More banana coins can be found for Diddy in the water. Look in the corners.

Golden Banana #2: Go to Cranky's and get your first potion for Diddy. It is called the Chimp Charge and costs 3 coins. To use it, press Z + B. Head up to the area where Diddy was found by Donkey (use the long way instead of a warp pad because there are some banana coins to be found). From where Diddy was found, go left. You will come across a giant brown pillar mountainy thing. On the front there will be a #2 warp pad and a Peanut switch. Shoot the switch with Diddy's peanut shooter. A pathway will emerge from the mountain. Go up the windy path until you hit an area with a hole in the wall. Enter this door. Right when you enter, go right. You will see a pile of boxes. Jump to the top. If you take out your guns and aim to the wall on the right, you will see a peanut switch. Shoot it. This will make a board appear and you will have to walk across it in 30 seconds. FOCUS here. Once you get to the other side, there will be a Diddy switch. Slam it. On the top of the mountain you are in, a

golden banana will appear. Once you get that banana, a #5 warp pad will appear. Activate it.

Golden Banana #3: Return to the area inside the mountain where you were just at. Go into the second room where there are two Zingers and a Diddy switch in the middle of the room. Do not hit the switch yet. First, Chimp Charge (Z + B) the small gate to the left of the room. Kill the giant pig in here with an orange bomb and then Chimp Charge (Z + B) the "LO" switch (the red "HI" switch is activated right now). There is also a banana coin here. It is behind a box on the left side. This will slow down the conveyer belts which you will need to climb. Now, go slam the Diddy switch. This will open the gates. Don't bother with the giant pigs here. Don't forget to grab the banana bunch at the bottom of the conveyer belt because it is your BANANA MEDAL for this level. Climb up the conveyer belts and jump into the metal opening at the end of that nonsense. So here we go! You're in a mine cart and you're going for a ride. You have to collect 50 coins along the way. To jump, press A. To slow down and move and such, use the analog stick. You'll need to activate switches along the way. To do so, lean left and right. You can also use this leaning method to collect some coins. You can also speed up with B. The first area with a switch you should activate it. The second you should not. The third you should not. Complete this with 50 coins to get a golden banana!

Golden Banana #4: Go back to the tunnel that takes to this big area of Jungle Japes. You will find a gate closed with two peanut switches. Shoot both switches to open the gate. Your last golden banana for the level is sitting right there in the middle of the room! Grab the banana coins and shoot the balloon and then you're done.

4.3 Lanky Kong -Jungle Japes

Regular Bananas: In the first large area with the water in front of you, there are 5 along the bottom floor under water. To the left of Snide's HQ there are 5 more. Also, on top of the tree outside Snide's there are another 5. In the hallway where we used Rambi to break open the wall with his face on it, go forward until the end. There are 5 around the boulder here. In the tunnel across the way from that, there is 1 banana leading up to the Kasplat. Above the Kasplat there is a balloon with 10 more. On either side of the room there are two slopes, each containing 3 for a total of 6. On the slope without the Bonus Barrel, there are 5 more at the top. In Cranky's area, on top of one of the trees there are 5. In Cranky's area still, go to Lanky's switch. There are 5 on top of it and 10 in the balloon floating above it. 3 More await Lanky on the slope leading up to his banana #3. Inside the room where he got his banana, there are 30 more (and your BANANA MEDAL). Lanky's last 5 bananas are in the room where his Banana #4 is located (in the first tunnel), underneath the Bonus Barrel!

Blueprint: Lanky's Kasplat is in the cave where his Golden Banana #1 is.

Golden Banana #1: Make sure to drop by Cranky's to get the Orangastand potion for 3 coins. From Cranky's, go back into the tunnel. Make your first right. Go up the slope towards your Kasplat and then use your Orangastand by pressing Z + B to climb up the steep slope to your Bonus Barrel. For this bonus barrel, you need to climb up the tree next to the bouncing mushroom (or just bounce up there, I guess). Grab onto the swinging rope and jump from rope to rope collecting coins. If you can do this before the timer stops, you win!

Golden Banana #2: Find Lanky's switch in Cranky's area. Slam it. You will have 60 seconds to get to the banana from the cut scene (located behind the cannon which shoots us up to where we found Diddy). Use the #4 warp pad to save time.

Other than that, you have to go the old fashioned way. Up the vine it is, then across the swinging vines. Ooooooh, Banana!

Golden Banana #3: For whatever reason, you will need Diddy to unlock this area for you (gr). Grab Diddy and take him to the steep slope on the right side of the large area. Look up the steep slope and aim for the peanut switch. Hit it and then go back to get Lanky. Use Lanky's Orangastand to climb up the slope. Enter the room. Walk up the steps and then Squawks will greet you. He will mention that the pegs look a little wobbly. Stand on the peg on either side of the room (you'll have to do this to both of them) and jump with A and press Z in the air to slam them down. This will cause Zingers to appear. Shoot them down (or if you have your trombone, just play your trombone to get it over with). When you've done that, the photograph of DK Isle's will open to reveal the golden banana! Once you get that, a banana fairy will appear. Photograph it.

Golden Banana #4: In the first tunnel of the level (where both Diddy and Tiny have gotten bananas so far), find the area which Diddy unlocked for us. Locate the grape switch on the wall and jump into your bonus barrel! Mad Maze Mall consists of you destroying all of the enemies (this one's fun!) and running to the checkered flag in under 60 seconds. Good luck!

4.4 Tiny Kong -Jungle Japes

Regular Bananas: In the first tunnel, there are 5 on the ground in the tunnel to the left, in the area with the Tiny barrel outside the beehive, there are 5 in front of the entrance to the hive. Inside the beehive, go through the left tunnel and shoot the balloon for 10 more. Still inside the beehive, go through gate #3 (on the right side). There will be 8 bananas on the steps. As miniature Tiny in this same area, go through the hollow logs on the floor for 30 more (15 in each log). In the area where we found our banana fairy for this level, there are 7 bananas on the ground leading us there. There is also a balloon with 10 more in the room where the banana fairy was found (in the area where we needed Rambi to break open the wall (THIS BALLOON IS OUR BANANA MEDAL!). Go to the area where Cranky's lab is-there are 5 on top of Tiny's switch and there is also 10 in a balloon over it. Also, there are 5 more on top of one of the trees in Cranky's area. The final 5 are located where Tiny's Golden banana #4 are. In the first cave/tunnel of the whole level-in the area where Diddy opened the first gate-underneath the bonus barrel opened by Tiny.

Blueprint: Tiny's Kasplat in this level is located near DK's. When you enter the large area, go left. Go through the tunnel and past DK's. Yours is the next one.

Golden Banana #1: In the first large area with water in front of you, go left. Go through that tunnel where we found Tiny's Kasplat. Hit the two feather switches next to the gate. Once in this room, go left. Find the Tiny barrel next to the stump. Jump in and then jump on the mushroom. This acts like a trampoline and will shoot you up to the top of the stump. Jump in the hole on the top and get your banana!

Golden Banana #2: From the end of Golden Banana #1 here, go right until you reach what looks like a beehive. Jump into the Tiny barrel here and go inside. Go through the left tunnel and slam the Tiny switch. This will open a gate. Go through that now open tunnel and slam that switch opening up gate 3. Go in there and climb the steps to get your golden banana at the top.

Golden Banana #3: Go to the area where Cranky's lab is. Find the Tiny switch in that room (opened by Rambi under the hut) and slam it. You will have 30 seconds

to reach the banana in the cut scene. If you use the #4 warp pad you should have no problem achieving this. Make sure to stop by Cranky's if you haven't already done so to hear his lecture about bringing him 15 banana medals to play a game (Jetpac).

Golden Banana #4: Go back to the beginning of the level. In the first cave/tunnel, go through the area which Diddy unlocked with his peanut shooters. Find the feather switch on the wall, and open it to gain access to the bonus barrel. In this bonus barrel, you will have 60 seconds to get the 10 coins under water. Watch out for the starfish! Dive with Z. Grrr, I hate water levels.

4.5 Chunky Kong -Jungle Japes

Regular Bananas: Around the giant boulder with the blue X underneath it there are 5. There are 10 in the tunnel next to the boulder area. In the area where Chunky gets his 1st golden banana, become Hunky Chunky and climb each tree for a total of 20 bananas. There are 10 bananas on top of Funky's roof. There are 30 in 3 balloons in the area where Rambi smashed open a wall to let us in. There are 5 ontop of Cranky's roof. There are 5 individual bananas and then 10 more along the narrow pathway. The last 5 are located where the boulder is in Chunky's 4th golden banana.

Blueprint: Chunky's blueprint is in the area where he finds his 3rd banana.

Golden Banana #1: From the start of the large area, go left up the tunnel where Tiny's Kasplat was. Go through that tunnel until you get to the area where you see large trees and a Hunky Chunky barrel in the middle. Jump in that barrel and jump into the bonus barrel. You will play Minecart Mayhem. In this, you'll have to avoid the mine carts for 30 seconds while going around the track. To change lanes, use the analog stick. To slow down, use B and to speed up, use Z.

Golden Banana #2: Remember that boulder on the blue X that I've been referring to? Pick it up with Chunky by standing next to it and pressing B. Throw it against the wall by pressing B again and there's your 2nd banana!

Golden Banana #3: Lets go back to the X again. Stand on it and jump and press Z. Do that 3 times and you'll fall in. Walk on the narrow winding path lit by flame bursts until you get to the area where a stone bat is in front of you. Shoot both the eyes (they're pineapple switches). This will lower vines to your banana and your Kasplat.

Golden Banana #4: Chunky's final banana is located in the cave in the tunnel which Rambi opened for us. Lift the boulder at the end of the tunnel to reveal a Chunky switch. Slam it. Get to the banana next to Snide's HQ in less than 50 seconds and you'll win! This one is a lot more difficult than the other ones. I recommend using the #2 warp pad to save some time.

4.6 Boss-Army Dillo Difficulty (1/10)

This boss requires 60 regular bananas fed to Troff n' Scoff. This is one of the easiest bosses you'll face. He is a giant armadillo with two fire ball shooters. As Donkey Kong, you'll have to dodge the fire balls. When Army Dillo stops shooting in order to laugh, you should run up and grab the TNT barrel with B and throw it with B directly at his laughing face. He will then roll around to try to squish you. Just keep running. Repeat this 2 more times for your Key. Once you've gotten the Boss Key, make sure to take it to K.Lumsy's island to unlock his first lock. He will then jump up and down, revealing the

entrance to our next level, Angry Aztec.

0005 Angry Aztec Walkthrough

Level 2! Way to go. To get to Angry Aztec, you need to head back from K.Lumsy's island to DK Isles. Next to the mouth of DK (or the entrance to DK Isles), you will see giant steps. Get up the steps and cross the open hole with the vines. You will then need to climb those small steps and head into the little building there. Make sure you activate the #2 Warp pad so you don't have to trek that whole way next time. You are now in the lobby of Angry Aztec. You need 5 Golden Bananas for B.Locker to enter this level (if you've been following the walkthrough you should have 11). Head up the stairs and through the DK warp entrance to watch K.Rool's cut scene and watch Army Dillo admit to failure (congrats!).

DIRT PILES IN ANGRY AZTEC: Under the first tag barrel across the way from Candy's, (you need Chunky for this one)-In Chunky's area in the temple.

BATTLE ARENA: The battle arena here is located where Lanky gets his 3rd Banana. He has to get the banana first before you can play because his banana will lower the water level and reveal the arena! You will play against 3 regular alligators. Grab the crown and pat yourself on the back!

5.1 Donkey Kong -Angry Aztec

Regular Bananas: In the first big open area, head to the "island" where the tag barrel is. There are 5 bananas on the top of each tree, totaling 15 bananas. There are 3 bananas on the path leading up to the llama's cage. In the first tunnel connecting the two large areas, you will find Cranky's lab (also located next to the #3 warp pad. There are two balloons in here for him, totaling 20 bananas. While you're here, make sure to stop by Cranky's for a five-coin potion (Strong Kong). This makes DK temporarily invincible and takes Crystal Coconuts. In the second large area where the tag barrel is, go right down the slope for 3 more bananas. Heading up to the llama temple, there are 4 on the path. There is a balloon behind the temple for 10 more. In the llama temple, go down to the right. Make the first right and go up the slope for 3. In the llama temple still, there are six going up to the llama platform on each side, totaling 12. On your way to Golden Banana # 3, there are 20 more bananas in the quick sand (you need to be invincible). One of these bunches contains your BANANA medal so be sure to grab it! The last 10 bananas are found in the very first tunnel of the entire level. Find the door which you open with the two coconut switches. Once open, jump into the invincible DK barrel. Head to the back of the room and get two bunches for a total of 10.

Blueprint: In the very first tunnel of the level, find the room opened by the two coconut switches. Jump into the DK invincible barrel. Your Kasplat is in this room sitting on the bridge over the blue ground.

Golden Banana #1: First of all, make sure you hit Candy's for your instrument (3 coins) and an extra watermelon for your health. In the second large area, head to the temple with the llama on it and the barrel blast outside of it. Press Z when standing on the barrel blast to complete the course. This will let the llama free and he will leave you a golden banana all the way back in the first large area. Use the #2 warp pad to make this trip faster. This will also create switches around the llama temple for the Kongs to get inside.

Golden Banana #2: SO now that we've unlocked it, let's go inside. A cutscene shows Lanky Kong trapped in here somewhere. From the entrance of this temple, go right. Make the first right up the slope and play your bongos. This will wake up the llama and he will spit into the lava, somehow making it turn into water (.sure) and also unlocking a gate underneath one of the snake heads under water. Go through the gate and find Lanky Kong. All you have to do here is shoot the coconut switch to get him out. He will leave behind a golden banana. He also collects BLUE items (which half the time are going to look purple, and vice versa-trust me). Make sure to drop him by Cranky's, Funky's, and Candy's for his equipment.

Golden Banana #3: In the same llama temple, from the entrance go right. Go up the slope and then turn right. Slam the DK switch, opening a hidden door in quick sand. Go to the door. Next to it is a DK barrel which will turn him invincible so he can walk through the quicksand. Walk through the now open door until you reach solid ground. Make sure to grab the regular banana bunches because one of them contains your BANANA MEDAL! Change back to normal so as not to waste crystal coconuts by pressing Z + C left. Jump into the bonus barrel. You will now play "Stealthy Snoop". You have 50 seconds to sneak your way through the maze to the checkered flag without getting caught. Stay in the dark and avoid the guys with lights. They will turn without warning and catch you, so beware! In this particular one, you should go forward, right, left, right, left. Beat the maze and grab your banana reward. This also makes the warp pad #5 appear so that Diddy can grab his banana balloon.

Golden Banana #4: There is only one more area where this could be located. The temple which we really haven't touched quite yet! This is the one with the very narrow pathway leading up to it with quick sand on both sides of the winding path. For this, you will need to get Diddy and use his rocket barrels to fly up on that roof. There is a Diddy switch there. Slam it, then the totem pole guy will start spinning and say "Feed Me". In order to feed him, you must take Diddy closer to him and aim at his mouth with your peanut gun. Beware though, he is turning and will turn faster so make sure to factor that in with your timing. Feed him four times and he will somehow make switches appear over individual doors on that temple with the narrow path. Enter the one with the coconut switch over it for DK. You will now be in a semi-maze. The mazes get more difficult, so enjoy this one. Infront of you, there will be a coconut switch. Shoot it and go to your left where you will encounter a purple Klaptrap. Remember, these are killed with orange bombs (or you can just ignore him). Head up the staircase and hit the next coconut switch. Now, go to the right. You will encounter another purple Klaptrap. Ignore him or deal with him, then grab the scrumptious golden banana waiting for you at the top of those stairs. NOW, you will have 25 seconds to GET OUT. Go as fast as you can back to the entrance. (From where you are, you'll go straight forward, then right, then left, then left, then straight out).

5.2 Diddy Kong -Angry Aztec

Regular Bananas: In the first big open area, go past Candy's house. You will see a warp pad #2 with five banana coins around it and 5 regular bananas. Above that warp pad is a floating balloon carrying 10 more. There are 3 in the temple next to the #2 warp pad in the first big area on the Monkey's tongues. Climb up the tongues and shoot the peanut switch infront of you for another long tongue to come out. It will let you get 15 more bananas. There are 3 in the tunnel under water in this same temple. There are 4 more if you continue forward through that tunnel and then go right. In the first large area, after playing your guitar ontop of the llama's cage, there are 5 bananas. In the second large area, go left up the platform to Diddy's rocket barrel. There are 3 bananas

here. Jump off that platform (over the quicksand) and go to the platform with stairs leading up. There are 3 bananas here as well. Around the area where we got Golden Banana #2 here, climb up the trees around the tower for 15 more. There are 5 in a bunch in the second large area on the top of the huge totem pole made out of stone in the middle of the area. They are in the middle of the golden hoop on his head and you will need the rocket barrels to reach them. There are 5 (THIS ONE IS YOUR BANANA MEDAL!) on the roof of the llama temple. You will need the rocket barrels for that one. Inside Diddy's area of the temple with the narrow path, there is a red balloon for 10 more. 5 more are located at the temple with the narrow path heading up to where Tiny's entrance is located. Diddy's last 10 are in a balloon inside where DK got his 3rd Golden Banana. To get here without committing suicide, use the #5 warp pad near DK's invincibility barrel.

Blueprint: In the first large area, climb up the tree which has the rocket barrel on top of it. Fly to the top of the temple in this area and defeat your Kasplat for your blueprint.

Golden Banana #1: Make sure you hit Candy's for your instrument (3 coins). Head into the temple in front of you by hitting the Diddy switch on the left. You will see a cutscene for poor Tiny who has been locked up as well. Once you get in, head to the right side of the room (the water in the middle is ice right now). Slam the Diddy switch. This will make the monkey's tongues come out. You should jump up there by pressing Z + A until you get to the stone platform where there are three ammo boxes. Take out your shooters and aim at the wall across from you where you will see a peanut switch. Shoot it and a long tongue will come to the platform you're standing on. Get on it and go to the other end. Go fast though because the tongue will go back. Play your guitar on the music pad and this will let the light through the roof, melting the ice. Go in the water, go through the tunnel (following the red bananas), and then go through the next tunnel which also has red bananas leading up it. There's Tiny! To free her, look next to her cell where all the banana coins are. You'll see a Diddy switch on the wall-Chimpy Charge it. This will raise platforms to the K-O-N-G. Hit them in order to free Tiny and collect your reward! Keep in mind, Tiny collects the purple items. Make sure while you're in this area to stop by Cranky's to get a 5-coin potion "Rocketbarrel Boost". You will be able to fly! This takes crystal coconuts, however.

Golden Banana #2: In the second large area, go left until you reach an empty platform with stairs leading up it. There will be 4 gongs with Diddy's face on them. Chimpy Charge each one. This will raise up a large tower and put a golden banana on the top. Use the rocket barrels to fly up there and grab it. This will make Tiny's saxophone pad appear at the bottom of the tower.

Golden Banana #3: In the second large area, find the Diddy rocket barrel. It is to the left of the entrance to this area. Jump in. The giant totem pole statue thing in the middle of the area with the face has a large golden hoop on its head. You need to fly through that circle three times (each time will make a sound so you know you've made it through). This will open a cage for a bird who has been trapped. He will thank Diddy for letting him out and then challenge you to a flying competition. You will need to meet him at your rocket barrel and fly through the circles he leaves behind. It's not too difficult a task, especially considering you have unlimited crystal coconuts, just make sure you don't hit the ground and have to restart. Also, make sure you keep up or else it will start over. After you've completed this task, grab your well earned golden banana which is located in the golden hoop you used to set him free!

Golden Banana #4: There is only one more area where this could be located. The temple which we really haven't touched quite yet! This is the one with the very narrow pathway leading up to it with quick sand on both sides of the winding

path. For this, you will need to get Diddy and use his rocket barrels to fly up on that roof. There is a Diddy switch there. Slam it, then the totem pole guy will start spinning and say "Feed Me". In order to feed him, you must take Diddy closer to him and aim at his mouth with your peanut gun. Beware though, he is turning and will turn faster so make sure to factor that in with your timing. Feed him four times and he will somehow make switches appear over individual doors on that temple with the narrow path. Enter the one with the peanut switch over it for Diddy. Once in, hit the peanut switch in front of you. Go left first to grab your banana coin. Then head back to the right side. Hit the next peanut switch. Head to the right first this time and grab the banana coin and the banana balloon. Then head back to the right and grab your golden banana. You will have 25 seconds to GET OUT. Go as fast as you can back to the entrance. Congrats!

5.3 Lanky Kong -Angry Aztec

NOTE: I recommend taking Lanky back to Jungle Japes before continuing first. This way, he can grab extra banana coins in order to pay for his instrument, potions, and weapon.

Regular Bananas: There are 5 bananas in the first tunnel leading to the first large area. You should check basically every tree top for bananas for Lanky. In the second large area, the tree in front of the tower where Tiny did her race there are 5. From there, go left and climb the tree close to Diddy's jet barrel where there are 5 more. From there, go left and cross the sand pit with the vines. Climb up the next tree for 5 more. Then go left and climb up the next tree, and then the next tree for a total of 10 more. Inside the temple where Lanky gets his 4th banana, there are 10 in a balloon. There are 3 on the inside of the llama temple (from the entrance, go right), and there are 3 more if you go left. There are 5 over warp pad #1. In the llama temple, go to the room where Lanky gets banana #1. Kill the two enemies and swinging vines will be lowered. Swing on the ones on the left and get 5 bananas. Go back to where Lanky was found in this level and there will be two balloons totaling 20 bananas here (ONE OF THESE CONTAINS THE BANANA MEDAL!). In the first large area, go into the temple with the #2 warp pad in front of it. Go in the water and go through the hole. There are 3 up the slope and then 6 around the stone pillar. There are 5 more on top of the Lanky switch on top of the stone pillar. The last 10 are located where Cranky's Lab is. There are 5 in a bunch next to him and then 5 on the narrow walkway getting to him.

Blueprint: Lanky's blueprint is located inside the llama temple. To get it, activate the #2 warp switch inside there with Tiny (through the mini-monkey hole where she got her banana) and outside in the temple. Use it to get to your Kasplat.

Golden Banana #1: Enter the llama temple by hitting the grape switch on the side. Go forward past the water and up the stairs behind the llama. There is a grape switch on the wall. Hit it and enter the room. Kill the two enemies and swinging vines will be lowered. Swing across them to get goodies. Then, hit the Lanky switch. This will reveal some colorful monkeys on the wall. Take out your shooter. You will have to match the sounds and colors of these monkeys. When you get a match, the heads will continue to spin. Notice that there are four of each color. The four will match in pairs. This makes it easier. The banana will be lowered to your level once you complete this small task.

Golden Banana #2: Inside the llama temple, take Lanky to the left. Enter the area with his music pad and play the trombone. This will make the snakes come out of the water and you can climb up there (with your Orangastand) to a BONUS BARREL? Ugghh. Teetering Turtle Trouble. You will have to keep the

turtles spinning by feeding the snakes for 45 seconds. Press A to shoot and click the melon in the middle to reload. My strategy here is to shoot all three snakes on the top row first, then reload, then shoot all 3 on the bottom row, then reload, then all the ones on the top row, etc etc etc. Goodluck!

Golden Banana #3: In the first large area, go into the temple with the #2 warp pad on it. Jump into the water and swim through the hole in the wall. Follow the regular bananas forward until you get to a room with a stone pillar in the middle. Jump to the top and slam the Lanky switch. This will uncover a bird who is carrying YOUR banana! Shoot him and he will become smaller (and harder to shoot again). Keep shooting him until he drops the banana! This will lower the water level and allow you to play the Battle Arena.

Golden Banana #4: There is only one more area where this could be located. The temple which we really haven't touched quite yet! This is the one with the very narrow pathway leading up to it with quick sand on both sides of the winding path. For this, you will need to get Diddy and use his rocket barrels to fly up on that roof. There is a Diddy switch there. Slam it, then the totem pole guy will start spinning and say "Feed Me". In order to feed him, you must take Diddy closer to him and aim at his mouth with your peanut gun. Beware though, he is turning and will turn faster so make sure to factor that in with your timing. Feed him four times and he will somehow make switches appear over individual doors on that temple with the narrow path. Enter the one with the grape switch over it for Lanky. Hit the switch in front of you. Go left and hit the balloon. Hit the switch in front of you again. Go right for...A BONUS BARREL? What a rip off. Swat the fly 4 times in 60 seconds and you'll get your banana (finally). Now, GET OUT in 30 seconds.

5.4 Tiny Kong -Angry Aztec

NOTE: I recommend taking Tiny back to Jungle Japes before continuing first. This way, she can grab extra banana coins in order to pay for her instrument, potions, and weapon. Also, after you talk to Cranky, take her to DK Isles and use warp pad #5 or go to the island with the giant yellow head on it. Make her mini-monkey and talk to the banana fairy there. To add to your normal tasks, you will have to find and photograph/capture all the banana fairies in each level. Each Kong is now equipped with a camera. To use the camera press Z + C down. To take the picture press B. Also, you are now armed with a new special item. Hold down B until you see the little orange flames around you. Let go and you will shoot out this colorful laser type thing. You can now stand on those dirt pads we've been seeing EVERYWHERE and get a multi-colored coin out of them.

Regular Bananas: In the llama temple, go left. Go down the slope with the 3 bananas on it. Become tiny here and go through the wall, leading to 2 more bananas. Hit the switch and grab the 5 bananas above that Tiny switch. Hit that switch and then grab the next 5 bananas. There are 10 going through the tunnel connecting the two big areas together. There are 5 underneath the Tiny barrel which takes us to the slide. There are 5 more on the narrow path leading up to the temple. There are 5 more in the area where Tiny gets her 2nd Golden banana. There are 5 more waiting above the #4 warp pad. There are 25 bananas on top of the trees surrounding the temple with the narrow path in front of it. There is a balloon floating around in the llama temple over the water carrying 10 more (BANANA MEDAL!). There are two balloons in the room where Tiny's cage is totaling 20 and that's it!

Blueprint: In the tunnel connecting the two large areas together, there will be a stone platform coming out of the ground with two Zingers flying around. Next to it will be her Kasplat.

Golden Banana #1: First of all, make sure you drop Tiny by Funky's, Candy's, and Cranky's. All three places will cost 3 coins each. Cranky's will be for the potion "Mini Monkey" which is very helpful in all levels. Funky's will be for the feather shooter. Candy's will be for a saxophone. Go into the llama temple. Go left to where you see a pipe going through the wall with a mini-monkey barrel next to it. Make yourself small and go through. Slam the Tiny switch once in there. Cross the lava on the platforms which appear and then slam that switch. Cross back and cross the next set of platforms and slam that switch. Cross the new platforms until you get to the Banana.

Golden Banana #2: Take Tiny to the temple in which we found her (the one in the first large area). Use the Tiny barrel to shrink her and run to the water. Find the very small hole under water for Tiny to enter (it has some purple shine to it considering there is a purple banana for her at the entrance). Get up on the colorful platform. Walk towards the brown wooden door. It will open and a Klaptrap will come out. Kill it and another one will come out. This will happen a few times. Just keep killing them until you see the cutscene with the Golden banana. Grab it!

Golden Banana #3: Take Tiny to the area where Diddy helped us get a saxophone pad in his 2nd Golden banana of this area. Make Tiny mini using her barrel and then play her saxophone pad while small. Squawks will come down and carry Tiny to the top of the tower and drop her in the opening at the top. She will then be challenged by a bug (I guess a scarab?) to a sliding race. She must collect 50 coins by the end to get her golden banana. Be careful on areas where there are no railings, as Tiny easily falls off the slide and we automatically lose. Also, be careful not to run into the bug because you'll lose 3 coins each time you do. Beat this and you'll get your well deserved banana.

Golden Banana #4: There is only one more area where this could be located. The temple which we really haven't touched quite yet! This is the one with the very narrow pathway leading up to it with quick sand on both sides of the winding path. For this, you will need to get Diddy and use his rocket barrels to fly up on that roof. There is a Diddy switch there. Slam it, then the totem pole guy will start spinning and say "Feed Me". In order to feed him, you must take Diddy closer to him and aim at his mouth with your peanut gun. Beware though, he is turning and will turn faster so make sure to factor that in with your timing. Feed him four times and he will somehow make switches appear over individual doors on that temple with the narrow path. Enter the one with the feather switch over it for Tiny. Are you tired of these yet? They are all identical from the start. Hit the switch in front of you. Go left first, jumping into the mini barrel and heading through the small hole in the wall. Photograph the banana fairy. If you need film, go to the right first and jump into that mini barrel to get your film. Once you've gotten your banana fairy, continue the maze as usual. Go up the stairs and hit the switch. Go to the right first to grab your banana coin. Then go to the left and grab the golden banana. Now, GET OUT in under 25 seconds.

5.5 Chunky Kong -Angry Aztec

Regular Bananas: 5 are in the very first tunnel. 20 are in the room where he gets his first golden banana. 4 are in the first temple in the first large area. 10 are in a balloon where the battle arena was. 25 more are in the same first temple in the first room. 10 are around the spinning statue in the second large area. 10 (and the BANANA MEDAL) are in a balloon inside the temple where we get out 4th banana. Another 10 are in another balloon inside the same temple. The last 6 are in the 2nd large area going up to the tag barrel.

Blueprint: In the temple where Chunky gets his 4th banana.

Golden Banana #1: From the start of the level, go forward just a little and turn right to open a door with two pineapple switches. Go inside. Notice the pattern on each of the four circles in the middle of the room. You will have to pick up the patterned jars and place them on the corresponding pattern. I recommend killing the Zingers so they don't blow you up. They will spin if you get the pattern right. Be careful not to fall in the sand or you'll lose your jug. Place all four jugs on their patterns and grab your banana.

Golden Banana #2: In the first large area, enter the temple. Go left and play your instrument on the triangle pad. This will open the door in front of you. Once you go in, however, the banana will disappear. You will have to kill 4 klaptraps which come out of the snake's mouth in front of you (they don't have the teeth that come after you when they're dead so they're easy). The room will spin and you'll have to kill 4 more. Do this a total of four times (each time the room will spin) and then grab your banana.

Golden Banana #3: Go to the second tunnel (the one leading to the 2nd large area). Find the Hunky Chunky barrel and jump in it. Run down the tunnel until you find the large boulder. Pick it up and head back to the area where you found the Chunky barrel and place the boulder on the platform. This will open a cage with a bonus barrel. Find it and jump inside. You will play Busy Barrel Barrage! You will have to survive by shooting the gators with your gun. You cannot move, but you can aim by using your analog stick. Stay alive for 45 seconds and win!

Golden Banana #4: Go to the temple in the second large area with all the switches over the doors. Open the pineapple door. This is by far the hardest of all the mazes in this temple. Once inside, hit the switch in front of you. Go either left or right and then up the next set of stairs. Go either left or right (make sure to hit the banana balloons to get your BANANA MEDAL). Go up the next set of stairs and hit the pineapple switch. Go left and get your Kasplat and hit the pineapple switch over there. This will unlock the door for if you would have gone right instead of left. Head back over there and jump into your bonus barrel. You will play Kremling Kosh. Hit 18 Kremplings in 60 seconds to win. The green gators are worth 1 and the red are worth 2. Win and grab your banana. Get out in under 40 seconds!

5.6 Boss-Dogadon Difficulty (2/10)

You will need 120 regular bananas for Troff n' Scoff to open this boss for Diddy Kong. If you've been following this guide, you should have way more than enough. This boss compares to Army Dillo from Jungle Japes. He is a giant Dragonfly. He buzzes around and shoots fireballs at you. When he lands, you have to take the TNT barrel and toss it at him. The only reason this gets a point more in the difficulty scale than Army Dillo is because in this one, you can actually kill yourself by running off the edge of the platform and landing in the lava! Also, you have to dodge way more fireballs with him than with the previous boss. Be careful to stay on the platform and you should do just fine. Take your boss battle key to K.Lumsy and he will (yet again) jump around with joy, opening the passage to our next level. But what's this? Yes, that's right, we now have TWO areas to explore. Apparently this 2nd key made him extra happy and we now have the entrance open to both Frantic Factory and Gloomy Galleon! Hooray!

To get to Frantic Factory, you need to head on over to K.Rool's island (the boat thing). You will see a raised platform (thanks to K.Lumsy). Jump on top of it and then jump on top of the walkway next to it. Walk up and up and up around in circles until you come to warp pad #4 (thank goodness, at least we don't have to walk that whole way every time!). Activate the warp pad to save time later on and then walk up the stairs. You are now in the "lobby" to Frantic Factory. You will need 15 Golden Bananas to get past B.Locker (you should have more than enough—at least 40 by now). Watch the cutscene with Diddy buzzing around and feel good about making it this far in the game! Walk forward a few steps and you'll see poor Chunky Kong hanging in a cage from the ceiling. We'll rescue him soon. Keep in mind, this level is very confusing to navigate so pay close attention. Enter the level with Lanky to unlock the rest of the level by hitting the blue switch.

DIRT PILES: There is a Dirt Pile where Chunky gets his 2nd golden banana.

BATTLE ARENAS: Take the #2 warp pad to the Activity room. Take DK to the right and go down the tunnel here lined with Tiny's purple regular bananas. When you get to the end there will be a Gorilla Grab lever. Pull it! This will reveal our Battle Arena. I hate battle arenas with Kasplats in them. Goodluck!

6.1 Donkey Kong -Frantic Factory

First of all, we need to do our upgrades for this level. Go to Cranky's with 7 banana coins and he will give you a potion called Gorilla Grab. This will allow you to grab and pull the levers with foot prints in front of it. To use this, just stand on the feet and press B. Go to Candy's if you're low on music. Head over to Funky's too while you're at it and collect his goodies. Funky has a new ammo belt that will allow us to carry 100 coconuts instead of 50. You only have to visit Funky once for this because the 3 coins will give the ammo belt to ALL Kongs!

Regular Bananas: From the very beginning, go left down the tunnel to collect 5. Go down the drop here and through the next tunnel to collect 6 more. Walk around the machine in the middle until you get to the #4 warp pad and enter that tunnel for 4 more. There is a balloon for 10 more in the room where Cranky and Candy are. There are 5 and then a balloon with 10 more on the way to DK's 1st banana. There are 10 in a balloon on the way to DK's 2nd banana. There are 15 in the HIGH VOLTAGE room where DK gets his 2nd banana. Where DK gets his 3rd banana (inside the machine), there are 15 bananas along the way on the suicide conveyer belt. Use the DK invincible barrel to grab them. ONE OF THEM IS YOUR BANANA MEDAL, so make sure to go back and get it if you missed it! DK's last 20 can be found in the barrel blast course. This is located in the center of the room where we found Chunky (in the connecting room to Cranky's/Candy's room).

Blueprint: DK's Kasplat is pretty hard to get to. He is located on a platform near where Diddy and Lanky get their 4th bananas. You will have to jump to him to defeat him. I suggest playing your instrument before you jump, this way you won't land on him and then fall off the small platform. Jump long by walking a little and while walking, pressing Z + A.

Golden Banana #1: From the Toy Room, take the lift in the middle (on the #4 blocks) up to the tunnel here. When walking down, be sure to photograph the banana fairy here. You will enter a room with green and blue number blocks on a table. On the ground next to it will be a DK switch. Slam that. You will have to do the butt-slam on each number in order (1,2,3,4,etc). Be fast though because you're being timed! Finish this to grab the golden banana.

Golden Banana #2: From the Toy Room, go through the door with blue writing that

either says R & D or "RED". Either way, it's confusing. Climb up the wooden pole in here and head through the next door labeled the same thing. You will now be in a room I will call the Activity Room because there's lots to do here so it will be mentioned a lot. Once you get here, activate the #2 warp pad and you can use that from now on. Take DK to the right and go up the ladder. Once up, go through the middle tunnel (the one that has that same damn R & D print on it). Jump down through this tunnel. You will see a "HIGH VOLTAGE" shack here. Hit the coconut switch to the right and open it. Once inside, you'll see a gorilla grab lever again. Pull it. This will turn on the machine in the Machine Room and open up the gates letting us into the middle. Grab your banana before continuing.

Golden Banana #3: In the Machine Room, find the #4 warp pad. In front of it there should be an opening in the machine (which you turned on as DK in the previous banana). Enter the machine and you will see a DK barrel for becoming invincible. Jump in it (or die, basically). Run on the conveyor belt with stomping metal things. When you get to the end, you will find a golden banana! Also, make sure to grab the regular bananas on the way because one of them is your banana medal!

Golden Banana #4: To access this game, you must complete the barrel blast course located in the center of the room where we found Chunky (in the connecting room to Candy's/Cranky's). When you shoot through the red and yellow DK star at the end, it will create a lever in front of the arcade game which you can now use to play it. This game is fun, but difficult to beat (and very frustrating!). From the barrel blast course, go left. Go up the wooden pole with the Kasplat at the bottom and go down the hall, making a left. Or to get here, you should find Funky's from the Toy Room and take the #5 warp pad with DK. You will see an arcade machine in the corner of the room. Stand on the footprints in front of the lever and use your gorilla grab by pressing B. This will start the game for you. You are about to play old school Donkey Kong! You are Mario. In the first level, you will need to jump over the barrels that DK is throwing at you (ironic that you really are DK, yet DK is trying to kill you...) while heading up the ladders to eventually get up to Mario's love interest. NOTE: the barrels can fall down the ladders too, even the broken ones! In the second level, you must climb to the top on the conveyor belts which switch directions on you. Avoid the pies and the fire balls. In the third level you need to jump from the middle of the first platform to one of the moving platforms to the middle platform (make sure the fireball isn't where you're jumping to). Then, you'll need to jump to the next platform and climb up the way avoiding the falling, uh..things. I guess they're springy platforms. I have no idea. Avoid the last fireball and climb up the ladders to your lover once again. NOTE: Nintendo takes falling seriously in this one. If you fall even a fraction of a centimeter too high, you will die. Keep this in mind. On the fourth level you will do something different. You will have to jump over each of the blocked gaps (unblocking them) while avoiding the millions of fireballs. Jump over all the yellow blocks which become gaps and climb to the top to WIN!

NINTENDO COIN: Just when you thought you were done with that challenging arcade game, Squawks challenges you to do it again! Ugh! And now, it's a lot more challenging than the last (Darn you, Nintendo!). But this time, you're playing for something much more valuable than one of the hundreds of golden bananas scattered throughout this game. Now, you're playing for the Nintendo Coin! It will cost 2 coins each time you play (these are taken away from your banana coins). Can you believe this is only level 2 of the arcade game? Beat the whole damn thing again (this took me like a week the first time I played this game) to get your VERY well deserved Nintendo Coin (which you will need in order to gain entry to the final Boss battle). Remember, though, everything now is harder than the first time (and I thought the first time was hard). The barrels

will not be the same pattern as before, and will be shot at random clear across the screen so watch out! There will be more fire balls than before (ugh), so make sure if there are too many to use the hammer to get rid of them. Goodluck!

6.2 Diddy Kong -Frantic Factory

Diddy has an upgrade too. 7 coins at Cranky's will get you the Simian Spring. It will allow you to reach high places and barrels which are located too high to jump to. All you have to do is press Z when on a pad with Diddy's face on it. Head to Funky's and fork over 3 coins for an Ammo belt which will allow us to carry 100 peanuts instead of 50. This only has to be done once because it applies to all Kongs.

Regular Bananas: There are 8 in Funky's room. In the Toy Room there are 25 climbing up the box with the Simian Spring. 30 are in three balloons in the room where Diddy gets is banana #2. In the room where DK has his arcade machine (and also the room where the 2nd warp pad #5 is located), there are 5 bananas. On the way to this room there are 5 more. There are 12 surrounding the machine in the Machine Room on the ground where the Kasplat is. Make sure you grab all 12 because ONE of them has your BANANA MEDAL! There are 10 more heading to our 4th golden banana ontop of the 2 spinners of doom in a row. The last 5 are ontop of the Simian Spring pad which we use to get our 4th golden banana for this level.

Blueprint: Diddy's Kasplat is in the Machine Room walking around on the floor.

Golden Banana #1: In the Toy Room, you will Simian Spring up the stack of blocks. Make your way all the way up to the top and Simian Spring into the Bonus Barrel. You will play Path Peril Panic. You will have to shoot melons into the Klaptrap's mouths to let the banana fairies pass safely. You have to save 6 fairies in 60 seconds. A good strategy here is to shoot the first, then second, then third Klaptrap in the row the fairy is crossing. Goodluck!

Golden Banana #2: For directions to this Banana (Activity Room), look at DK's 2nd banana. Take Diddy to the left and then up the ladder. Play his instrument on the pad and open the door. You will have to Chimpy Charge the number patterns on each door to open them. Each will contain enemies. Defeat them and then move on to the next code. Do all three doors and win your golden banana.

Golden Banana #3: From the Activity Room, take Diddy down the same hole that DK had to go down for his 2nd Banana. Slam the Diddy switch. This will lower vines. Swing across the vines and into the bonus barrel. For whatever cruel reason, they time you. Beaven Bother. OH. MY. GOD. This is my least favorite bonus barrel of all times. One of these in Creepy Castle nearly had me crying. This one isn't as bad (although it still SUCKS). You have 60 seconds to herd 12 beavers into the hole in the center. To scare, press B. To jump, press A. Don't fall into the hole yourself or you'll die and have to start over again. Seriously, best of luck to you. These are horrible. Don't waste your time with the ones that get stuck up against the wall-they just cost too much time. If you manage to beat this, grab your reward of a golden banana (I think they should be worth 10).

Golden Banana #4: Find the Diddy switch on the floor around the Machine Room. Slam it. This will reveal a banana up in a hole in the wall. To get here, you can either use the #4 warp pad (if you have already gotten to the top of the machine and activated it), or you'll have to climb the thing for the first time now. From the Diddy switch, go left until you find the Lanky switch. Next to it will be an elevator moving up and down. Get on it. Climb the single conveyer belt until you get to the platform. Go left on the platform until the end. Jump

onto the pipe and carefully walk across it. Once at the end, jump up to the platform. Walk to the left until you get to a wooden ladder. Climb the ladder. Avoid the sweeping things that are moving in a circle and jump onto what I like to call "The Spinner of Doom". It will either be moving very fast or very slow. I recommend if it's moving very fast to wait until it's moving slow to try to cross. Once you get across it, go up the steps until you reach a small little platform. Then, face toward the machine in the center of the room and wait for one of the two long spinning platforms to reach where you're standing and jump for it! Change the camera angle in order to see them better if it makes it easier for you using the C buttons. Jump off when you get to the platform on the opposite side of where you were standing. Activate the #4 warp pad to save you from having to do this all again! Now, go left to where you see the 3 moving elevator platforms. I find it helps to zoom out here with C down. Jump across those platforms until you reach the next platform where you will see 4 conveyer belts. Do not go up these conveyer belts (we'll do that later with Tiny). Instead, go left. Go to the end of the platform where you will see 2 Spinner's of DOOM. Make sure they are both going slow before you cross. It's damn near impossible to cross when they're spinning fast because they are spinning in opposite directions. Jump across them and look for the Simian Spring pad directly after them. Simian Spring up to your last golden banana for this level!

6.3 Lanky Kong -Frantic Factory

Upgrades first! Take Lanky to Cranky and for 5 coins you will get the Baboon Balloon which will allow you to float around the room when you press Z on the pads with your face on it. Head onover to Funky's and for 3 coins you will get an Ammo belt. It will cover all Kongs. You're now able to carry 100 grapes instead of 50.

Regular Bananas: In the beginning of the level, on top of the #2 warp pad there are 5. In the room where Cranky and Candy are located, there are 5. There are 5 more in the room where we found Chunky. They are leading up to a Lanky switch on the pipe in the corner of the room and need the Orangstand to get to. There are 15 in the Activity Room where Lanky gets his 3rd banana. There is a balloon with 10 in the room where he actually plays the game for his 3rd banana. There are 10 more inside the machine in the Machine Room where DK got his 3rd banana. There are 15 on the way up to the top of the machine in the Machine Room. There are 10 more in a balloon in the Machine Room (up on top) where there are 4 conveyer belts in a row (THIS IS YOUR BANANA MEDAL). Our last 25 are on the way to where we get our banana #4 (up the narrow steep pipe).

Blueprint: Lanky's blueprint is in the Activity Room (warp pad 2) on the middle level.

Golden Banana #1: With Lanky, hit the blue switch next to the boxes in the room where we find Chunky. This opens a gate in the beginning which takes us to Snide's and other fun stuff. To get to this gate, start at the beginning (you can use warp pad #1 in the same room as the switch) and go right. The gate is now open. Climb up. Take a right (left is Snide's). You'll end up in the Toy Room. Now's our chance to use the Baboon Balloon. Go right or left (doesn't really matter), around the stack of blocks in the middle of the room. Keep walking until you find a stack of boxes leading up to a metal platform with a Lanky pad on it. Press Z to become a balloon and float to the Bonus Barrel! You will play Batty Barrel Bandit. You have to line up the four bananas 3 times in 45 seconds to win. To stop the thing from spinning, press A. Goodluck!

Golden Banana #2: Take Lanky to the area where Chunky is located and walk up the steep pipe in the corner of the room using the Orangastand. Hit the switch

with Lanky's goofy face on it and it will set Chunky free. Chunky collects GREEN items. Grab the golden banana which he leaves behind!

Golden Banana #3: For directions to this Banana (Activity Room), look at DK's 2nd banana. Take Lanky to the left and play his instrument on the pad. This will open up the room with his switch. Slam the switch. You're going to play a little memory game. Butt-slam the keys which correspond to the belching gators. C,B,C,D,E,C,A is the pattern for those of you with a bad memory like myself. Grab your banana!

Golden Banana #4: If you haven't made your way up the machine yet in the Machine Room with another Kong and activated the #4 warp pad, look at Diddy's #4 golden banana for instructions on how to climb the machine. If you have, use the #4 warp pad with Lanky after hitting his switch on the floor of the Machine Room. In the cut scene, you will see a steep sloped pipe with a golden banana on top. This pipe is located to the left of where Diddy got his 4th banana and also right next to where DK's Kasplat for this level is located. From the #4 warp pad, go left across the 3 moving elevators. Go left when you reach the platform and cross the two spinners of doom. Go left from Diddy's Simian Spring pad and climb up the pipe with the Orangastand move with all the blue bananas on it. Climb carefully! Reach the top and grab your banana!

6.4 Tiny Kong -Frantic Factory

Upgrades, upgrades, upgrades! Tiny needs 5 coins at Cranky's for her new potion: the Pony Tail Twirl. Now this is my favorite of all the potions. To use it, jump by pressing A and then press A again while in the air. I use this all the time, even when it's not necessary.

Regular Bananas: In Funky's room, there is a balloon with 10. There are 10 where Tiny gets her first golden banana. On the way to Tiny's 2nd Golden banana there are 10. Also, by Snide's HQ there are 10 in a balloon. There are 5 on the way to getting Tiny's 3rd Golden Banana. From the beginning, go right. Go down the long hole with the wooden pole in it until you come to an opening. There will be 10 bananas here. There are 10 more in a balloon (AND YOUR BANANA MEDAL) floating around the machine in the Machine Room! There are 20 more on the 4 consecutive conveyer belts leading to Tiny's banana #4. Her last 5 are just a Pony Twirl away from her bonus barrel in her banana #4. Pony twirl to the left off that platform and grab her last 5!

Blueprint: Tiny's Kasplat is located in a tunnel off of the room where Chunky was found. He's very obvious!

Golden Banana #1: In the Toy Room where Lanky got his balloon golden banana, bring Tiny to the left opening. Make her mini with the Tiny barrel and take her through the small hole in the wall. Once through that tunnel, you will see a Tiny switch on the floor. Slam it to start the game. You will see a spinning wheel with items on it. Next to it you will see a check list. On the other side you will see "Next" and then a picture of the item you should be shooting. Shoot the items necessary and win the banana! Make sure your timing is right or you will have to start from the beginning. This will also make a banana fairy appear by Funky's.

Golden Banana #2: For directions to this Banana (Activity Room), look at DK's 2nd banana. From the Activity Room, go right. Go through the door and down the tunnel following the regular purple bananas. You will end up in a room with a DK lever and a mini-monkey barrel. Make Tiny small and go through the hole in the wall. You are about to go for a ride! You are being challenged to a race. You have to win and collect 10 coins. Press Z to go. Use the analog stick to

change lanes and press A to cheat. Do this and collect your banana at the end!

Golden Banana #3: From the room where Chunky was found, go to the area where Tiny's Kasplat is. Climb up that wooden pole and you'll wind up in another tunnel. Go forward and to the left (this is also where DK's Arcade game is located). Jump into the Tiny barrel and climb the boxes to the hole in the wall on the top. You will run through a tunnel and automatically grab the banana!

Golden Banana #4: If you haven't yet activated the #4 warp pad climbing the machine, see Diddy's #4 golden banana. Go find Tiny's switch on the ground of the Machine Room. Use the #4 warp pad to get up to the top. Go left across the moving elevators and then use the 4 conveyer belts to get up to a platform. Pony Twirl from the platform to the next one where there will be a Bonus Barrel waiting for you! Remember, to Pony Twirl, press A to jump and then A again while in the air (you will need this for the Boss!). You will play Krazy Kong Klamour! This game is fun. You will have 60 seconds to shoot the Golden Banana 10 times. Make sure you reload enough. The banana will change places so you have to be quick on the draw here! Don't hit any of your fellow Kongs (or yourself, of course!). If you do, it will add one more (per each Kong hit) to how many bananas you have to eventually hit! Finish this task and grab your last banana for this level!

6.5 Chunky Kong -Frantic Factory

Make sure to take Chunky to Cranky's, Candy's, and Funky's. Remember, Chunky is very behind at this point and doesn't even have his gun or instrument. Cranky will give you a 3-coin potion called Hunky Chunky. This allows you to jump inside the Chunky barrels and become HUGE. For 5 more coins he'll give you a second potion called Primate Punch which will allow you to break down flimsy walls and gates and such. To use this, press Z + B. You'll notice a lot of the gates around here are susceptible to this punch. Use it whenever you can! For 3 coins, Candy will give you your Triangle instrument (how manly). Funky will give you your shooter (Pineapple gun) too when you take him. Make sure you head back to the previous levels to get his golden bananas and regular bananas and blueprints!

Regular Bananas: There are 5 on the #1 warp pad in the beginning. There are another 5 on the other #1 warp pad. There are 15 in the room on the platforms where Chunky gets his 2nd banana. There is a balloon with 10 in the room where Chunky gets his 1st Banana. There are also 10 in that same room lining the room floor. There are 5 more on the #3 warp pad next to Snide's HQ. 10 more are in a balloon if you use the wooden pole from Snide's HQ and go up. There are 20 on the spinning machine in the Machine Room next to the #4 warp pad which isn't on the ground (INCLUDING THE BANANA MEDAL!) For detailed instructions on how to get here, see Diddy's 4th golden banana. There are 10 along the longest wooden pole in this level (from the beginning, go left). The last 10 are in a balloon at the top of this pole.

Blueprint: Chunky's Kasplat is in the Toy Room wandering around the tower of blocks.

Golden Banana #1: For directions to this Banana (Activity Room), look at DK's 2nd banana. From the Activity Room, go up the ladder and then up a second ladder. Break down this flimsy door then play your instrument on the pad. You will drop down and walk towards the chest on the floor with the Chunky Primate Punch switch on it. Hit it with the Primate Punch (Z + B). The chest will spit out an enemy. Defeat it. The chest will spit out two more enemies. Defeat them both. The chest will spit out two more enemies. Defeat them both. Here comes the tricky part. Now, the chest will spit out a bunch of enemies who will join

together to become one GIANT enemy. Jump into the Chunky barrel to become Hunky Chunky. Battle the giant enemy this way. This guy will take a lot of hits, so don't think you're doing it wrong. He's pretty tough, but he'll spit out quite a few melon slices at the end (which you'll probably need!). Grab the banana and get out of there just incase he comes back!! (only kidding).

Golden Banana #2: In the room where Chunky was found, find the tunnel with the flimsy gate blocking it. Primate Punch it with Z + B and enter. Find the block in the corner with the red question mark on it. Jump on top of it and butt-slam it! It will reveal a Chunky switch. Slam that and it will reveal a golden banana. Next, find the switch with Chunky's face on it protruding from the wall. Primate Punch this and the platforms will begin to move. Jump from each platform up to the golden banana and Viola!

Golden Banana #3: From the DK Arcade Game machine, go out to the tunnel and go left. You will see a flimsy gate to knock down with the Primate Punch. Do so and jump into the bonus barrel. You will play Stash Snatch. You will have 60 seconds to collect all the coins in the maze and then head for the checkered flag! Good luck! Note: Run forward first, then go back to make that first turn.

Golden Banana #4: If you haven't yet activated the 2nd number 4 pad in the Machine Room, look at Diddy's #4 banana for instructions. If you have, hit Chunky's switch on the ground then head on over to the #4 warp pad. Unlike the other Kong's #4 banana, you will be timed. You will have 100 seconds to get to the top of the machine. This should be a lot easier now that you have the #4 pad activated. Once you get to the 2nd #4 warp pad, look towards the machine and jump on the platform that will come your way. Walk towards the middle of the machine using the spinning platform you're on and grab the banana when it's safe!

6.6 Boss-Mad Jack Difficulty (8/10)

This is one of my favorites (my absolute favorite is the Creepy Castle boss!). Yes, it's hard to beat, but it's fun! This boss is for Tiny. It takes 200 regular bananas to Troff n' Scoff to open this gate. Once you collect all these bananas, you will walk through the door as usual with Tiny. Once in, you will see a large platform with blue and white squares on it. After they do their thing in lighting up all over the place, they will all go dark except for one. This is the one you need to stand on to begin the level. This is the white one in the second column from the right and the second row from the bottom. All the platforms will then rise up and you will be introduced to a jack in the box. This is your boss. It looks like something from that old Nickelodeon show "Ahhh! Real Monsters". It will chase you from platform to platform. To get to the other platforms, you must use the Pony Twirl (Press A to jump then A again while in the air). Do this fast, though, because the box will chase you. Once it stops springing around, there will be two lit platforms (one white and one blue) with a blue button on each. Notice what color platform the jack in the box stopped on and find the lit platform with the button that matches the color Mad Jack is on (for example, if Mad Jack stops on a white platform, you must find the white platform that has the blue button on it and butt-slam it). This will laser shock him or something and then you will continue. Beware though because he will shoot fireballs at you as you try to get to the platform with the button. He will chase you a certain number of platforms before he stops. If you fall off or get knocked off by his fireballs, you will have to start the chase again. After you do this twice, he will start speeding up. The third time that you will hit him, the platforms with the buttons WILL NOT light up. You will have to find them yourself. This isn't too difficult, but it makes it a little harder. Notice that when you go to hit him the 4th time, instead of shooting fireballs at you, he now has lasers. These lasers will shoot to the platform you're standing on at the time and make the whole thing hurt you. Make

sure to time this well, as you don't want to have the platform with the button you need to hit turn deadly. After you hit him the fourth time here, he will turn INVISIBLE. As if this boss wasn't hard enough already. But note that the platform he is standing on will light up and his shadow is still visible if he's about to land on you, so atleast we're not totally blind. Avoid him as usual (he's fast!) and then avoid the lasers again. Hit the switch for the 5th time. He will become visible, and then fall to the ground, leaving us with the DK Key. The platforms will lower and you will be able to grab it.

NOTE: My strategy for this boss is to jump back and forth between two platforms (make sure you do this fast towards the end because he jumps faster and might squish you) until he stops instead of dragging yourself all over the platform map. Goodluck!

Take your key to K.Lumsy and he will jump around in happiness as usual. But wait, what's this? He didn't open another level. Recall from the previous boss that he actually opened TWO levels with the last boss key we gave him: Frantic Factory and Gloomy Galleon. Now, we'll move on to Gloomy Galleon.

0007 Gloomy Galleon Walkthrough

Congratulations on making it this far! To get here from DK Isles, you will go toward K.Rool's island/boat. Instead of jumping on to it, you will dive and search the side (not underneath the boat) for the door/entrance to Gloomy Galleon. You will need 30 golden bananas to get past B.Locker (or, just take Lanky and stand next to B.Locker and press B. His odd arms will get you in for free). Just so everyone knows, some of the bananas in this level require the water level to be raised and some require for it to be lowered. To lower/raise the water level, go to the open area with the lighthouse (from the entrance take the 2nd right) and dive under the water. There will be an arrow down on one side of the lighthouse stand and an arrow up on the other side. All you have to do is swim into whichever one you want (up to raise, down to lower). Also, don't bother with Cranky's (unless you have 15 banana medals to play his JetPac game—see the walkthrough for that if you do), or Funky's because neither of them have upgrades for you. Candy has an upgrade for all Kongs for 5 coins from 10 to 15 energy points.

DIRT PILES: In the area where DK gets his 2nd banana.

BATTLE ARENAS: (with Chunky) From the entrance, go straight past the tag barrel and past the first cannon. Go to the ship where Cranky is located and instead of shooting yourself up there, go to the right on the ground. Primate Punch the gate and enter the battle! You will be attacked by four regular alligators, but even so—this isn't very difficult.

7.1 Donkey Kong -Gloomy Galleon

Regular Bananas: There are 10 in the balloon where Chunky got his 2nd banana. In the barrel blast course there are 15. There is a balloon floating around the lighthouse for 10 more. In the are where DK gets his 2nd banana, there are 20 up the moving walkway to the top. There is a balloon with 10 floating around in this room too. In the lighthouse area, make Lanky use Enguarde to break open the wall with Enguarde's piture on it and get your 10 bananas (one of which has your BANANA MEDAL). There are 15 more in the open water area when you swim to the floor and go through the wooden caves. DK's last 10 are in the area where he gets his 4th banana.

Blueprint: DK's Kasplat is located where Diddy gets his 3rd golden banana. To get here, you will need to use the #4 warp pad which is located on a floating

piece of wood in the large area near where Candy is.

Golden Banana #1: Make sure the water level is raised. In the lighthouse area, get on the lighthouse island in the middle. Find the barrel blast course. Shoot through the red and yellow DK star at the end to unlock a seal (Clapper). Watch the cutscene and then go find the seal. He is in the other large area on a platform near Candy's. Talk to him to get a banana.

Golden Banana #2: Make sure the water level is raised. In the lighthouse area, get on the lighthouse island in the middle. Find the DK switch with the ladder in front of it. Slam the switch to open the gate at the top and climb the ladder to get in. Walk forward. Climb the ladder in front of you and then make your way up the moving walk way to the top. Once you get to the top, find the DK lever and pull it with B. This will turn on the lighthouse light and also let the ship come out. Your banana will appear at the entrance to this room.

Golden Banana #3: Remember the seal? Go back to Clapper and challenge him to his race! All you have to do is jump into the tunnel behind his floating platform to start. You will press Z to go. R turns sharply, A jumps, and the analog stick moves you left and right. Also, you will have to make sure you go through the boueys with flags on them. If you miss more than 5, you lose. You'll need to collect 10 coins in this race. You will only need to beat him over the course of two laps to get this banana.

Golden Banana #4: Near Funky's, DK has to play his Bongo's on the cactus thing where Chunky found his Kasplat. This will open one of the doors on the sunken ship in the middle of this area. Go to it in less than 60 seconds or the door will close. Once in, find the room with the bonus barrel. You will play Krazy Kong Klamour and will have 60 seconds to shoot 15 bananas. If you shoot a Kong instead of a banana, you will have to shoot an extra banana.

7.2 Diddy Kong -Gloomy Galleon

Regular Bananas: There are 10 which you automatically get when you shoot yourself up to Cranky's. There are 10 at the top of the lighthouse around the light. There are 6 leading up to where Diddy gets his 3rd banana. There is also a balloon with 10 floating around in that room. Go to the wooden house where Lanky got his 3rd banana and swim around the base of it for 10 more. 10 are located in a balloon near the cactus by Funky's. 14 are located inside the area where Diddy gets his 4th banana. There are 20 around the gate where the robot fish comes out of in Diddy's 2nd banana and a BANANA MEDAL. His last 10 are floating in a balloon in the lighthouse area. To get this you need to use your rockets to fly up to the cage where the seal was.

Blueprint: Make sure the water level is lowered. He is in a cave in the wall in the light house area.

Golden Banana #1: You need to have completed DK's 2nd banana to get this. Find the Diddy rocket barrel on the lighthouse island and fly to the ship. You will see a Diddy switch. Slam it. Your banana will somehow be shot out of the cannon to the top of the lighthouse. Get back into the Diddy rocket barrel and fly up there to get your banana. You will notice your music pad up there, which leads us to banana #2.

Golden Banana #2: Play your instrument at the top of the lighthouse (use your rocket barrels to get there). The timer will start during the cutscene for whatever reason, so you'll really only have about 92-93 seconds to get there. Anyway, during the cut scene you will see a mechanical fish come out of the ground. To get there, we will head over to the other large area. The fish is

located underwater in the open area straight across the water from the entrance to this large area. You will have to wait for the fish to open its mouth and then you will swim in it. Now this one's a thinker, so pay attention. In front of you will be a giant heart-shaped mechanism with a spinning rudder and 3 circles. The rudder will spin and alternately cover the two top circles and then the next turn will cover the bottom one. You will need to shoot all 3 of these lights from yellow to blue and then a third time to break it in the given time. Now this is tricky and difficult even if you know what pattern to do this in. Do not waste any time. Go into this with FULL AMMO and do not worry about wasting any since we can get a free refill from Funky anyway. Kill the stupid Zinger before you start. Also, make sure you're standing on a piece of wood because the water will raise every time the robot fish opens its mouth. Now I'm sure there are other ways, but my suggestion is as follows:

You will have 100 seconds to do this. Shoot one of the top lights first. The next spin will make it so you have to hit the bottom one. Now, hit the other top light. Hit the bottom light to blue on the next spin. Then, hit one of the top lights to blue. On the next spin, hit the bottom light out. On the next spin hit the second top light to blue. Then you will be unable to do anything because the bottom light will be out. On the next turn hit the blue top light out. Then *nothing* again. Now hit the other top light to blue. Then *NOTHING* again. Now hit the last light out. There is barely enough time for this, but it can be done! There will be a pause at the end of the timer and the time that you get kicked out, so keep shooting even after the timer stops and you'll still get a banana! Also, the rudder starts moving the second you hit a light so hit FAST and don't worry about wasting ammo! Goodluck! NOTE: Do not start with the bottom one or you'll run out of time! Make sure you know where you're shooting so you can pre-aim.

Golden Banana #3: Make sure the water level is raised. In the large area where Candy and Funky are located, dive underwater to go to the area which Lanky unlocked in his first banana. Go to the coin stack on the right side of the room. Use the simian spring to get up to the top to find the bonus barrel. NOTE: there is a warp pad here which you need to see for DK to get his blueprint. It will appear after you beat Stealthy Snoop in your bonus barrel. You will have 70 seconds to sneak around this maze to the checkered flag. From the beginning, you should go to the left. When you come to the 4-way intersection, go straight. When you get to the next turn option, go right. Keep going until you get to the checkered flag. MAKE SURE YOU NOTICE THE #4 WARP PAD!

Golden Banana #4: Make sure the water level is lowered. Go to the cactus next to where Funky is. Play your guitar on the guitar pad. You will have 60 seconds to get to the #2 gate that is now open on the sunken ship in the middle of this large area. Find the bonus barrel and jump in. You will play Splish Splash Salvage. Did I mention I hate water levels? Uggh. You will have 60 seconds to get 8 coins. There are 7 coins under water. Once you get all 7 coins, vines will drop down for you to swing to get the 8th. Avoid the starfish and you should do fine.

7.3 Lanky Kong -Gloomy Galleon

Regular Bananas: There are 20 in two balloons where the battle arena is located. There are also 5 from the entrance to the tag barrel. There are 5 under the Enguarde box in the large area with Candy and Funky's. There is a balloon floating above the large area with Candy and Funky carrying 10. There are 5 where Lanky gets his first golden banana. There are 5 around the base of the Enguarde box in the lighthouse area. There are 20 in the treasure chests on the bottom of the floor in the lighthouse area. In the area where Lanky gets his 3rd banana, there are 5 AND A BANANA MEDAL leading up to the Enguarde box.

In the same area, there are 5 more at the end of the tunnel which is revealed when Enguarde breaks open the treasure chests. There are 5 above the music pad where Lanky gets his 4th banana. Lanky's last 15 are in the room where he gets his 4th banana.

Blueprint: Lanky's blueprint is in the area where Chunky got his first banana. From the entrance to the level, you take the first right. Make sure the water level is raised.

Golden Banana #1: Make sure the water level is raised. In the large area with Candy and Funky's, become Enguarde. You will notice the red and yellow DK star above the water in this area. Jump through it 3 times as Enguarde. This will unlock a DK gate in this same area. It is along one of the walls. Jump onto the coin stack on the left side of the room and use the Baboon Balloon pad to float upwards. Keep using these pads to get to the top. You will play Searchlight Seek in the bonus barrel at the top. You will have 60 seconds to find and shoot the Klaptrap in this barrel 4 times. To shoot, press A or B.

Golden Banana #2: In the lighthouse area, become Enguarde and smash open all the treasure chests on the bottom of the floor by pressing B when you get next to them. One of them contains your banana (the one near the mermaid's house).

Golden Banana #3: From the beginning, take a left at the tag barrel. In the hallway before the water, look on the right wall. There will be a Lanky switch in one of the openings. Slam it. You will have 30 seconds to get to the open room. Head towards the open area in front of you and go left. Go under water and when you reach the wooden house, the open gate is the one on the bottom. Become Enguarde and smash open the treasure chests. Go through the tunnel which is revealed and collect your banana!

Golden Banana #4: Make sure the water level is lowered. Head to the cactus next to Funky's. Find the trombone pad and play your instrument on it. The #4 door on the sunken ship in the middle of this area will open and you will have 60 seconds to get inside it.

7.4 Tiny Kong -Gloomy Galleon

Regular Bananas: There are a total of 9 bananas on the left and the right paths from the first tag barrel. There are a total of 15 by Snide's HQ in the lighthouse area. There are 15 (5 in clump and 10 in a balloon) where Tiny gets her 1st golden banana. There is also a balloon in the lighthouse area where Diddy found his blueprint holding 10. In the room where Chunky gets his 1st banana and Lanky gets his blueprint, there are 15. Where Tiny gets her 2nd banana there are 17 more. There are 8 more where Tiny finds her Kasplat. The last 10 are in the room where Tiny gets her 3rd banana.

Blueprint: Tiny's blueprint is in the room where Cranky is located. Use the first cannon instead of the one that takes us to Cranky and cross the swinging vines. Go left and Tiny's Kasplat will be in a little cave in the wall.

Golden Banana #1: Tiny needs to talk to the mermaid at the very bottom floor in the area where the lighthouse is. She will need to use the Mini barrel to get inside. She will ask you to find her pearls. Her pearls are located in the other large area in the room where Diddy got his 3rd banana and Lanky got his 1st. You will need to become mini to get inside the treasure chest in that room (go through the lock hole) and then you will be encountered with a bunch of giant clams. These clams open and close. You will notice that they have pearls in them. Be careful not to touch them while they're closing or you'll get hurt.

Swim to each pearl to collect it. You will need all 5 to get your banana. Bring them back to the mermaid and she'll give you your banana. NOTE: You can also get these pearls without talking to the mermaid first if you want to skip the story.

Golden Banana #2: Go to the area where Funky's is located. Find the cactus looking thing at the end of that area. Stand on the saxophone pad and play your instrument. This will unlock gate #3 in the sunken ship in the middle of this large area. Get there in 60 seconds or the gate will close! Go in and head to the left. Find the room with the starfish and the golden banana. Get the banana without getting hit too many times and then leave that room. Now head to the other direction where you will see a banana fairy behind bars. Photograph it.

Golden Banana #3: From the beginning of the level hang left at the tag barrel. Right before the entrance to this large open water area there will be a Tiny switch on the left. Hit it. You will have 30 seconds to make it to the now open door. To get there, jump into the water of the big open area in front of you and dive down. Go left to the area where there is a wooden house. The top door out of the two that are showing is now open. Enter the room. Find the hole in the wall and go left. Enter the bonus barrel and you will play Kremling Kosh. You will have to hit 22 Kremplings in 60 seconds. The green ones are worth 1 and the red ones (who disappear faster) are worth 2. Goodluck!

Golden Banana #4: Tiny's last banana uses the Mini monkey barrel in the large open water area. It is located to the right down the passage where Funky is located, but deep under water. Get in the barrel and then enter the hole in the giant metal structure underneath it. Beware of the puffer fish in this room. Find the bonus barrel by the machine desk. You will play Big Bug Bash and will have to swat the fly 6 times in 60 seconds to win! Beat this and get your last banana for this level.

7.5 Chunky Kong -Gloomy Galleon

Regular Bananas: From the entrance, go forward past the tag barrel. On the slope leading to that room there are 2. Then go right before the broken ship and grab 5 on the boxes over the #2 warp pad. Then go into the broken ship to grab 5 on the ground. From the entrance, go forward past the tag barrel into the same area as last time. Shoot yourself to the crows nest of the broken boat by using the first cannon you come across. Swing across the vines and then there will be 3 bananas on the narrow wooden path. There are 10 around the base of the lighthouse (underwater). There are 25 in the room where Chunky gets his 3rd banana (inside the ship). There is a balloon with 10 more where Chunky gets his 1st banana. Find the number 2 warp pad in the large area. There are 5 above it and a balloon in front of it for 10 more. The balloon contains your BANANA MEDAL. There are 15 more in the open water area when you swim to the floor and go through the wooden caves. His last 10 are in a balloon floating around the cactus where his Kasplat is located.

Blueprint: Chunky's Kasplat is on the top of the cactus thing near Funky's.

Golden Banana #1: Make sure the water level is raised for this one. From the entrance, take the first right. You will need to open the gate with the two pineapple switches. Take out the Kasplat in the middle so he doesn't get in your way later on. Find the Cannon ball on one side of the room. Pick it up and carry it back to the cannon and then enter the cannon yourself. You will have to shoot three targets. The first one is fairly simple, it just moves back and forth. The second one moves in a figure 8 and is more difficult than the first. The third one is very far away and moves around in a circle. Remember to factor in distance with your timing, and also aim high because the cannon ball moves

very slowly and also falls as it's being shot farther. Shoot 3 targets with 6 cannons in 40 seconds and win!

Golden Banana #2: From the entrance, go straight, past the tag barrel, into the room. Make the right into the broken ship. Primate Punch each treasure chest. The left one contains a banana fairy! Photograph it. The middle contains headphones for you to recharge your music power. The right one contains your golden banana!

Golden Banana #3: You need to have gotten DK's 2nd banana to get this one. Make sure the water level is raised. In the light house area, go to the lighthouse island in the middle. Jump on either the platform where DK's barrel blast is or where Diddy's rocket barrel is. Wait patiently until the ship comes around to in front of you. You are going to have to jump to the ship. You may need to press B while in the air to make it to the ship. Jump on to the ship's caboose. You will see a wooden door on the floor. Butt-stomp it to open it. You will now be in the most nauseating room in this entire game. You are inside the ship. You will have to run forward past the cannons which are shooting inside the ship for whatever reason. When you get to the end of this, you will see a gate. Primate Punch the middle of it and you will see a brightly colored spinning thing which resembles the cacti in Super Mario World. Primate Punch each one when your face comes around to break them and eventually get your banana! Now apparently, Chunky got very seasick while he was down here (I blame the disgustingly bright room). The controls are all backwards (I seriously strongly suggest flipping your controller upside-down to get the controls right) and you still need to dodge the cannonballs in here. Make your way back to the brown cannon at the end without throwing up to leave.

Golden Banana #4: Make sure the water level is lowered. In the lighthouse area, find the hole in the wall which has Diddy's Kasplat and a triangle pad in it. Play your triangle and this will open up a cage on a sunken ship in the other large area. Make your way over there (it's on the top of the middle ship near the tag barrel and Enguarde box) and go inside in under 60 seconds. You will be joined by a fish with a light on its head so you can see. There is a bonus barrel in the corner of the room. It is Batty Barrel Bandit again! You will have 45 seconds to get 4 golden bananas in a row 3 times. Press A to stop the spinners. Each time you win, the spinners will speed up, making this difficult. Goodluck!

7.6 Boss-Pufftoss Difficulty (7/10)

This giant..uh..thing is pretty fun. You will need 250 regular bananas to unlock the door with Troff n' Scoff. Lanky will be up to bat here. Once inside the doors you will encounter this giant puffer fish in the middle of a pond. You will be on a boat (which kind of looks like half a coconut shell). To go press Z. You will need to run around the fish without touching it and go through the red and yellow DK stars. This will send a zap to the fish. The trick is, you have to locate and touch the next star within the time given to you. The time will reduce as we go through this boss course as will the size of the stars, making it more and more difficult each time. To make things better, he will be shooting fire balls at you. Ughh. So in the first round, you will have 30 seconds to find each star. You will have to run through 5 stars to zap him. Now, the fish can send out this laser thing which can also hurt us. Beware of that—especially when there is a star in the middle of it. You will now have 25 seconds in between slightly smaller stars. The most difficult part of this boss is staying alive. In the third round, you will notice that the stars are even smaller now, and yet you only have 20 seconds to get each one. Also, the fish seems to have learned a new trick. It can now spit fireballs up into the air and they will rain down on you. Now in the 4th round here, the stars are even smaller yet. And of course, our time for getting them has decreased yet

again to 15 seconds. And to make it harder, the fish has learned another new trick! It now can send a Lanky-seeking mine out which will chase you down, so try to keep moving! Now this is the last round. The stars are microscopic compared to the first stars we were given. In addition to all the new tricks that he's learned along the way, we are faced with the cold truth that we only have 10 seconds to spot and go through these small stars. Beat him fast so you don't have to deal with him anymore. Of course, if you do run out of time in between stars, you can start from the beginning of this round instead of the beginning of the whole boss fight. Goodluck! Grab the key when you're finished and take it to K.Lumsy once again! He will jump around with glee, unlocking our next world in this game-Fungi Forest.

0008 Fungi Forest Walkthrough

The easiest way to get to Fungi Forest is by taking the #3 warp pad to the waterfall, then turning around and jumping in the cannon which K.Lumsy unlocked for us. When you get up there, you will be next to a little house. Go into the house. You will need 50 golden bananas to get past B.Locker. NOTE: you should have atleast 100 bananas by now. This area has a trick to it. Much like the water level problem in Gloomy Galleon, in this area we'll have to specify whether it's Day or Night time. To change the time, shoot yourself up to the clock in the beginning of the level and hit the switch with either the sun or the moon on it. Make sure you stop by Funky's for an ALL KONGS upgrade for 5 coins. It will give you HOMING ammo (red crates). This gives you the ability to lock on to targets without taking time to aim.

DIRT PILES: There is a dirt pile through the green tunnel, outside the patch where Tiny plants a seed.

BATTLE ARENAS: The battle arena is located in the area with the giant mushroom. To reach it, use Diddy's Rocket Barrel in this area (above a bouncy mushroom) and fly to a lone platform (not the one where Chunky's Kasplat is, but similar looking). There is the battle arena! It's a pretty hard one too, so good luck!

8.1 Donkey Kong -Fungi Forest

Regular Bananas: 5 are in the blue tunnel. 5 more are where DK gets his 1st banana above the switch he has to hit. 5 are in the purple tunnel. 5 more are through the purple tunnel ontop of the #5 warp pad. 10 more in a balloon where DK gets his 1st banana. 10 in a balloon behind the building where Diddy gets his 2nd banana. 10 more are leading up to where DK gets his 2nd banana. 5 more are in the house where he gets his 2nd banana ontop of the DK switch. 15 bananas are on the cannon path in the giant mushroom. 5 more (AND THE BANANA MEDAL) are on the 2nd number 5 warp pad located at the top of the mushroom. 10 are in the bonus blast course. The last 15 are located around the middle of the giant mushroom.

Blueprint: DK's Kasplat is located behind the house where he gets his 2nd banana (also on the opposite side of the thorn bushes as the house is).

Golden Banana #1: Make sure you head over to Cranky's to get your potion. Cranky's is located through the purple tunnel in the giant mushroom area. For 5 coins he'll give you the Super Simian Slam which lets ALL Kongs slam the blue switches with their faces on it. Go through the blue tunnel and go in the house surrounded by a moat. Find the yellow box with the red question mark on it and slam it. You will see a blue DK switch. Slam that. The gate will open to a

little caged off area in this room. Head inside. If you talked to Wrinkly in the beginning for DK, she announced that the numbers "2-1-1-3-2" might be of use to us. Well, this is where they come into play. The levers each have dots in front of them. The one dot corresponds to the number 1, the two dots to the number 2, and the 3 dots to the number 3. Pull them in the special order I gave to you. This will start the conveyer belt and send a banana outside. But what's this? It's stuck behind a cage with a Moon on the front of it? Well, this means we have to go all the way back to the clock and change the time of day to Night time and go all the way back to get our banana. Ugh. Take the #1 warp pad to save time.

Golden Banana #2: Make sure it's night time. Go through the blue tunnel and find the house with the spikey bushes all around it. Jump into the DK Invincible barrel and walk behind the house. Slam the DK switch. This will open the door to the house. Now, go into the house. Make a right and go into the first stall. Butt slam the box with the red question mark revealing a DK switch. Slam it. This will lower some vines leading to a bonus barrel. You will have 25 seconds (barely enough time) to get to the barrel. To get there, use the ladder on the right side of this room to climb up. Now go around till you reach the vines. You will play Minecart Mayhem and have to avoid the TNT barrels for 45 seconds to win. Press B to slow down, Z to speed up, and change lanes with the analog stick. Don't forget to slam the 2nd box in the attic with the red question mark on it to reveal a banana fairy!

Golden Banana #3: Make sure it's day time. All the Kongs need to hit their switches inside the giant mushroom to reveal the cannons to shoot DK up to the top. Hit the DK switch on the right side of the giant mushroom floor and then jump into the cannons.

Golden Banana #4: DK's last banana is in his bonus barrel course. To find it, go into the area with the giant mushroom. Climb up the mushroom the normal way (or use Diddy and his rocket barrels to fly up and change to DK later). Once you find the first door to the outside of the mushroom (about mid-way up the climb), go out and head up the ladder to a higher platform. Your barrel blast will be here. Complete the course to land yourself in a bonus barrel. You will play Peril Path Panic. Save 8 fairies in 60 seconds to win. A good strategy is to hit all the top 3 and then the bottom three over and over and over again. Goodluck!

8.2 Diddy Kong -Fungi Forest

Regular Bananas: 5 are waiting for Diddy above the #4 warp pad in the first main area with the clock. There are 8 on the way to Diddy's 2nd banana. There are 10 on the way up to the rocket barrel off the bouncy mushroom in the first area. 10 are in a balloon in the room where you get your first banana of this level. 10 are in the area where you get the 2nd banana. 10 are around the top of the giant mushroom. 7 are around Diddy's Kasplat. 10 more are underneath the Rocket barrel in the area with the giant mushroom. 15 (and your BANANA MEDAL) are around the base of the giant tree where we fly with the owl in banana #3. 10 are in a balloon outside Snide's HQ. The last 5 are on the top of the tree with the owl.

Blueprint: Diddy's Kasplat is inside the giant mushroom on one of the vine platforms in the middle.

Golden Banana #1: Make sure it's night time. Head over to the house through the blue tunnel surrounded by a moat. Climb up the rope and hit the Diddy switch on the roof. This will open the door underneath you to the attic of this house. Go in and turn on the machine by shooting the "ON" switch with your peanut

shooter. It is at the top of the machine. Then, Chimp Charge the green up arrow on the left side of the machine. This will pull the rope which will in turn pull a cage out of the ground containing your banana. However, the cage is not open. You will also see a music pad appear. Go and find the music pad (it's located near another house in this same area) and play your instrument. This will somehow burst open the cage (the power of music, man) and give you a chance to snatch your banana.

Golden Banana #2: Make sure it's night time. Go through the blue tunnel to the area with the house surrounded by a moat. Do not go to that house. Instead, go around the area until you find a different house (not the one we use with DK). You will see boxes leading up the side and a Simian Spring pad at the top. Jump into the door there. Play your music pad once you get in to get Squawks to bring a light. Even with the light this one's pretty difficult. You'll have to navigate your way in the half dark to the golden banana over very narrow boards. Once you get the banana, a banana fairy will appear.

Golden Banana #3: Make sure it's night time. Take Lanky to the giant mushroom area and find the yellow tunnel with the grape switch over it (if you haven't already opened it). Hit the switch and go in. Switch to Diddy and go through the tree to the first tree stump in the back. Play your instrument on the pad to wake up the owl. It will tell you it doesn't talk to anything that doesn't fly. Go to the right and jump into your rocket barrels and fly to him. He will tell you to fly through his course of rings (much like when we did this in Angry Aztec against the bird except this time it will be much longer and more difficult). Do this successfully (don't touch the ground, it's difficult to recover!) and he'll give you-wait-what?! A bonus barrel?! After all that?! Unfortunately, yes. Fly to the top of the tree and get inside the bonus barrel to play Busy Barrel Barrage. You'll have to survive for 45 seconds by shooting the gators that come at you. Shoot with B. Make sure you realize they don't come from the same spot every time. They also don't always fall down with one hit-so keep your eye open! Beat this game and grab your VERY well deserved banana!

Golden Banana #4: In the area with the large mushroom, jump into the Diddy rocket barrel. Fly to the top of the giant mushroom and into the bonus barrel located above Lanky's switch. You will play Teetering Turtle Trouble. Feed the snakes melons to keep the turtles spinning. They will say "help!" if they're really in need of food. Keep them going for 45 seconds to win. A good method is to hit the top three and then the bottom three over and over and over. Goodluck!

8.3 Lanky Kong -Fungi Forest

Regular Bananas: 5 are waiting for Lanky ontop of the #1 warp pad in the first main area. There are 8 on top of the house through the blue tunnel surrounded by a moat. There are 10 on the way to Lanky's first golden banana. 5 more are in the room where he gets his 1st banana. 10 are in a balloon inside the giant mushroom. 15 are around the base of the giant mushroom. 10 more in a balloon in the top of the giant mushroom. 5 are ontop of the giant mushroom ontop of the Lanky switch. 5 are ontop of the DK mushroom in Lanky's 2nd banana. 10 (and the banana medal!) are located ontop of the bouncy mushrooms in Lanky's 3rd banana. In the yellow tunnel in the mushroom area there are 10.

Blueprint: Underneath the tree in the room with the yellow tunnel leading to it (a branch off the giant mushroom room).

Golden Banana #1: Make sure it's night time. Go through the blue tunnel to the house surrounded by a moat. Use the Balloon pad to float up to the roof and

find the hole in the side of the roof. Go in. Hit the Lanky pad on the floor. This will release bats. I recommend picking up the homing ammo in there first (the red boxes) to auto-aim for you. Hit all the bats and a banana will come out. The last 8 are leading up to where Lanky races the bunny.

Golden Banana #2: I'm not sure, but I think you should make sure it's day time. Climb to the top of the giant mushroom. Use the Orangstand to climb up the red and white top on the mushroom. Once at the top, stomp the Lanky switch. This will open two doors around the top of the mushroom. It helps to climb up the mushroom top next to the door you're going into so you can find your way back down within the 10 seconds given. Find the first one (if you find the other one first, look at Lanky's banana #3). This one will have bouncy mushrooms (one for each Kong's color). If you look on the board in front of the room there is a picture. It has DK->Diddy->Tiny->Chunky->Lanky. You need to slam each mushroom in that order (Yellow for DK->Red for Diddy->Purple->Green->Blue). This will make a Bonus Barrel appear. Jump inside to play Krazy Kong Klamour. You'll have to shoot the golden banana 5 times in 60 seconds. Do not hit the Kongs or you'll have to hit an extra banana. You really have to be quick on the draw here because the banana switches places very frequently. Finish this task and grab your banana!

Golden Banana #3: Follow the directions from the 2nd banana (above). Now, we will go into the 2nd door for Lanky at the top of the mushroom. Once again climb up the red and white mushroom top and slam the Lanky switch, but this time make sure you go into the door on the other side of the mushroom. Once inside, play your instrument or shoot down the annoying fast paced Zingers. Jump onto the bouncy mushrooms and jump to the banana in the middle of the room. Don't forget to grab the regular bananas here either because they have your BANANA MEDAL for this level.

Golden Banana #4: NOTE: you'll need it to be day time when you go for this one. You'll also need to make sure you have gotten the potion from Cranky in Crystal Caves which makes Lanky run really fast while standing on his hands after you jump into the Lanky barrel. In the giant mushroom area, find the yellow tunnel with the Lanky grape switch on top of it. Shoot it to open the gate. Head forward and then to the left until you see a sleeping bunny with a music pad next to it. Play your trombone on this pad to wake him up. He will challenge you to a race. He will be pretty slow, so enjoy it while it lasts! Run the course and jump over the logs with the arrows on them. Try to become familiar with this course. When you beat him, he will only give you 3 banana coins. Ugh, what a rip off. Go back and wake him up again by playing your trombone on the music pad. Now he will challenge you to another race for a golden banana! Jump into the Lanky barrel first as you'll need it. He is MUCH faster. Try to cut corners and sneak past him whenever possible. Manage to beat this and you'll get a golden banana!

8.4 Tiny Kong -Fungi Forest

Regular Bananas: There are 5 bananas in the green tunnel. There are 15 more when you get through the green tunnel on the tops of the 3 mushrooms. 5 more await Tiny on the #3 warp pad at the base of the clock. 10 are in a balloon in the back of the area where DK gets his 2nd banana and finds his Kasplat. In the moat around the house in the blue tunnel there are 17. There are 15 in the house where Tiny goes through to get her 1st banana. There are 5 in the room with the Spiders where Tiny gets her 1st banana. 5 are located inside the giant mushroom on the bottom floor on top of the Tiny switch (BANANA MEDAL)! A balloon with 10 more are located above Tiny's Kasplat. 8 are around the rock where Tiny gets her 3rd banana. Tiny's last 5 bananas are on top of the rock where she gets her 3rd banana.

Blueprint: Tiny's Kasplat is located on the outside middle ring around the giant mushroom.

Golden Banana #1: Make sure it's night time. Go through the blue tunnel and go to the house with the moat surrounding it. Find the Tiny barrel and go through the hole in the wall (note: you have to have unlocked this with Chunky first). Enter the room and go to the back, climbing up boxes to get there. Enter the hole with the moon above it. Run over the plank and then towards the spider web in the middle. A cut scene with a giant spider will happen. In this battle, there will be a giant mama spider hanging over a web. It appears that she is sleeping. Instead of attacking us herself at first, she sends her offspring to come and get us. Defeat the little spiders (usually they take two hits-one to hurt them, and the other one to curl them up but sometimes they'll take 3). Then, the mom will wake up. Switch to the feather shooter and shoot her in the eye. Repeat this process until she ends up falling and then attack her just like her children! You will win a golden banana for all your efforts (woohoo!). Just a note: beware of her spit! The pink spit will freeze you. The green spit will reverse your controls for a bit.

Golden Banana #2: Hit the Tiny switch at the bottom level of the giant mushroom. Go up the ladder behind the cannon and then go left. Go up the next ladder you see and go left again. Pony tail twirl across two open gaps (and two platforms) until you get to the bonus barrel. Jump in and you will play Speedy Swing Sortle. You will have to bounce up into the trees to collect all the coins. Use the springy mushroom to get up to the top of the tree and then use the swinging vines and the pony tail twirl to get the rest of the coins (all 14) in under 45 seconds and win!

Golden Banana #3: Take Lanky to the giant mushroom area and find the yellow tunnel with the grape switch over it (if you haven't already opened it). Hit the switch and go in. Walk all the way to the back of this room and jump into the Tiny barrel behind the rock in the back. Then, play your saxophone on the music pad by the giant rock in the back. Squawks will come to pick you up and will drop you in the hole on the top of the rock. Kill all the purple Klaptraps in this area by throwing bombs at them and then pony tail twirl to get your banana. Don't forget to grab the seed that appears in here on the middle platform.

Golden Banana #4: In the last banana you should have gotten a seed. Maybe you didn't recognize it as a seed (highly possible-it looks like a pink bean with a sprout at the top). Take it through the green tunnel to the area where there are giant mushrooms. In the back left corner of this area there is a bare field with a fence around it. If you have explored here before, you may remember a speech bubble appearing when you walked on it saying that we should plant something here. Bam, now we have a seed! All you need to do is walk on the bare field and the bean stalk will grow. Now, shrink Tiny with the mini-monkey barrel off to the right and play your instrument on the pad. Squawks will come to escort you to your golden banana at the top of the bean stalk.

8.5 Chunky Kong -Fungi Forest

Regular Bananas: There are 5 bananas outside Funky's on the #2 warp pad. There are 9 surrounding the tomato patch through the green tunnel. 5 more await Chunky on the other #2 warp pad located outside the clock. There are 5 in the mushroom well in the main area. 5 more are on the music pad where Chunky gets his 3rd banana. 41 are in the mushroom if you climb up it with using the cannons. 15 more (and the banana medal!) are in the room where we get our last banana for this level. On the way to Chunky's Kasplat there are 5 in a bunch

and 10 in a balloon.

Blueprint: Make sure it's night time. Go into the giant mushroom and climb it until you reach an area with swinging vines across to the other side. There will be a door there with a moon on it (if it's day time) and you'll need to make it night. Go through that door and find Chunky's Kasplat. If you're having trouble locating this area, try to use Diddy to fly up to the lone platform with the green Kasplat and then find a tag barrel from there going backwards down the mushroom.

Golden Banana #1: From the beginning, go through the green tunnel. An apple with a worm in it is sitting in the middle of a tomato field. It tells you that it's the sole survivor out of all his friends. We need to squish all the tomatoes. But first, we will jump into the Hunky Chunky barrel next to Funky's. As Hunky Chunky, walk over to the tomato patch and butt-stomp each tomato. Then, the apple wants to be moved to a different location (after all that!). Pick him up as Hunky Chunky with B and take him back through the green tunnel. Once out of the tunnel, go left. You will find a big open area with a picture of an apple on the ground. Place him here by pressing B again and he will FINALLY give you a banana. Make sure you stay as Hunky Chunky to get it, or you'll have to do some flipping off the apple to reach it!

Golden Banana #2: In the main area with the clock, find the well that looks like a giant mushroom. Jump in it. Butt slam the gate that seems to be covering the well. This will send you to a mine cart race! You need to grab 50 coins by the end of this race to get your banana. Note that the bells on hanging from the ceiling open doors if they're green, so you need to jump to the green ones. Pull the first and second levers offered to you. Do not hit the red ones, or the gates will close. Also, watch for falling metal things and trees.

Golden Banana #3: Make sure it's day time. Head through the blue tunnel and to the house surrounded by a moat. Find the door with cracks in it and Primate Punch it open. Primate punch the two boxes in here with question marks on them. One will open up a Tiny entrance and the other will reveal a triangle pad. Play your instrument, forcing the wheel on the side to start turning, and also forcing the conveyer belt to turn. When you start to leave you will see a metal barrel. Pick up the barrel and carry it outside with you. You will have to now enter the house through the regular front door entrance (with the metal barrel in hand). This is where the conveyer belt is located. Place the metal barrel on the conveyer belt. This will blow up when it hits the spikey spinning thing and the first light will be lit. Now, there are two more metal barrels in this room. Do this same thing with both barrels. This will somehow spit out a golden banana. Grab it.

Golden Banana #4: At the top of the giant mushroom, hit the Chunky switch to open the door in front of you. Get inside and slam the Chunky switch. The picture in front of you will be mixed of all the Kongs. You will have 60 seconds to make it Chunky again by shooting the individual squares. Grab your banana and leave.

8.6 Boss-Dogadon II Difficulty (9/10)

This is my least favorite out of all the bosses in this game. Least favorite! In fact, I darn near hate it. You will need 300 regular bananas to gain entrance into this boss (for Chunky). After you've fed Troff n' Scoff the required amount of bananas and have entered, you will meet the boss for this level. But wait? He looks familiar. Yes, it's Dogadon from Angry Aztec and this time he's pissed. He will be introduced by climbing out of the fiery pit we sent him to with Diddy. Keep in mind, he's learned some new moves. The fight will be begin by the normal fireball throwing. Dodge the fire balls and when he

lands, hit him with the TNT barrel as usual. He will then do the fireball thing again, this time shooting 10 instead of 5. This part will be identical to the Angry Aztec Dogadon fight EXCEPT for one of his new moves: He is now able to stomp the ground and make that laser circle thing that we've seen before in this game (specifically with the Kasplats) come and hurt us. This is easy to dodge. All you have to do is jump over it, OR you could grab the TNT barrel before the laser reaches you and if you hit him in time, it won't reach you at all. Either way, hit him with the TNT barrel. He will then shoot a total of 15 fireballs at you and wait-what's this? He doesn't land? No, instead he breathes out a fire wall which I don't think is dodge-able. Take the hit and grab the TNT barrel as soon as you can to hit him back. Now he will jump up and down causing the platform we're standing on to slowly sink. This is where the tricky part begins. He will toss his fireballs at you as usual. Dodge them and hit him with the TNT barrel. Once he's hit, he will stay at the edge of the falling platform and a Chunky barrel will appear. Become Hunky Chunky and hit him like MAD. Do not miss him once or you'll end up dying at the end unless you get really lucky. Hit him as many times as you can until you return back to normal size and repeat this step until he dies. I recommend hitting the B (hit) button like MAD every time you get the chance to hit him. Once you beat him, he will perish in the fiery pit again (for good this time!). Grab the key and take it to K.Lumsy, who will open to the path for Crystal Caves and to Creepy Castle. But first, let's take a look at Crystal Caves since it technically comes first.

0009 Crystal Caves Walkthrough

The easiest way to get to Crystal Caves is to take Tiny up the way we get to Angry Aztec (use the #2 warp pad if you'd like-it's faster!). Once up by the Angry Aztec entrance, go right past the two boulders. Pony tail twirl off the end of this walkway to get to the platform with the entrance to Crystal Caves. Go up the steep pathway and then go up the next steep pathway to get to the entrance with B.Locker. You will need 65 golden bananas to get past him (by now you should have atleast 120). Watch the cutscene with K.Rool and Dogadon. After walking around this level for a little while, there will be a cut scene with an enormous one of those enemies with the clubs. The music will change to a more dangerous style vs. the happy-go-lucky music normally played and a bunch of falling rocks will appear. Stay clear of these. They will hurt you if you get hit. Don't worry though, we'll get him with Tiny a little later and won't have to deal with that anymore. Head to Funky's before you start and get another upgrade for 5 coins for ALL KONGS. You will get the Ammo Belt 2. Now, go to Candy's and get an extra melon and an instrument upgrade for all the Kongs (7 coins). Candy's is located through the waterfall. Now, take the Kongs to Cranky's. Cranky's is located near the DK blast course pad. Take Tiny there to get the Monkeyport ability. Stand on her pads and you will be transported to another area of the level (usually areas we could otherwise not reach). Lanky also needs to take a visit and fork over 7 coins to Cranky for the Orangstand Sprint. When you jump into barrels you will now sprint really fast. The last Kong we need to take to Cranky's is Chunky. For 7 coins you will get the Gorilla Gone potion. It will allow you to turn invisible when you press Z on the Chunky pads. It will make things that are otherwise invisible to us appear (such as pads, golden bananas, and battle arenas!). Most of the directions for this level will start at the #1/#2/tag barrel in the beginning of the level instead of at the DK warp door.

DIRT PILES: Up by the giant guy with a club where Tiny teleports to.

BATTLE ARENAS: The battle arena pad is located where DK gets his 2nd banana. Make sure that if you run out of health to exit and jump in and then out of the tag barrel to refill it.

9.1 Donkey Kong -Crystal Caves

Regular Bananas: 18 are leading up to and around the room where Chunky gets his 2nd banana. 5 on the first #1 warp pad. 10 in a balloon where Chunky gets his 1st banana. 5 are on the bongo pad where he gets his 1st banana. 5 are in the room where he gets his 1st banana. 5 are in the room where he gets his 2nd banana. 5 are around the main igloo in the igloo room. 5 are on the #1 warp pad in the igloo room. 5 are above the door in the room where DK gets his 3rd banana. 10 more are in a balloon over the maze in that same room (AND YOUR BANANA MEDAL). 7 are actually within the maze. The last 20 are located in the barrel blast course.

Blueprint: DK's Kasplat is located a little past the giant ice castle near Funky's.

Golden Banana #1: Find Candy's and then look at the giant cabin with 3 floors to the left of her hut. Find the bongo pad at the bottom. Open the door by playing your instrument. Once in you'll see a bunch of Zingers and a lot of doors that open and close on the floor. Avoid the doors and find a corner in the room to take out your gun and shoot the Zingers. Once you kill them all (they're fast!), a golden banana will appear.

Golden Banana #2: Another cabin? Yes. Another cabin. From Candy's, go right up the blocks to the tag barrel. Pass the cabin on the left and reach the #2 warp pad. Go right across the plank to the cabin. Play the bongos outside and then enter. You will see colorful blocks and a switch on both the right and left side. You will have to butt-stomp one of the colors to begin. Notice that there are green, blue, red, and orange switches on this specific pad. Slam the blue one first. It will be Lanky. Now, hit the switch on the left side of the room to turn it and hit the corresponding blue switch. Also, hit the two yellow switches over here. Before you leave this side of the room, hit the red switch in front of you (and notice the battle arena pad). Hit the switch on the right to move the room again and hit the orange switch. Then hit the switch on the right side of the room and hit the corresponding orange switch. Also hit both purple switches while on this side. Before you turn the room again, hit the green switch. Then hit the switch on the left side of the room to turn it back to the middle and hit the last green switch to win. The golden banana will come to the back of the room where you're standing.

Golden Banana #3: In the area with all the igloos, use Diddy to fly through the yellow and red DK star over the main igloo to reveal instrument pads in front of the doors. Find the bongo pad and enter the room. You will be faced with a wonderful moving spikey ice maze. The room is surrounded by Koshas (great), and the ice maze moves to further mess you up. If you hit the sides, you'll lose an entire melon, making this extremely difficult. Luckily, when you lose all 3 melons, you start at the beginning of this room instead of at the beginning of Crystal Caves. If only we had an invincibility barrel, right? Ugh. It's not as long as it seems, though, just try to get as far as you can while the maze is moving the opposite direction as you. Get to the middle and grab your banana.

Golden Banana #4: DK's barrel blast course for this level is located near Cranky's lab (on the way). Blast to the end and get into the bonus barrel. You will play Busy Barrel Barrage. Shoot the gators to keep them away. Win this and get your last banana for this area.

9.2 Diddy Kong -Crystal Caves

Regular Bananas: 5 are outside Funky's. 5 are under the bonus barrel in the waterfall. 15 are in the room where Diddy gets his 2nd banana (ontop of each candle). 10 are in the room where Diddy gets his 3rd banana. 20 are found by flying around the area with the igloos (5 are in the DK star). 10 are where Diddy gets his 4th banana in a balloon. 5 are ontop of the #4 warp pad. 5 (and the banana medal!) are ontop of the corresponding #4 warp pad. 5 are in the room with Diddy's Kasplat. 10 are in a balloon around the first #4 warp pad. The last 10 (these took me a while to find) are in a balloon way up by the top of the 3 story cabin next to Candy's. Look toward the ceiling for this balloon.

Blueprint: You must have activated the #4 warp pad with Tiny in her 4th banana to get this. Fly to the #4 warp pad ontop of a rock just outside of the igloo room and warp into a room where only Tiny can normally go. Your Kasplat is in here.

Golden Banana #1: Go to Funky's. Infront of Funky's is a rocket barrel. Jump in the barrel and fly to the waterfall where there is a bonus barrel waiting for you. You will play Mad Maze Maul. You will have to kill all the enemies and then head towards the flag. Head to the left first and you can actually see your flag if the camera angle is correct. Base the rest of your turns off knowing where your checkered flag is. Goodluck!

Golden Banana #2: Next to Candy's there is a large cabin with a bunch of doors with music pads infront of them. Find the guitar pad for Diddy on the top floor and head inside. Play your instrument again once inside to get rid of the Kosha's. This will make a Diddy pad appear. Simian Spring on it and into the rocket barrel. Notice that there are candles in this room. Fly over the top of them to light them with your rockets. Light all 3 and get your banana. Once you get the banana, a banana fairy will appear. Photograph it before you leave.

Golden Banana #3: OK, now THIS IS HARD. In my opinion, this is the hardest thing in the entire game. To stretch it even further, I'll even say this is more difficult than beating the final boss. In the same area as the previous banana (the cabins by Candy's), find the second guitar pad. It's on the middle level of the cabin. Head inside. Walk in a little and the timer will start. You will have 45 seconds to kill everyone in this room. No, you can't use your instrument. Jump into the Diddy rocket barrel in the back of the room to fly up to the top of the platforms. I recommend flying over the top of the middle one to get all the guys in the barrels to one side so you can easily throw bombs at them and then flying (and landing) on one of the platforms in the corner with the gators. From there, throw bombs at the middle platform. Once you kill everyone there, kill the other gator and throw bombs at the giant pigs on the other two. Manage to do this (UGH!!!!!!) and get your beyond-well-deserved banana. Make sure you don't get too frustrated and give up (although I find that coming back to it at a later date helps if you get really frustrated). Also, make sure you note that if you don't do it the first time, you'll have a timer to get out of the room before you get blasted by K. Rool's gun (10 seconds). GOODLUCK!!!

Golden Banana #4: In the area with all the igloos, fly through the yellow and red DK star over the main igloo to reveal instrument pads infront of the doors. Find the guitar pad and open the igloo door. You will see a bunch of pads covered by barrels in here. You will have 50 seconds to uncover them in order (starting from 1 and ending at 6). It's not too difficult, just hit or miss. Do this and get your banana.

9.3 Lanky Kong -Crystal Caves

Regular Bananas: 5 are leading up to the first tag barrel you see in this

level. 10 in a balloon inside the ice castle where the 1st banana is. 5 are at the top of the ice castle where we do our race. 5 are on top of the cabin where Lanky gets his 3rd banana. 10 are in the water going towards Candy's. 10 more are in a balloon behind the waterfall near the cabin where Lanky gets his 3rd banana. 5 are on the blue switch in the room where Lanky gets his 3rd banana. 5 are in the room where we get our 4th banana. Also, a balloon with 10 is floating around the top of this same room. 15 are located above the balloon pad next to Cranky's (AND BANANA MEDAL). Lanky's last 20 are located on the platform where his Kasplat is found.

Blueprint: Use Diddy to rocket barrel up to a platform in the area where Funky's Armory is located and activate the #5 warp pad next to Lanky's Kasplat. Warp back and change to Lanky and then get your Kasplat.

Golden Banana #1: Head over to the ice castle near Funky's. Slam the switch in front of it and enter. Walk up to the stone in the chair and he'll tell you about a game that he plays in order to cure his boredom. He wants to play with you. Say yes. You'll have to turn the tiles over to the DK side by butt-slamming them. Be careful because if you slam it while it's the DK side up, it will switch to the K.Rool side (another point for our bouncy friend here). You will have to keep playing until time runs out, at which point whoever has the most of their tiles facing upwards is the winner. It can be pretty difficult, so don't get frustrated. Just keep trying until you win. I recommend hitting the K.Rool ones before you start flipping over all the ones which haven't been touched yet. After you win, the poor guy will give up his banana. Congratulations, I guess. I still feel bad for the guy.

Golden Banana #2: You will need to have gotten the Orangstand Sprint from Cranky's to get this one. Head over to the ice castle near Funky's again. Slam the next switch (the one you didn't just previously slam) which will open up the top of the ice castle. You will have 30 seconds to get to the top. Now, balloon up to the top (you will have to balloon up to the middle and then balloon up again to the top) and you will have to race that darn scarab from Angry Aztec who you raced with Tiny already. This time, the course is MUCH harder. Make sure you realize you're on ice and the ice is very slippery. You will have to collect 50 coins in the process which is difficult enough even without the bug being there to take 3 coins every time we hit it. Be very careful not to hit the stupid thing (especially not more than once) or chances are you'll come up short handed at the end of the race. Also, be very careful to not fall off the edges of this slide. When you come closer to the end you will see a windy slide. Make sure to take the way that the bug doesn't go (the way with all the coins) so as to collect as many coins as you can because, trust me, there is nothing worse than finding out you would have won if you collected just ONE more coin.

Golden Banana #3: You'll notice that the giant cabin near Candy's is missing a music pad. One for Lanky! Lanky's cabin is actually located past the cabin, past Candy's, and up by the waterfall. Cross the plank to the cabin on the left and head over to the right side where you'll see a Lanky pad. Balloon up to the top to play your instrument and open the door. Then head inside! You will be faced with two Koshas. Remember, the only way these guys can get killed is by playing your instrument, and unfortunately, we can't use that. You have to get him to slam his club down on the ground and get it stuck for a second or two (this is one of his attacks) while you run past him and onto the balloon pad and into the Lanky barrel above. Run to the back to find a blue switch and slam it. You will have 3 seconds to run back to the entrance to grab your banana before it disappears (don't leave if you didn't grab it the first time because you can re-stomp the switch and try again).

Golden Banana #4: In the area with all the igloos, use Diddy to fly through the

yellow and red DK star over the main igloo to reveal instrument pads in front of the doors. Find the trombone pad and play your instrument to enter. Kill the two blue beavers and then the three gators. This will unlock Lanky balloon pads. Balloon yourself upwards. Eventually, you will reach the top where the banana is waiting for you.

9.4 Tiny Kong -Crystal Caves

Regular Bananas: 10 are underwater on the way to the room with all the igloos. 20 are in the room where Tiny gets her 1st banana. 10 more are by her Kasplat. 5 are on top of the #3 warp pad in the area with all the igloos. 10 more in a balloon (AND BANANA MEDAL) in the room where Tiny gets her 2nd banana. 5 more in that same room. 5 are in the room where we get our 3rd banana. 10 are in the area where we get our 4th banana. The last 5 are located in the igloo where Tiny gets her 4th banana.

Blueprint: Tiny's Kasplat is located near the #2 warp pad in Candy's area of this level.

Defeating the giant Kosha: You must have completed Chunky's 2nd banana to do this. You also must have the new potion from Cranky's. In the room with all the igloos, find the one which has been blown up already with a Tiny transport pad on it. Use it by pressing Z. You will be transported up to the top where we saw that cutscene with the giant guy with a club. Kill him by playing your instrument (easiest way). This will stop the rocks from falling, hooray!

Golden Banana #1: Take Tiny to the giant cabin building next to Candy's. Locate her instrument pad and head on in. You will see a bunch of purple Klaptraps. Kill them all with your orange bombs and pony tail twirl around to get a better angle at them. After they're all gone, grab the banana in the middle.

Golden Banana #2: In the area with all the igloos, use Diddy to fly through the yellow and red DK star over the main igloo to reveal instrument pads in front of the doors. Find the saxophone pad and play your instrument on it to be let in. Play your instrument once inside as well to kill the Kosha. Butt-slam the target on the floor 3 times (it will start moving) to get the banana and a banana fairy. The Kosha will return so be careful.

Golden Banana #3: Heading out of the igloo room, you will notice there is a place where you can jump on the pathway from the water. Find the ice wall here and mini-monkey through the hole on the bottom. Head to the bonus barrel in the back. You will play Krazy Kong Klamour. Shoot the golden banana 5 times in 60 seconds and don't hit any of the Kongs. If you do, you'll have to hit an extra banana per Kong you hit. Beat this and get the banana. This will activate the #3 warp pad so that Chunky can get his stuff in here.

Golden Banana #4: Take Tiny to where Funky's is located and head over toward the Diddy Rocket barrel. On the right you will have to pony tail twirl to the mini monkey barrel and then pony twirl back after becoming smaller. Activate the #4 warp pad so Diddy can get his Kasplat. Head toward the mini door in front of you. Use the monkeyport to get inside one of the igloos. Grab the banana!

9.5 Chunky Kong -Crystal Caves

Regular Bananas: 5 on the #2 warp pad in the beginning. 13 in the area where Snide's HQ is (behind an ice wall). 13 where Chunky puts the boulder on the boulder switch by the ice castle. 5 on the second #2 warp pad. 12 are around the boulder where Chunky actually gets his 2nd banana. 5 are around the area

where Chunky literally grabs his 2nd banana. 8 are in the room where Chunky gets his 1st banana. 20 are in the room where Chunky gets his 3rd banana. 10 are in a balloon in the area where Chunky gets his 4th banana. (You will have had to complete Tiny's #3 banana to get the last 10): Use the #3 warp pad in the igloo room to warp to an area with a balloon carrying 10.

Blueprint: Chunky's Kasplat is located on top of the main igloo in the room with all the igloos.

Golden Banana #1: You will need to have visited Cranky before you get this one. From the entrance, go straight towards the ice wall. Break open the ice wall door with the primate punch. Stand on the Chunky pad and become invisible, revealing a golden banana.

Golden Banana #2: From the beginning (where the #1 and #2 warp pads are), go right and then cross the water to where the blue beaver is. Go left and climb up the rocks to the top of the platform. If you go forward here you should see an ice castle. Go past the ice castle and pick up the boulder. Take the boulder up the slope and place it on the "boulder" switch. This will break open an ice igloo surrounding another boulder in another area. To get to this boulder (also behind an ice wall), from the beginning go right. Cross the water just like last time and instead of going left towards Funky's, go right. Hop over the gaps between the platforms and break open the ice wall on your left with the primate punch. Now, jump into the Hunky Chunky barrel and take the boulder in this room and put it on the moving switch. This will blow up another igloo in the area with the water and lots of igloos, leaving you a golden banana.

Golden Banana #3: NOTE: you must have visited Cranky before you get this one. Take Chunky to the giant cabin by Candy's where everyone else has gotten a banana already and find the triangle music pad. Enter the room. You will see two lights (search lights, really) making their way around the room and wood targets on the ground. When the light isn't on you, stomp the wooden targets. If you get in the light's way, K. Rool will automatically see you and you'll have a whopping 1 second to GET OUT before you're shot dead. Stay close to the walls when moving around to stay out of the spotlight. Hit all 3 targets and a Chunky pad will appear on the ground. Press Z on it to become invisible and now you can get the bonus barrel in the middle. You will play Searchlight Seek. You will have 60 seconds to find and shoot 8 Klaptraps. Beat the game and grab your banana.

Golden Banana #4: In the area with all the igloos, use Diddy to fly through the yellow and red DK star over the main igloo to reveal instrument pads in front of the doors. Find the triangle music pad and play your instrument to go inside. Once inside you will see a TNT barrel with a bunny strapped to it (the same one we raced in Fungi Forest with Lanky?). It is struggling with all it's might to get free. There are 5 fireballs headed toward the TNT barrel. You need to smash them (they won't burn you if you directly attack them) before they get to the barrel. More will appear so keep smashing them until time runs out! I think the TNT barrel can be hit about 3 times before it explodes (I'm not sure, I haven't let a fire ball hit more than once). Free the bunny and he'll give you a banana.

9.6 Boss: Army Dillo II (Difficulty 9/10)

This guy will take 350 regular bananas to play against. Make sure you use DK last since he's the one who will play this battle. Once they let you in you will be faced with yet another old boss who wants some more. He, like Dogadon II, has learned a lot of new tricks. He will start out as usual by throwing fire balls at you. Dodge them like normal and then throw the TNT barrel at him when he stops to laugh (just like Jungle Japes!). He will then roll after you.

Once he stops, you will see his first new trick. He will fly up and then stomp the ground, sending a shock wave to hurt us. You can dodge this by simply jumping over it. He will continue to throw fireballs at you. Once again when he stops to laugh, hit him with the TNT barrel. Then he will roll after you again. Once he stops rolling, he will send out two of those shock waves (just jump over them again). He will throw fireballs at you again, and laugh. Hit him in the face as usual with the TNT. Then, his fire cannons will break just like in Jungle Japes and pop off (too bad, right?). Well, unlike when this happened in Jungle Japes, he will continue to try to destroy you even after those fire throwers have popped off. You will find out they were actually his weakest weapon. He will roll after you without his cannons. He will send out 3 shock waves (jump over them again). We will now be introduced to his lovely fireball thrower 3000. He will fly up in the air with his jet packs and shoot a bunch of fireballs in the air. Try to dodge them by running around nonstop. Once they all fall, we will again be introduced to this fireball thrower 3000, except it apparently as the ability to double as a rocket launcher. He will shoot a homing rocket at you and it will chase you down. You might as well just take the hit because the boss battle is almost over. Once the rocket is gone, throw the last TNT barrel at him and he will be defeated once again. Grab the key and take it to K.Lumsy. He will have you watch the mouth of K.Rool's island open and close again (it will open later-after you beat the Creepy Castle boss). Then head on over to Creepy Castle.

0010 Creepy Castle Walkthrough

To get to Creepy Castle, find the cannon behind K.Lumsy's island and jump inside. You will now be in the "lobby" to Creepy Castle! Find the DK warp door and head on in. This is one of my favorite levels because it contains my absolute favorite boss. B.Locker needs 80 golden bananas to let you through, which should be no problem by now. Watch the cut scene (it's pretty good for a cut scene) with the Kasplat being chased. This "world", if you really want to call it that, is pretty difficult to navigate. I will assume you have already found all the warp pads (they're fairly easy to find) and will guide you from the main area with the warp pads to make life easier, so make sure you climb the castle the long way activating pads along the way (all the way up to Snide's HQ). Also, I may say "on Funky's level" or "Candy's level" or "Cranky's level". This just makes it easy to explain. Bare with me on these explanations, and if you have any questions at all, feel free to e-mail me. Also, head on over to Candy's for an upgrade. To get to Candy's from the main area with the warp pads, drop into the water and enter the door with the hole in it. Go forward and then make the first right into a room with Candy's hut. She will ask for 9 coins for an ALL KONGS Upgrade 2 where we will now get more musical energy. So you know, this whole tunnel will be referred to from time to time as "Candy's level". Now, head on over to Funky's which can be found by dropping down a level from the end of Candy's hall (by the #1 warp pad) and then dropping down one more level and entering a tunnel. Funky's is at the end of the tunnel. He will ask for 7 coins to get a Sniper for ALL KONGS. It will allow you to zoom in and out on targets. (THIS IS FUNKY'S LEVEL). You will also need to make a trip to Cranky's so you can all slam the red switches. To get there, from the warp pad area go right across the bridge and climb around the castle until you reach his lab (or use the #3 warp pad if you've found it already). For 7 coins he will offer you the Super Duper Simian Slam for All Kongs.

DIRT PILES: Behind Snide's HQ.

BATTLE ARENAS: In the greenhouse after Lanky gets his 3rd banana.

10.1 Donkey Kong -Creepy Castle

Regular Bananas: 5 are across the first main plank from the start. 25 are leading around past the #1 warp pad and up the ladder. 20 are leading up around the castle to the #2 warp pad. 5 are in the area where DK gets his 1st banana. 5 are in the room where DK gets his 2nd banana. 10 are in the room where DK is encountered with flying books by his 2nd banana. 10 are in a balloon near DK's Kasplat BANANA MEDAL. 5 are on the raft where we get our 3rd banana. 5 are on the #2 warp pad where we get our 4th banana. The last 10 are in a balloon in the area where we pull our levers to get into the minecart race.

Blueprint: DK's Kasplat is in the giant tree on the way to get our 3rd banana.

Golden Banana #1: From the main area, take the #1 warp pad (or jump into the water and go through the door with the hole in it). Head through the tunnel until you come across a door on the (left if you used the warp pad, right if you used the door in the front of the castle) which opens when you get close to it. Go straight into the room with the tag barrel and the DK switch. Slam it to open the door. Kill the skeleton. You will see a board on the floor with 9 squares, all of different Kongs. You have to make Donkey's face by butt-slamming them (this is just like Chunky's banana in Fungi Forest except this time we're making DK and we're not being timed). Grab the banana when you're finished.

Golden Banana #2: From the main area, take the #4 warp pad (or if you don't have this activated, just climb up the castle). Go right until you get to the red DK switch on the ground. Slam it. This will open the Library door which isn't in front of you-instead, it's back down the castle a little bit, across the clouds. NOTE: you can step on the clouds! Cross them and jump into the door in under 20 seconds. Take the first left once you're in. You'll end up in a room with books in the middle. You will hear the sound of a few enemies coming to life. Kill them all and a DK pad will appear on the top of the stack of books. Slam it. This will open a door. To get there, from the entrance to Library go right. You will see a bunch of flying books (much like ones that fly in Super Mario World 64). To the left will be a gap with a DK barrel. Jump inside to become invincible. Run past the books to your banana. Shoot the coconut switch to leave.

Golden Banana #3: From the BEGINNING OF THE LEVEL (not the main area), cross the plank and go up the stairs. You will now be at a large tree with a DK pad in front of it. Press Z to do the blast course. You will have to go through all the red and yellow rings throughout the course to open the door to the tree. Now, go inside the tree. Shoot the coconut switch on the right wall to open the door. Pass the Kasplat and drop down the tunnel into the water. Swim through the water tunnel until we get to a raft. Jump on the raft and we'll see a cut scene with targets. Use the Sniper scope from Funky's to shoot them. Also, make sure you photograph the banana fairy. Each time you hit a target, the water level will raise up toward your golden banana. Hit all 3 targets and then jump to your banana.

Golden Banana #4: From the BEGINNING OF THE LEVEL (not the main are), go straight across the plank and then up the stairs. Keep going straight (don't climb the ladders). Cross the 2 moving platforms and continue until you get to the first graveyard area. Drop down to the next level (it's practically hidden because there are no obvious ladders leading down). Find the door to Funky's tunnel around here. Make the first left up the slope, then go down either side of the slope to the skull head at the bottom. Hit the coconut switch to enter. Take the #2 warp pad if you've activated it. If not, go left then right. Hit

the coconut switch on the door. Pull the levers in order: Top right, top left, bottom right. You will now be in a minecart race much like the one Diddy did in Jungle Japes and Chunky did in Fungi Forest. You have to collect 25 coins. Every time you get hit by the ghost you will lose 3. Good luck!

10.2 Diddy Kong -Creepy Castle

Regular Bananas: 15 are in the Ballroom at the top of the candles. 10 are in a balloon floating in the Ballroom. 20 are in the room off of Candy's tunnel where Diddy gets his 2nd banana (Chunky needs to primate punch the gates to get to them). 10 are in a balloon in the room where Diddy gets his 2nd banana. 5 are on a cloud at the top of the castle. 5 are on top of a #1 warp pad where we get our 4th banana. THIS ONE IS TRICKY: You have to hit the numbers out of order in the area where we get our 4th banana. This will open a coffin on the wall which will have a balloon with 10 (BANANA MEDAL). 5 are on top of the pole near Cranky's (you'll need the rocket barrel for this). 10 are in a balloon above the skull door where we get our 4th banana. The last 10 are in a balloon above the #1 warp pad at the back side of the castle.

Blueprint: Diddy's Kasplat is in Funky's tunnel.

Golden Banana #1: From the main area take the #4 warp pad to wind up in front of the giant trash can and the greenhouse. Go left across the single moving wooden platform. The Diddy switch should be there. Slam it and go inside the Ballroom. Head inside. On the black and white floor you will find a few enemies. Kill them all to reveal a rocket barrel. Fly up to the top of the candles to light them. This will reveal a bonus barrel. You will play Minecart Mayhem. Press Z to speed up, press B to slow down, and use the analog stick to change lanes. This one is very difficult and very frustrating, so beware. Avoid the minecarts for 60 seconds to win. Good luck!

Golden Banana #2: From the main area, take the #1 warp pad (or jump into the water and go through the door with the hole in it). Head through the tunnel until you come across a door on the (left if you used the warp pad, right if you used the door in the front of the castle) which opens when you get close to it. Go right down the path with the Diddy switch at the end. Slam the switch to enter. If you walk forward, you will see a cut scene where the thing at the end which is holding our banana turns around so you can't grab it. Notice the peanut switch above it. Stand back (to before it turns around) and use Funky's sniper scope to zoom in on the target. Hit it and the chains will lower, allowing you to swing across and grab your banana. Be careful of the darn Kosha.

Golden Banana #3: Use the rocket barrel to fly all the way up to the top of the castle where there is a bonus barrel waiting for you. You will play Big Bug Bash. Hit the fly 10 times in 60 seconds to win. Just keep swatting!

Golden Banana #4: From the BEGINNING OF THE LEVEL (not the main area), go straight across the plank and then up the stairs. Keep going straight (don't climb the ladders). Cross the 2 moving platforms and continue until you get to the first graveyard area. Drop down to the next level (it's practically hidden because there are no obvious ladders leading down). Find the door to Funky's tunnel around here. Make the first left up the slope, then go down either side of the slope to the skull head at the bottom. Hit the peanut switch to open it. Take the #1 warp pad if you have the second one activated. If not, go left and then go left again when you have the option. Keep going until you get to the peanut switch on the door. Hit the switch. You will see a room with 4 chimp charge switches (numbered 1,2,3,4). You will have to hit them in order 1-4. This will open the coffin in front of you which will spit out a banana.

10.3 Lanky Kong -Creepy Castle

Regular Bananas: 20 in two balloons in the area where Lanky gets his 1st banana. 10 are in a balloon inside the area where Lanky gets his 2nd banana. 30 are in the maze in the greenhouse. 30 (BANANA MEDAL) are in the tunnel leading up to Funky's. The last 10 are in a balloon in the area where we get our 4th banana.

Blueprint: Lanky's Kasplat is on the way up the castle.

Golden Banana #1: From the main area, take the #1 warp pad (or jump into the water and go through the door with the hole in it). Head through the tunnel until you come across a door on the (left if you used the warp pad, right if you used the door in the front of the castle) which opens when you get close to it. Go left down the path which takes us to a Lanky switch and a Kosha. Slam the switch. Play your instrument on the music pad in front of you. A bunch of balloon pads will appear. Balloon across the green slime without falling in (or you'll be reset to the beginning of this room) until you get to the bonus barrel. Judge where you are in the air by the chains next to the pads. You will play Kremling Kosh. You will have to hit 25 Kremlings in 60 seconds, so don't waste time.

Golden Banana #2: From the main area, use the #5 warp pad to get to the top of the castle. Slam the red Lanky switch in front of the castle door and head on in. Kill the stupid ghosts and a Lanky pad will appear. Now, use the Sniper scope from Funky's to shoot the 3 grape switches around the top of the castle in here. This will open the cage in the middle which blows air up to the bonus barrel. Stand on the Lanky pad and float into the air directly into the bonus barrel. NOTE: THIS IS THE HARDEST BONUS BARREL IN THE GAME. It had me throwing the darn controller at the wall for weeks out of frustration. You will play the most ridiculous Beaver Bother ever. You will have to herd 15 beavers into the pit in 60 seconds. That's 1 beaver every 4 seconds, and that's TOUGH. Don't fall into the pit and don't waste time with beavers against walls. Manage to beat this ridiculous barrel and you will get a very well deserved banana.

Golden Banana #3: From the main area, use the #4 warp pad. You will be in front of a greenhouse, a wooden house, and a giant trash can. Use the Lanky switch to open the greenhouse door. You will be in a greenhouse maze to get to your banana. You will have 40 seconds to reach your destination at the end. This is a difficult maze, though, so pay attention. From the beginning, go left and jump into the Lanky barrel to become super fast. Then, go back to the right and follow the regular banana trail to get to the back where the banana is. Do not stray from the regular banana path! When you get your golden banana, a battle arena pad will appear, so don't forget to go back and get it later.

Golden Banana #4: From the BEGINNING OF THE LEVEL (not the main area), go straight across the plank and then up the stairs. Keep going straight (don't climb the ladders). Cross the 2 moving platforms and continue until you get to the first graveyard area. Drop down to the next level (it's practically hidden because there are no obvious ladders leading down). Find the door to Funky's tunnel around here. Make the first right up the slope to a box with a feather and grape switch on it. Hit the grape switch and enter. You'll see a grape switch in front of you. Hit that too and then jump into the Lanky barrel. Run left until you get to the door (in the allotted time). Play your trombone on the music pad which will lower vines to your banana.

10.4 Tiny Kong -Creepy Castle

Regular Bananas: There are 50 leading up to the top of the castle. 5 are on top of the monkeyport pad in the Ballroom. 5 are on top of the corresponding monkeyport pad. 5 are on top of the monkeyport pad in the new room and 5 more are on top of the corresponding monkeyport pad to that. In the 3rd room with the monkeyport pads, there is a balloon carrying 10 and the banana medal! 5 are in the giant trashcan. 5 are on the way to her 4th banana. The last 10 are in a balloon by Funky's.

Blueprint: From the beginning of the level, go left until you get to these wooden stairs. Don't go up them and instead, drop down and follow the narrow path left until you find your Kasplat. I recommend shooting it with an orange bomb before you fly over there.

Golden Banana #1: From the main area, take the #4 warp pad to the area with the giant trash can and the greenhouse. Go left across the single moving platform to the Diddy switch. Switch to Diddy and slam the red switch. Then, jump into the tag barrel and switch to Tiny and head inside the Ballroom. Find the Monkeyport pad in the back of the room with the checkered floor and use it. Photograph the banana fairy here. Jump on top of the house and into the mini monkey barrel and then go through the door to the house. What? We're back in Frantic Factory? I guess so. We will have to race that car (we have raced him once already before) around a much harder course and collect 10 coins in the process. Head through the flags and be sure not to miss more than 5 flag goals. Try to cut corners whenever possible to get ahead of him. Don't run into the boxes or you'll lose 3 coins and valuable time. Beat him through 2 laps and collect enough coins to win the banana.

Golden Banana #2: From the main area, take the #4 warp pad. Jump into the mini monkey barrel in front of you and jump on the bouncy mushroom to jump into a giant trashcan. Once inside, play your instrument to kill all the flies from those bonus barrels we do. Your golden banana will appear on a coke can.

Golden Banana #3: From the main area, take the #1 warp pad. Enter through the door and take the first left. Pony tail twirl to the bonus barrel. You will play Teetering Turtle Trouble (again). This one's tougher for some reason, though. Goodluck!

Golden Banana #4: From the BEGINNING OF THE LEVEL (not the main area), go straight across the plank and then up the stairs. Keep going straight (don't climb the ladders). Cross the 2 moving platforms and continue until you get to the first graveyard area. Drop down to the next level (it's practically hidden because there are no obvious ladders leading down). Find the door to Funky's tunnel around here. Make the first right up the slope to a box with a feather and grape switch on it. Hit the feather switch and enter. Go right. Pony tail twirl across the green slime pit. Slam the Tiny switch and a bunch of moving black hands will appear out of the slime. You will have to pony tail twirl your way to the golden banana at the end.

10.5 Chunky Kong -Creepy Castle

Regular Bananas: 30 are in Candy's tunnel. 20 are in the room off of Candy's tunnel with the gates that Chunky primate punches near Diddy's 2nd banana. 10 are in a balloon in the Museum. 5 are underneath the boulder in the Museum. 10 (BANANA MEDAL) are inside the room where we get our 2nd banana. 10 are behind the coffins in the 3rd banana. 5 are in the giant tree in the beginning of the level. The last 10 are in a balloon where Chunky gets his 4th banana.

Blueprint: Chunky's Kasplat is right outside Candy's hut.

Golden Banana #1: From the main area, take the #3 warp pad. Go right up the brown platforms to the Chunky switch next to the Museum entrance. Slam it and enter. Go forward until you get to a room with a red carpet and a stone platform in the middle. On the left side of the room, notice the shields with the yellow shape in the middle. Primate punch all 3 (from left to right or you'll be zapped). This will open a monkey mouth with a boulder in it. Go get the boulder and put it on the stone platform in the middle, revealing a golden banana. Go grab the banana and leave.

Golden Banana #2: From the main area, take the #4 warp pad. Infront of you will be a greenhouse, a giant trash can, and a wooden house. Primate punch the door to the wooden house to gain entry. Play your instrument to kill the bats. The banana will appear to go inside the box with the question mark in the middle. Smash open the box with the primate punch. You will see a Chunky pad underneath the banana. Fortunately, we don't have to use it because playing our instrument kills all the bats. However, if we didn't use our instrument, when we became invisible more bats would appear that we would have to shoot down to get our banana. Shortcuts are fun!

Golden Banana #3: From the BEGINNING OF THE LEVEL (not the main are), go straight across the plank and then up the stairs. Keep going straight (don't climb the ladders). Cross the 2 moving platforms and continue until you get to the first graveyard area. Drop down to the next level (it's practically hidden because there are no obvious ladders leading down). Find the door to Funky's tunnel around here. Make the first left up the slope, then go down either side of the slope to the skull head at the bottom. Hit the pineapple switch to open the door. Take the #3 warp pad if you've activated it. If not, from the entrance, go right. Hit the pineapple switch when you get to it. You will now be in a room with a giant coffin in the middle. If you jump ontop of it and butt-slam it, the only thing that happens is a bunch of enemies come out which you have to kill. Instead, Primate punch all of the wooden coffins around the room against the walls (4) and jump into the bonus barrel when you get there. You will play Searchlight Seek. Hit the klaptrap 10 times in 60 seconds to win.

Golden Banana #4: You will have had to complete the DK blast course to get this. From the BEGINNING OF THE LEVEL (not the main area), cross the wooden plank and climb up the stairs. You will now be at a large tree. Enter. Primate punch the knot on the left side of the tree (it looks like the door that DK used in this same area). If you walk forward too much you'll notice that the door and switch turn around, so use the Sniper Scope from Funky's to hit the switch from afar. Now, jump insidethe bonus barrel. NOTE: This is the same bonus barrel that Lanky played earlier on in this level and I will still say it's the most difficult barrel in the entire game. You will play Beaver Bother. Oh God. Beaver Bother like the one with Lanky in this level? YES. Right after you've beaten the first one with Lanky and think you're done with them for the rest of the game, they throw this one at you. It's identical to the first one. Heard 15 beavers into the middle in 60 seconds. Press B to scare, and A to jump. Don't bother with the ones that get stuck up against the wall, they just waste time. Manage to win again and grab your banana.

10.6 Boss-K.Rool Cutout Difficulty (9.5/10)

This is the hardest boss so far, and you will use all the Kongs to defeat it (unless you've had some practice, then you can actually do it with only one). You will need 400 regular bananas for Troff n' Scoff. This boss is for all the Kongs, but you'll have to enter with Lanky. You'll see the gators putting together a 2D version of K.Rool. There will be an annoying ghost in the center of all the cannons so keep killing him when you can. You will have to first hit the cutout by jumping into the cannon infront of it. He comes back twice to

shoot lasers at you, so dodge them and repeat the process. Once you hit him 3 times, he will lose an arm. Swim back to the center and he will now appear in front of two cannons: one as a dark K.Rool and the other as a bright one. Do NOT hit the dark one—you will lose your Kong and have to switch to the next one. Make sure you know which one you're hitting before you jump into the cannon. Hit him 3 more times and he will lose his other arm. Now he will pop up at each cannon for a short period of time, and you'll have to jump into the cannon to get him at the proper time. A good method for this is to stand next to one cannon and the second it lights up, jump in. Hit him 3 more times and his head will rip off, resulting in his defeat. Take your key to K.Lumsy and he will open the door to Hideout Helm (inside K.Rool's island's mouth).

0011 Hideout Helm Walkthrough

To get here, use Tiny's monkeyport pad in the back of K.Rool's island. Go past her music pad, and then pony tail twirl to inside K.Rool's mouth. You will need 100 golden bananas to get past B.Locker. If you have turned in all the blueprints to Snide (highly recommended), you will have 50 minutes to beat this level. I will provide a walkthrough and then a walkthrough for the individual barrels when you get to the machine.

BATTLE ARENAS: In the area with the machine which we deactivate, use Diddy to fly up to the top of the machine which is where it is.

DIRT PILES:

From the start (with Chunky), make your first left and become Lanky to walk up the steep slopes. Then become Chunky to hit the pineapple switch on the wall. Swing across the vines and then become Tiny. Use the mini-monkey barrel to get her small and then run through the metal pipe. Use DK to pull the lever on the ground. You will have 60 seconds to switch to Diddy and fly through all the red and yellow DK stars. Use Chunky to primate punch down the gates in front of the doors.

11.1 Donkey Kong

Take DK to his bongo pad. The barrel on the left will give you 30 seconds to jump into the cannon and shoot yourself and 3 targets. The barrel on the right will give you 30 seconds to hit 18 Kremlings as Rambi the Rhino. Don't hit the power pylons! Grab your banana medal.

11.2 Diddy Kong

To get to Diddy's music pad, we will need to use his rocket barrel. Play your instrument once you get there. Go into the left barrel which will give you 30 seconds to find and kill the Kremling which activates your switch in the middle and then hit the switch. Do not run into the power pylons. The barrel on the right will give you 45 seconds to fly and hit the switches above the lights to raise up the cage in the middle which has a switch in it. Hit the switch when you're done and grab your banana medal.

11.3 Lanky Kong

Lanky's music pad is up across the way from Tiny's. Take the stairs to get there. The barrel on the left gives you 25 seconds to jump into the quick barrel and hit the switch and then run to the checkered flag. Turn right and

then left to get to the switch. The barrel on the right gives you 30 seconds to blast 3 Zingers. Hit them with your grape shooter. It's easiest to stand on the box. Grab your banana medal.

11.4 Tiny Kong

Take Tiny to her music pad up the stairs and open the door. The barrel on the left gives you 30 seconds to pony tail twirl through the red and yellow DK stars without touching the ground. When you get to the end, the Tiny switch is on the last box. Hit it. The barrel on the right gives you 30 seconds to jump on the mushrooms and twirl through the red and yellow DK stars (3 of them). Grab your banana medal.

11.5 Chunky Kong

Take Chunky to his triangle pad and open the door. The barrel on the left will make you turn into Hunky Chunky and give you 20 seconds to find and bash the Kremling. He is in one of the boxes with the question mark on it. The barrel on the right will make you use the sniper scope to shoot 5 Kremlings in 30 seconds. Don't worry about wasting ammo; it's unlimited. Grab the banana medal when you're done.

Now that you're all done with deactivating the machine you will need to walk through the K.Rool door which is now open. Go forward until you reach the gate which has a K.Rool crown on it with the number 4. This means you need to have 4 crowns to enter. Once you gain entry, walk through. Watch the cut scene and then walk forward until you get to the door with the Rareware coin and the Nintendo coin on it. You will need to have gotten these from Cranky (Rareware) and the Nintendo coin from the DK Arcade machine in Frantic Factory. Open the door and grab the boss key and photograph the two banana fairies.

Take the key to K.Lumsy as usual, but instead of opening a new level, you'll notice we're all done with the locks surrounding his cage. He is now free to roam around the island (evidently chasing K.Rool while he's at it). He will knock down K.Rool's flying contraption when he accidentally trips over a rock. Find this collision spot and jump into the back of the contraption to begin the FINAL BOSS FIGHT!

11.6 Boss-K.Rool!

This boss fight is located in the green flying machine which K.Lumsy knocks down after you bring him the final key from Hideout Helm. The battle will take place in a boxing arena and will consist of a fight with each Kong. Who would have guessed that K.Rool would be defeated in such an odd place? From best to worst battles I'd rate Lanky as the most fun, then DK, then Chunky, then Diddy, then Tiny. Keep in mind that if you don't make it the first time (whether you die or run out of time) you will have another round to try again. I'm not sure how long this generosity goes on for because I've never wanted to keep dying and starting over long enough to find out. The boss fight is overall fairly easy, just keep calm!

Donkey Kong- You will enter the battle as DK (whether you jump in the flying machine as him or not). K.Rool will be lowered down from between the lights and you will meet our microphone host. The battle will begin with K.Rool butt slamming the ground to send out a shockwave. You will have 3 minutes to complete this battle. I recommend climbing one of the poles in the corners of the ring before he starts sending out these shockwaves so as to avoid them as much as possible. After he slams around for a bit, a cut scene will play

showing cannon barrels on top of each of the four poles. Climb up one of them and jump into the barrel at the top. You will see K.Rool punching the air and then he'll pause to turn and take in the crowd's applause. It is at this point you should shoot yourself at his head, knocking him back a bit. Then, run to the next pole and climb up and into the barrel. Do this fast because there will now be a multi-shockwave which is pretty insane. Repeat this process again. Note that the pause time will get shorter on each hit, so time carefully (especially on the last one!). Good luck! Once you hit him the fourth time, you will see the Kremlings (referees) ring the bell to start the next round (talk about an unfair fight).

Diddy Kong- OK, onto the second battle. You will notice that K.Rool has a new move. He can now shoot his boxing gloves at Diddy and do some pretty decent damage. Once the Diddy barrel appears, jump inside to get your rockets. Fly up to the four lights and find the one with the targets on both sides. Shoot both targets and the light will fall ontop of K.Rool's head. Watch him fumble around and then repeat this process four times. Make sure to avoid the gloves because they'll knock you out of the air and you'll have to re-jump in to the rocket barrel which is always a pain. You will have 3 minutes to complete this battle as well.

Lanky Kong- You will notice that K.Rool's fashion sense is pretty awful considering he still finds it necessary to wear that hideous light fixture on his head. As you may have noticed, he will be blind for this battle. You will have 3 minutes to complete this. He will begin by walking around the ring for about 10 seconds. Just try to avoid him while he does so. Then a cut scene will play in which four podiums rise around the ring. Use Lanky's long arms (press B) while facing these podiums to make banana barrels appear. Take the banana barrel and throw it on the ground to make a banana peel open up. Once you pick up the barrel you will notice that 4 music pads will appear (one in each corner of the ring). You will need to stand on the music pad to play your instrument in a spot where K.Rool will run directly at you from wherever he is standing at the time the instrument is played and slip on the banana peel. You can only use each music pad once and can only use each podium once. This one's fun, so have fun with it! Make him slip on 4 banana peels and he will once again be "saved by the bell!"

Tiny Kong- Ugh. This one's the worst. You will be Tiny Kong and you will have to pony tail twirl over the long, large shockwaves which he sends out. Eventually, a mini-monkey barrel will appear. Jump in it and then run inside K.Rool's hole in his shoe while he is bowing to the audience. You will be confronted with four hideous green toes. The ones that shake are about to squash you, so avoid being in their way. Once you avoid them long enough, the first toe will stick up, at which point you should hit it with your feather shooter. It will turn red and sort of giggle. You will then exit his shoe automatically and you should repeat the process. On the second toe, you will have to hit it twice. On the third toe, you will have to hit it three times. On the fourth toe (last but not least), you will have to hit it four times. This boss battle is boring and has a high potential of running out of melon slices, but you're almost done with the K.Rool fight so keep with it!

Chunky Kong- The last battle of this boss fight! Hooray! It will begin with K.Rool bouncing along the ring's walls, at which point he will turn invisible and there will be a Chunky switch in the middle. Slam it (while avoiding the invisible K.Rool) which will make four Chunky pads appear (one in each corner- each one you can only use once). Go stand on one of those and press Z to become invisible. This will make K.Rool appear and also a Hunky Chunky barrel in the middle. Jump into that barrel and you will be automatically placed in a corner of the ring facing K.Rool. He will charge at you and at the right timing (a little before he reaches you) you'll need to press Z+B to do a Primate Punch,

which will knock him back to where he started. If you don't get it the first time, don't sweat it. It takes a little while to get used to. Do this twice. On the third time when you're confronted with him as Hunky Chunky, he will be invisible when he charges at you. Try to time it using his shadow on the ground. The fourth and final time you have to hit him, he will not only be invisible, but he will also try to trick you by not coming directly at you. Instead, he will zig zag. If you don't get this the first time, don't worry about it! You can try again. Try to hit him when you think he's closest to you judging by his shadow. Deliver this final blow and the battle will be over, and you've beaten the game!!!!

~~*~ Congratulations ~*~*~*

The ending scene shows Candy distracting K.Rool as he tries to re-attack Chunky. Then, Funky comes in with his boot gun and quite literally gives K.Rool the boot. K.Rool is catapulted up and over DK Isles, where we run into K.Lumsy and a few seals in the cut scene. We will then see our banana fairies running wild around DK Isles and then watch all the Kongs hang out around DK's tree house. Congratulations on beating the game, once again! It's always fun to replay, so try to take the challenge of getting all the bananas, banana coins, dirt piles, battle arena crowns, and regular bananas on your own! Thanks for reading my walkthrough!

0012 Weapons/Instruments

I recommend getting all the stuff you need from Cranky's, Candy's, and Funky's as soon as you find them for each Kong. This way, you won't have to re-find their huts (they get very difficult to find later in the game) after you find a place where you need to use a special item.

Donkey Kong: To first get your coconut shooter, go to Funky's Armory in Jungle Japes. It will cost you 3 banana coins. Remember, you can always head back to Funky's to get a refill on your ammo for free. To use a gun, press Z + C left. To aim, press C up. To shoot, press B. Your first instrument (Bongos) will be located in Angry Aztec with Candy for 3 banana coins. To use the instruments, press and hold Z then press C up. If you press it on a pad it won't cost energy. If you don't, it will but this is sometimes very necessary. Like Funky's weapons, you can head back to Candy's at any time for a free refill on music energy. She also gives you another watermelon to add for your health. In Frantic Factory, one of the Kongs (it doesn't matter who) needs to fork over 3 coins for an Ammo Belt at Funky's. This will give us the power to carry 100 instead of 50 items for shooting. Gloomy Galleon also has an upgrade for all Kongs in the music department. Head to Candy's with 5 coins and get an upgrade from 10 to 15 energy points.

Diddy Kong: To get your peanut shooters, go to Funky's Armory in Jungle Japes. It will cost you 3 banana coins. Remember, you can always head back to Funky's to get a refill on your ammo for free. Your first instrument will be the guitar from Candy's in Angry Aztec. It will cost 3 coins. It's a very powerful weapon but costs energy which can also be refilled for free by visiting Candy's. In Fungi Forest, make sure you stop by Funky's for an ALL KONGS upgrade for 5 coins. It will give you HOMING ammo (red crates). This gives you the ability to lock on to targets without taking time to aim.

Tiny Kong: To get your feather shooter, go to Funky's Armory in either Jungle Japes or Angry Aztec. It will cost 3 banana coins. To get your instrument, visit Candy in Angry Aztec. Your saxophone will cost 3 coins. Tiny needs to head over to Cranky's at the beginning of Crystal Caves to get her Monkeyport upgrade.

Lanky Kong: To get your grape shooter, go to Funky's Armory in either Jungle Japes or Angry Aztec. It will cost 3 banana coins. To get your trombone, visit Candy in Angry Aztec. It will also cost 3 banana coins. In Crystal Caves, head by Cranky's to get your Orangstand Sprint potion for 7 coins. Also head on over to Funky's for an upgrade and to Candy's for an upgrade and an extra melon!

Chunky Kong: To get your pineapple shooter, go to Funky's Armory in either Jungle Japes, Angry Aztec, or Frantic Factory. It will cost 3 banana coins. To get your instrument, visit Candy in Angry Aztec or Frantic Factory. Your triangle will cost 3 coins. Head over to Cranky's in Crystal Caves to get your invisible gorilla potion for 7 coins. In CREEPY CASTLE: To get to Candy's from the main area with the warp pads, drop into the water and enter the door with the hole in it. Go forward and then make the first right into a room with Candy's hut. She will ask for 9 coins for an ALL KONGS Upgrade 2 where we will now get more musical energy. So you know, this whole tunnel will be referred to from time to time as "Candy's level". Now, head on over to Funky's which can be found by dropping down a level from the end of Candy's hall (by the #1 warp pad) and then dropping down one more level and entering a tunnel. Funky's is at the end of the tunnel. He will ask for 7 coins to get a Sniper for ALL KONGS. It will allow you to zoom in and out on targets.

0013 Banana Fairies

To unlock this, Tiny needs to go to the island in DK Isles with the giant banana fairy head on it (warp pad 5). Make Tiny miniature and go into the mouth of the giant head/entrance to Banana Fairy island. Talk to the crying banana fairy. She will ask if we can photograph/capture all her banana fairies which are let loose in each level. Of course we can! Why not add more tasks in this already complicated game? *Sigh*. Each Kong is now equipped with a camera. To use it, press Z + C down. To take a picture press B. We are also now armed with this cool thing that actually lets us both hurt enemies AND take out those dirt pads we've been seeing all over the place. All you have to do is press and hold B until you see those little orange flames around you. Let go and you'll shoot out this odd looking laser type thing on the ground. Stand on a dirt pad and do this and you'll get a multi-coin.

Banana Fairies in DK Isles: One will come from the box which Chunky has to Primate Punch in the "Lobby" of Frantic Factory. Another will come from the lobby of Fungi Forest when Tiny shoots her feather switch located near the back of the room up high. Another will come from the island where Chunky has a Hunky Chunky barrel (next to banana fairy island). Another will be on the corresponding monkeyport pad for Tiny on the way to Hideout Helm.

Banana Fairies in Jungle Japes: In the room with water in the tunnel where we needed Rambie to break open the wall for us to enter. The second one is where Lanky's #3 banana is. He has to get his banana for the banana fairy to appear.

Banana Fairies in Angry Aztec: In the llama temple near where Tiny has to become miniature to go through the pipe in the wall. The second one is in the maze temple with the narrow path in front. It is in Tiny's maze and you need to

enter through the small hole in the wall with her mini-monkey ability to get it.

Banana Fairies in Frantic Factory: After getting Tiny's banana #1 in this area, there will be a banana fairy by Funky's. Second, From the Toy Room, take the lift on the middle #4 block and photograph the banana fairy on the stairs.

Banana Fairies in Gloomy Galleon: With Chunky-From the entrance, go straight, past the tag barrel, into the room. Make the right into the broken ship. Primate Punch each treasure chest. The left one contains a banana fairy! Photograph it. Second, there is one where Tiny gets her 2nd banana.

Banana Fairies in Fungi Forest: There is one where Diddy gets his 2nd banana (after he actually takes the banana). There is a second one where DK gets his 2nd banana. You have to slam open a box in the attic to get to it.

Banana Fairies in Crystal Caves: There is one where Diddy gets his 2nd banana (you must receive the banana before it appears). Another comes after Tiny gets her 2nd banana.

Banana Fairies in Creepy Castle: There is one where Tiny gets her 1st banana. There is another where DK gets his 3rd banana.

Banana Fairies in Hideout Helm: There are two in the room locked by the Nintendo/Rareware coins.

Once you have all the banana fairies, take Tiny back to Banana Fairy Island to get the ULTIMATE BANANA.

0014 Jetpac Game/Rareware Coin

To unlock this, you must bring Cranky 15 banana medals. Banana medals are found with regular bananas throughout each level. Each Kong has 1 in each level, so I recommend trying to find all 100 bananas per Kong to find the medals. To get the Rareware Coin, you must beat the HIGH SCORE on this game. NOTE: YOU DO NOT HAVE TO BEAT THE GAME, JUST THE HIGH SCORE! You just have to wait for the Rareware coin to drop down as an item. You have 3 lives, but I recommend staying on the first level and racking up your points here because the next levels are very difficult to stay alive in. Shoot with B. There will be falling items throughout the first level and as long as you pick up the last one that fell, there will always be another one. Keep collecting points this way until you've beaten the high score, and then you can die. Cranky will give you the Rareware Coin. Good job!

0015 Nintendo Coin

This is found in Frantic Factory. It is obtained after you beat the DK arcade game for the second time (the first time you will get a Golden Banana-his 4th one in the walkthrough). Just when you thought you were done with that challenging arcade game, Squawks comes to challenge you to do it again! Ugh! And now, it's a lot more challenging than the last (Darn you, Nintendo!). But this time, you're playing for something much more valuable than one of the hundreds of golden bananas scattered throughout this game. Now, you're playing for the Nintendo Coin! Can you believe this is only level 2 of the arcade game? It will cost 2 coins each time you play (these are taken away from your banana coins). Beat the whole damn thing again (this took me about a week the first

time I played this game) to get your VERY well deserved Nintendo Coin (which you will need in order to gain entry to the final Boss battle). Remember, though, everything now is harder than the first time (and I thought the first time was hard). The barrels will not be the same pattern as before, and will be shot at random clear across the screen so watch out! There will be more fire balls than before (ugh), so make sure if there are too many to use the hammer to get rid of them. Goodluck!

0016 FAQs

Q: How do I free the llama in Angry Aztec?

A: The llama is freed using the DK Barrel Blast Course located in the Angry Aztec "world". This can be found in the second large area directly in front of the temple with the llama face on it. Press Z on the DK Barrel Blast Course pad to shoot through all the barrels, eventually setting the llama free and creating switches around the llama temple for other Kongs to get inside.

Q: How do I get to Diddy Kong in Jungle Japes?

A: I'll admit, I missed the obvious giant vine that leads up the cliff in Jungle Japes the first time I played this game and actually stopped playing for months until I realized it was there by watching the mini videos when you first put the game in. If you haven't found this yet, then enter Jungle Japes (your first level) and get to the point where you're facing a pool of water with two gates/cave doors across it. Go to the left and find the vine bulging from the cliff. Climb it. You'll get to Funky's Armory. Go right from here and swing across the vines to the barrel cannon. Shoot yourself up to get Diddy. You will need the Coconut Gun to get him, though. See Donkey Kong's Golden Banana's for Jungle Japes on how to free him.

Q: How do I get to the bonus barrel in the Angry Aztec lobby?

A: I've had this question asked numerous times. The bonus barrel that is unlocked by Chimp Charging the two gongs in the Angry Aztec lobby cannot be jumped to. It has to be "Pony Tail Twirl"ed to with Tiny Kong once you have her and get the potion from Cranky. Why the bonus barrel is allowed to appear before you have Tiny is beyond me. It obviously just makes things confusing. However, even when you have Tiny and the Pony Tail Twirl potion, the barrel isn't the easiest to reach. You must stand on the highest point you can (one of the platforms on the top of the staircase in there) and time it just right as the bonus barrel floats up and down. You can't reach it when it's up, so make sure that you time your jump correctly.

Q: In Frantic Factory, in the area with the large machine with the Kong switches around the room, how do I get the elevator by Lanky's switch to start moving?

A: You will need to complete DK's second Golden Banana for this level in order to get the elevator moving.

Q: I've had several emails asking for extra help with the Creepy Castle Boss (K.Rool Cut-Out).

A: If you're having troubles, PLEASE feel free to e-mail me EXACTLY what you're doing in the boss step by step. I've had three people do this for me and every time I've been able to locate their error and help them through it. Emails, emails, emails!

0017 Legal Disclaimer

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