

Donkey Kong 64 FAQ/Walkthrough

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Donkey Kong 64 FAQ & Walkthrough
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1. Characters

This section lists the range of abilities of each character in the game.

DONKEY KONG

Available at : It's your starting character so you begin with him!

BASIC MOVES:

Climbing: Just hop on a tree and you will be able to climb it, press A to jump off.

Swimming: Press Z while swimming on water to dive underwater, press A to swim fast and B to swim slowly.

Attacks: Press B to perform basic attacks, usually a 3 hit combo if you keep pressing B.

Running Attack: Press B while moving to perform an attack while moving.

Jumping Attack: Press B while in the air to perform an air attack.

Backflip: Hold Z and press A to jump higher than a normal jump.

Long Jump: While moving, press Z and press A immediatly after to perform a jump over distance, but not too high.

Barrel Roll: While running, press Z and press B immediatly after to perform a barrel roll.

Advanced Moves:

Simian Slam : Press Z while in the air to smash on the ground, there are 3 levels to this move, the first for green switches, second for blue switches and third for red switches.

Baboon Blast: Press the Z button when on a Donkey Pad to send yourself flying to the Blast Barrel course of the current stage.

Gorilla Grab: Press B while on the footprints before a lever to pull it.

Strong Kong: Enter a Donkey Barrel to be invincible, this moves guzzles down your Crystal Coconuts so use it wisely. Hold the Z buttong and press left C to end the move.

Coconut Shooter: Hold Z and press left C to get your gun out, same to put it away. Press B to shoot. When you get Sniper Mode, you can use the left and right C buttons to zoom in an out.

Bongo Blast: Hold Z and press up C to play a tune on your instrument. Uses 1 unit of energy for each use, except when standing on the correct musical pad.

Grenade Throw: Hold Z and press right C to throw one of your orange grenades.

Banana Camera: Hold Z and press down C to get out the camera to photograph banana fairies.

Powered Move: Hold the B button to power up and release it to unleash the power.

DIDDY KONG

Available at : Inside the Jungle Japes stage, use Donkey to free him.

BASIC MOVES:

Climbing: Just hop on a tree and you will be able to climb it, press A to jump off.

Swimming: Press Z while swimming on water to dive underwater, press A to swim fast and B to swim slowly.

Attacks: Press B to perform basic attacks, usually a 3 hit combo if you keep pressing B.

Running Attack: Press B while moving to perform an attack while moving.

Jumping Attack: Press B while in the air to perform an air attack.

Backflip: Hold Z and press A to jump higher than a normal jump.

Long Jump: While moving, press Z and press A immediately after to perform a jump over distance, but not too high.

Double Jump: Jump while running and press A as you touch the ground to perform a Double Jump.

Advanced Moves:

Simian Slam : Press Z while in the air to smash on the ground, there are 3 levels to this move, the first for green switches, second for blue switches and third for red switches.

Chimpy Charge: Hold Z and press to B to perform a chimpy charge, useful to knock down some barriers and push switches.

Rocket Barrel Boost: Enter a Diddy Barrel to activate your jetpacks. Press A to lift in the air, hold Z to hover at the same place and press B to fire your guns. To end the move, land on the ground. This move uses your Crystal Coconuts to power the jetpacks.

Simian Spring: Hold Z while on a Diddy pad to perform a very high jump.

Peanut Poppuns: Hold Z and press left C to get your gun out, same to put it away. Press B to shoot. When you get Sniper Mode, you can use the left and right C buttons to zoom in and out.

Guitar Gazump: Hold Z and press up C to play a tune on your instrument. Uses 1 unit of energy for each use, except when standing on the correct musical pad.

Grenade Throw: Hold Z and press right C to throw one of your orange grenades.

Banana Camera: Hold Z and press down C to get out the camera to photograph banana fairies.

Powered Move: Hold the B button to power up and release it to unleash the power.

LANKY KONG

Available at : Inside Angry Aztec, use Donkey to free him.

BASIC MOVES:

Climbing: Just hop on a tree and you will be able to climb it, press A to jump off.

Swimming: Press Z while swimming on water to dive underwater, press A to swim fast and B to swim slowly.

Attacks: Press B to perform basic attacks, usually a 3 hit combo if you keep pressing B.

Running Attack: Press B while moving to perform an attack while moving.

Jumping Attack: Press B while in the air to perform an air attack.

Backflip: Hold Z and press A to jump higher than a normal jump.

Long Jump: While moving, press Z and press A immediately after to perform a jump

over distance, but not too high.

Advanced Moves:

Simian Slam : Press Z while in the air to smash on the ground, there are 3 levels to this move, the first for green switches, second for blue switches and third for red switches.

OrangStand: Hold Z and press B, then hold the Z button to walk on your hands, this move lets you climb steep slopes.

Baboon Balloon: Press Z on a Lanky Pad to inflate yourself. Press Z to deflate. This move lasts a short time.

OrangSprint: Enter a Lanky Barrel to perform an OrangSprint. This lets you walk on your hands at inconceivable speed! It uses Crystal Coconuts to work.

Grape Pipe: Hold Z and press left C to get your gun out, same to put it away. Press B to shoot. When you get Sniper Mode, you can use the left and right C buttons to zoom in an out.

Trombone Tremor: Hold Z and press up C to play a tune on your instrument. Uses 1 unit of energy for each use, except when standing on the correct musical pad.

Grenade Throw: Hold Z and press right C to throw one of your orange grenades.

Banana Camera: Hold Z and press down C to get out the camera to photograph banana fairies.

Powered Move: Hold the B button to power up and release it to unleash the power.

TINY KONG

Available at : In the Angry Aztec stage, use Diddy to free her.

BASIC MOVES:

Climbing: Just hop on a tree and you will be able to climb it, press A to jump off.

Swimming: Press Z while swimming on water to dive underwater, press A to swim fast and B to swim slowly.

Attacks: Press B to perform basic attacks, usually a 3 hit combo if you keep pressing B.

Running Attack: Press B while moving to perform an attack while moving.

Jumping Attack: Press B while in the air to perform an air attack.

Backflip: Hold Z and press A to jump higher than a normal jump.

Long Jump: While moving, press Z and press A immediatly after to perform a jump over distance, but not too high.

Sliding Kick: While running, press Z and press B immediatly after to perform a barrel roll.

Advanced Moves:

Simian Slam : Press Z while in the air to smash on the ground, there are 3 levels to this move, the first for green switches, second for blue switches and third for red switches.

Mini-Monkey: Enter a Tiny Barrel to shrink your size. Hold Z and press left C to end the move. It uses Crystal Coconuts to work.

Pony Tail Whirl: Press A to jump and A again to float using your pony tail, don't forget to hold A!

Monkeyport: Press Z while on a Tiny Pad to teleport in another location.

Feather Bow: Hold Z and press left C to get your gun out, same to put it away. Press B to shoot. When you get Sniper Mode, you can use the left and right C buttons to zoom in an out.

Saxophone Slam: Hold Z and press up C to play a tune on your instrument. Uses 1 unit of energy for each use, except when standing on the correct musical pad.

Grenade Throw: Hold Z and press right C to throw one of your orange grenades.

Banana Camera: Hold Z and press down C to get out the camera to photograph banana fairies.

Powered Move: Hold the B button to power up and release it to unleash the power.

CHUNKY KONG

Available at : In the Frantic Factory stage, only Lanky can free him.

BASIC MOVES:

Climbing: Just hop on a tree and you will be able to climb it, press A to jump off.

Swimming: Press Z while swimming on water to dive underwater, press A to swim fast and B to swim slowly.

Attacks: Press B to perform basic attacks, usually a 3 hit combo if you keep pressing B.

Running Attack: Press B while moving to perform an attack while moving.

Jumping Attack: Press B while in the air to perform an air attack.

Backflip: Hold Z and press A to jump higher than a normal jump.

Long Jump: While moving, press Z and press A immediatly after to perform a jump over distance, but not too high.

Advanced Moves:

Simian Slam : Press Z while in the air to smash on the ground, there are 3 levels to this move, the first for green switches, second for blue switches and third for red switches.

Hunky Chunky: Enter a Chunky Barrel to get even more big and be even more heavy. Uses Crystal Coconuts to maintain your size.

Primate Punch: Hold Z and press B to unleash Chunky's brute strength into one fierce punch.

Gorilla Gone: Press Z while on a Chunky Pad to be invisible, when invisible you can see things that weren't there before...

Pineapple Launcher: Hold Z and press left C to get your gun out, same to put it away. Press B to shoot. When you get Sniper Mode, you can use the left and right C buttons to zoom in and out.

Triangle Trample: Hold Z and press up C to play a tune on your instrument. Uses 1 unit of energy for each use, except when standing on the correct musical pad.

Grenade Throw: Hold Z and press right C to throw one of your orange grenades.

Banana Camera: Hold Z and press down C to get out the camera to photograph banana fairies.

Powered Move: Hold the B button to power up and release it to unleash the power.

2. World locations

Simply the location of each world's portals.

DK Isles: You begin in it!!!!

Jungle Japes: In the cavern to the left of the Bananaports, opened when you've talked to K. Lumsy.

BANANAS NEEDED: 1

Angry Aztec: If you activated Bananaport 2, take it and you'll end up in front of it. If you didn't activate it, then refer to the Bananaport 2 section of the DK Isles to know the way. Opens when you've brought the Jungle Japes Boss Key to K. Lumsy.

BANANAS NEEDED: 5

Frantic Factory: If you activated Bananaport 4, take it and you'll end up in front of it. If you didn't activate it, then refer to the Bananaport 4 section of the DK Isles to know the way. Opens when you've brought the Angry Aztec Boss Key to K. Lumsy.

BANANAS NEEDED: 15

Gloomy Galleon: From the Bananaports, swim underwater and follow the coast of K. Rool's island to the right and you'll see an underwater entrance, it's there. Opens when you've brought the Angry Aztec Boss Key to K. Lumsy.

BANANAS NEEDED: 30

Fungi Forest: Take Bananaport 3 (or walk if you've not activated it), go inside the cannon on the small island near the coast of DK's island. You'll end up before the entrance. The cannon is available when you've brought the Frantic Factory and Gloomy Galleon boss keys to K. Lumsy.

BANANAS NEEDED: 50

Crystal Caves: Use Tiny to go there, take Bananaport 2 (or walk if you've not activated it), go to the right of the Angry Aztec lobby past the 2 rocks until you come to the edge. Jump and use her Turning Pony Tail technique to float around the wall on the ledge to the entrance. Opened when you've brought the Fungi Forest boss key to K. Lumsy.

BANANAS NEEDED: 65

Creepy Castle: Take Bananaport 1 (or walk if you've not activated it), go in the big cannon on the small island near K. Lumsy's prison. You'll be launched in the lobby. The cannon is available when you've brought the Fungi Forest boss key to K. Lumsy.

BANANAS NEEDED: 80

Hideout Helm: Use Tiny to get there, take Bananaport 1 (or walk if you've not activated it) swim to the behind of K. Rool's island and check near the wall, use the Monkeyport there to teleport to the top. Walk around the wall and jump in the mouth, then enter. Opened when you've brought the Creepy Castle boss key to K. Lumsy.

BANANAS NEEDED: 100

K. Rool's Crashed Ship: Take Bananaport 3 (or walk if you've not activated it) and check the biggest chunk of debris for a hole, fall in it for the final battle. Available when you've liberated K. Lumsy.

BANANAS NEEDED: You only need to get there!! (In other terms: 100)

3. Important locations

This lists each bananaport location as well as the supposed entrance and exit, bananaports can be taken either way though. This also lists the location of the different Characters houses and the Troff 'n Scoff Portals.

DK ISLES

++++++BANANAPORTS++++++

+ Bananaport 1

Entrance: Right in front of the exit from the beginning area.

Exit: In front of the entrance to K. Lumsy's prison to the left of K. Rool's Island. You see it from the entrance of this bananaport.

+ Bananaport 2

Entrance: Right in front of the exit from the beginning area.

Exit: In front of the entrance to the Angry Aztec temple, to get there on foot, go to the right from the entrance, up on the ledge you see, climb the tree. Hop across the 3 vines, go up the stairs and you should be in front of the Angry Aztec temple.

+ Bananaport 3

Entrance: Right in front of the exit from the beginning area.

Exit: In front of the waterfall on DK's island. Go to the left of the entrance

until you hear the sound of a waterfall, it's right by the lake and waterfall.

+ Bananaport 4

Entrance: Right in front of the exit from the beginning area.

Exit: In front of the entrance to the Frantic Factory lobby on K. Rool's island. To go there, swim to the island and go to the left, go up the platforms, don't cross the hovering vines, continue going up and you'll eventually find it. You can't access that one until you've gotten the Boss Keys for Jungle Japes and Angry Aztec.

+ Bananaport 5

Entrance: Right in front of the exit from the beginning area.

Exit: To the left of the Fairy's head on the island to the right of K. Rool's island. To get there, just swim to it and check to the left of the stone head.

+ 2nd Bananaport 1

Entrance: Inside the mouth to Hideout Helm, to the left.

Exit: Inside the mouth to Hideout Helm. Use Chunky to activate it, use the Chunky pad and swing across the new vines while invisible.

+++++CHARACTERS HOUSES+++++

Cranky's Lab: From behind DK's house, follow the road to the right.

Snide's HQ: From the Bananaports, go to K. Rool's island and go up the swirling walkway around the island. Swing across the vines you'll find and enter the cave. It's there.

JUNGLE JAPES

+++++BANANAPORTS+++++

+ Bananaport 1

Entrance: Behind your starting position.

Exit: Follow the first cave and it's near the end.

+ Bananaport 2

Entrance: Near the grate on the ground a little farther from the Bananaport 1 Exit.

Exit: From Funky's Store, go to the right and swing across the 3 vines, jump into the cannon and go down the slope to the left. Go around the structure by the left and you should pass by it.

+ Bananaport 3

Entrance: To the left of Bananaport 2 Entrance, near the cave entrance.

Exit: To the right of Bananaport 2 Entrance, cross the river and check to the

left of the cave entrance, it's there.

+ Bananaport 4

Entrance: To the north of Bananaport 2 Entrance, swim across the lake and enter the cave entrance, it's right on the edge. You can only access this area after having collected Donkey's Golden Banana #2.

Exit: From Bananaport 4 Entrance, follow the cave turning only when you need to until you come to Cranky's Lab, it's right in front of it.

+ Bananaport 5

Entrance: On top of the structure leading to the mine, to the left of Diddy's prison. You must get Diddy's Golden Banana #5 for it to appear.

Exit: From Bananaport 3 Entrance, go inside the cave and follow it to the exit on the other side, you'll see it when you come out.

+++++CHARACTERS HOUSES+++++

Cranky's Lab: Near Bananaport 4 Exit.

Funky's Store: From Bananaport 3 Entrance, climb the vine in the water and you'll see it.

Snide's HQ: From Bananaport 2 Exit, go to the left and down the slope, it's right there.

+++++TROFF 'N SCOFF PORTALS+++++

#1: From Bananaport 2 Entrance, go to the right and cross the river, climb the second tree you come by and swing across the vines.

#2: From Cranky's Lab, go inside the cave and turn left, and follow the cave until you come to a room with a rock, look to the left and the portal is there.

#3: From the beginning, enter the first cave and cross the door about mid-way through the cave. The portal is to the right of the room. This portal is accessible to all characters when Diddy got his Golden Banana #1.

ANGRY AZTEC

+++++BANANAPORTS+++++

+ Bananaport 1

Entrance: From the beginning, just swing accross the vines to get near it.

Exit: From Bananaport 1 Entrance, continue down the hallway until you're outside. Go to the left and you'll see it before a sandpit.

+ Bananaport 2

Entrance: From Bananaport 1 Exit, go toward the big temple to the north and it's near the bottom of the steps.

Exit: From Bananaport 2 Entrance, follow the hallway to the right, it's just

before going outside.

+ Bananaport 3

Entrance: A little farther than Bananaport 2 Exit.

Exit: From Bananaport 2 Entrance, go into the tunnel to the right and follow the hallway to a big switch, turn to the right and walk across the twisting walkway. It's in front of Cranky's Lab.

+ Bananaport 4

Entrance: Just to the right of Bananaport 3 Entrance.

Exit: From Bananaport 4 Entrance, circle around the snadpit from the right until you see Funky's Store, go toward it and you'll see it, it's right in front of the store.

+ Bananaport 5

Entrance: From Bananaport 4 Exit, climb the nearest tree and swing across the vines, look to your right and you'll see it.

Exit: Appears when you've gotten Donkey's Golden Banana #5. Appears near it.

+ Second Bananaport 1

Entrance: Down the right stairs inside Llamla's temple look near the stairs.

Exit: From 2nd Bananaport 1 Entrance, go up the 2 set of stairs to the right of the pool inside Llamla's temple. Look at the top, it's near the Tag barrel.

+ Second Bananaport 2

Entrance: Down the left stairs inside Llamla's temple look near the stairs.

Exit: You can only use Tiny to activate that one, from Llamla's temple entrance, go down the left steps and up the next set of stairs to the left of the pool. Enter the left room and hop in the Tiny barrel to the right of the room, enter the small entrance of the vase. Once on the other side, look to the left of the Kasplat.

+++++CHARACTERS HOUSES+++++

Cranky's Lab: Just in front of Bananaport 3 Exit.

Funky's Store: Near Bananaport 4 Exit.

Snide's HQ: From Funky's Store, climb the nearest tree and swing across the vines. Climb the next tree (it's in the sand), and swing across the vines at the top. Fall down the platform you end up on and look around, you can't miss it.

Candy's Music Shop : From Bananaport 1 Exit, just swing across the vines to get to it.

+++++TROFF 'N SCOFF PORTALS+++++

#1: To the left of Candy's Music Shop.

#2: To the left of Cranky's Lab.

#3: To the right of Funky's Store

#4: Go to the next temple to the left of Llamla's and go around it so you're behind. Check the wall to find it.

#5: To the left of Bananaport 5 Entrance.

FRANTIC FACTORY

++++++BANANAPORTS++++++

+ Bananaport 1

Entrance: To the left of the red carpet at the beginning.

Exit: From Bananaport 4 Entrance, go into the nearby tunnel and check in the far right corner of the room.

+ Bananaport 2

Entrance: To the right of the red carpet at the beginning.

Exit: From Bananaport 5 Entrance, go in the tunnel to the toy room and through the tunnel to the far left. Climb the pole and turn to the right inside the room, check around the left wall for the Bananaport.

+ Bananaport 3

Entrance: From the beginning, go straight north and check at the right of the second room.

Exit: Near Snide's HQ.

+ Bananaport 4

Entrance: From the beginning, go into the left tunnel and down the pole. Follow the hallway to the factory and go around it. It's on the other side.

Exit: From Bananaport 4 Entrance, go to the right of the factory and hop on the moving platform near the Kasplat. Follow the floor, hop on the pipe, go to the middle. Climb the ladder on the left side of the middle and work your way past the moving walls and turning pipe. Follow the floor to the end and jump on the turning platforms that passes by. Jump off on the other side, you'll be right by the Bananaport.

+ Bananaport 5

Entrance: From the beginning, go to the right and through the metal gate in the tunnel. Climb up the pole and turn right at the intersection. In the toy room. Go on the block at the far right corner of the room. Jump on it and wait for the platform to lift up so you can enter the tunnel. It's in the room there.

Exit: From Bananaport 1 Exit, go into the tunnel near the Troff 'n Scoff portal and climb the pole there. Turn to the left at the intersection and check on the table.

+++++CHARACTERS HOUSES+++++

Cranky's Lab: From the room with Chunky's cell, climb the boxes to the left of the room and enter the tunnel, it's in the room at the end.

Funky's Store: Near Bananaport 5 Entrance.

Snide's HQ: From the Beginning, go to the right tunnel and through the metal gate. Climb up the pole and turn left at the intersection. Fall through the hole and you'll be right by it.

Candy's Music Shop : Same as Cranky's Lab.

+++++TROFF 'N SCOFF PORTALS+++++

#1 : In the same room as Chunky's cell, it's in plain view.

#2 : Near Bananaport 5 Exit. By the DK Arcade.

#3 : Above one of the toy blocks in the toy room.

#4 : Check around the structure near Bananaport 2 Exit.

#5 : From Bananaport 4 Exit, continue past the 3 moving platforms and follow the floor, you'll see it soon enough.

GLOOMY GALLEON

+++++BANANAPORTS+++++

+ Bananaport 1

Entrance: From the beginning, follow the tunnel without turning and you'll see it.

Exit: Around the lighthouse.

+ Bananaport 2

Entrance: On a crate to the right of Bananaport 1 Entrance.

Exit: From the beginning of the shipyards, go to the floating debris to the left, it's on it.

+ Bananaport 3

Entrance: From the beginning, take the second tunnel to your right and go on the water. Enter the niche to the left, it's to the right of Snide's HQ.

Exit: From Bananaport 1 Entrance, hop in the nearby cannon and swing across the vines.

+ Bananaport 4

Entrance: From the beginning of the shipyards, go straight to the first floating debris you see, it's on it.

Exit: Appears once you have gotten Diddy's Golden Banana #1.

+ Bananaport 5

Entrance: From the beginning of the shipyards, go to the floating debris to the right, it's on it.

Exit: Around the lighthouse.

+++++CHARACTERS HOUSES+++++

Cranky's Lab: From Bananaport 1 Entrance, follow the left wall to a cannon and hop in it.

Funky's Store: From Bananaport 5 Entrance, follow the debris until you see it.

Snide's HQ: Near Bananaport 3 Entrance.

Candy's Music Shop : From Bananaport 4 Entrance, go to the debris to the left of the one you're on.

+++++TROFF 'N SCOFF PORTALS+++++

#1 : Inside the lighthouse lake, it's at the bottom of the hole with Crystal Coconuts around.

#2 : From the lighthouse, go swim to the big gate and go to the tunnel underwater to the right of it. It's in the room you'll arrive to.

#3 : From Bananaport 1 Entrance, take the nearby cannon and swing across the vines. Go across the planks to the right.

#4 : Underwater, behind the sinked ship near Bananaport 2 Exit.

#5 : Behind the tree with all the musical pads on it near Funky's Store.

FUNGI FOREST

+++++BANANAPORTS+++++

+ Bananaport 1

Entrance: Around the giant cuckoo clock at the beginning.

Exit: From the beginning, take the second tunnel to the left and check to the right of the mill there.

+ Bananaport 2

Entrance: Around the giant cuckoo clock at the beginning.

Exit: From the beginning, take the first tunnel to the left and go in a straight line through the tomato field. You'll see it near Funky's Store.

+ Bananaport 3

Entrance: Around the giant cuckoo clock at the beginning.

Exit: From the beginning, take the first tunnel to the right and continue

straight to the giant mushroom, it's in front of it's entrance.

+ Bananaport 4

Entrance: Around the giant cuckoo clock at the beginning.

Exit: From the giant mushroom, go through the tunnel to the left and you'll find it in front of the hole in the giant tree.

+ Bananaport 5

Entrance: From the beginning, go to the first tunnel to the right and go to the left in the area you come to. It's near the Tag barrel.

Exit: Climb to the top of giant mushroom, you'll see it when you get at outside at the top.

+++++CHARACTERS HOUSES+++++

Cranky's Lab: From the beginning, take the first tunnel to the right and go to the right of the giant mushroom to find it.

Funky's Store: Near Bananaport 2 Exit.

Snide's HQ: Day time required for this one. From the beginning, go to the second tunnel to the left and go to the right in the second area you arrive to.

+++++TROFF 'N SCOFF PORTALS+++++

#1: Night time required for this one. From Funky's Store, go through the door to the left of the tomato field.

#2: Day time required for this one. To the left of Snide's HQ.

#3: Around the top of the giant mushroom.

#4: Night time required. From the mill area, go to the left and around the weeds surrounding the hosue, it's in the small part behind them.

#5: To the right of Bananaport 4 Exit.

CRYSTAL CAVES

+++++BANANAPORTS+++++

+ Bananaport 1

Entrance: Follow the beginning tunnel to find it.

Exit: From Cranky,s Lab, jump in the water to the left and swim to the igloo on the right. It's on a small platform to the left of it.

+ Bananaport 2

Entrance: Follow the beginning tunnel to find it.

Exit: From Candy's Music Shop, go to the right and use the pillars to go on the higher bridge. You'll find it in the middle of the platform there.

+ Bananaport 3

Entrance: On a small platform to the left of the paltform with Bananaport 1
Exit.

Exit: Appears nearby when you've collected Tiny's Golden Banana #1.

+ Bananaport 4

Entrance: On a pillar in the water near Cranky's Lab, fly there with Diddy.

Exit: Only Tiny can activate this one. From Funky's Store, go accross the
bridge and jump on the small ledge to the right. Hop in the Tiny barrel and
Pony Tail Whirl back to the main platform, go in the small tunnel to the right
and you'll find it in the room you get to.

+ Bananaport 5

Entrance: From Candy's Music Shop, go to the left end of the wood building, use
the crates to get to the second & third floor and go to the right on the third
floor to find it.

Exit: Only Diddy can activate this one. From Funky,s Store, cross the bridge
and hop in the Diddy barrel. Fly ato pthe high pillar to the left and activate
the Bananaport on top.

++++++CHARACTERS HOUSES++++++

Cranky's Lab: From Snide's HQ, go past the tunnel and jump in the water, go
back ashore on the other side to the right. Follow the path to the right,
jumping across chasms and cross the bridge you'll see. You'll see it after the
bridges.

Funky's Store: From Cranky's Lab, cross the bridges and follow the path to the
right, jumping across the chasms. Jump past the pillars and you'll reach it
eventually.

Snide's HQ: On the other side of the ice wall to the far right of Bananaport 1
Entrance.

Candy's Music Shop: From Funky's Store, jump in the water and go through the
waterfall. Go ashore on the left and you'll see it on the right.

++++++TROFF 'N SCOFF PORTALS++++++

#1 : To the left of Snide's HQ.

#2 : From Cranky's Lab, cross the 2 bridges and enter the tunnel (Previously
blocked by an ice wall), it's to the right of the room you arrive to.

#3 : Atop the house to the right of Bananaport 2 Exit.

#4 : Atop the house to the left of Bananaport 2 Exit.

CREEPY CASTLE

++++++BANANAPORTS++++++

+ Bananaport 1

Entrance: From the beginning, cross the bridge, go up the stairs and climb up the ladder. It's on the far left.

Exit: From the beginning, cross the bridge, go up the stairs and follow the path. Jump across the 2 moving platforms and go up the stairs to the Bananaport.

+ Bananaport 2

Entrance: It's to the right of Bananaport 1 Entrance.

Exit: From Bananaport 5 Entrance, cross the bridge on the right and follow the path to a tag barrel on a small platform, the Bananaport is near it.

+ Bananaport 3

Entrance: It's to the right of Bananaport 2 Entrance.

Exit: Near Cranky's Lab.

+ Bananaport 4

Entrance: It's to the right of Bananaport 3 Entrance.

Exit: From Cranky's Lab, follow the path on the left up to a house and trash can. It's near those.

+ Bananaport 5

Entrance: It's to the right of Bananaport 4 Entrance.

Exit: From Bananaport 4 Exit, follow the path on the left all the way to the top to find it.

+ 2nd Bananaport 1

Entrance: Access the skull figure inside Creepy Castle with Donkey, Diddy or Chunky. The Bananaport is right inside.

Exit: From 2nd Bananaport 1 Entrance, take the tunnel to the left and take the left tunnel in the next intersection. It's at the end.

+ 2nd Bananaport 2

Entrance: To the right of 2nd Bananaport 1 Entrance.

Exit: From 2nd Bananaport 1 Entrance, take the tunnel to the left and take the right tunnel in the next intersection. It's at the end.

+ 2nd Bananaport 3

Entrance: To the right of 2nd Bananaport 2 Entrance.

Exit: From 2nd Bananaport 3 Entrance, take the tunnel to the right and you'll find the Bananaport at the end.

+++++CHARACTERS HOUSES+++++

Cranky's Lab: From Bananaport 2 Exit, cross the bridge on the left, you'll see it on the other side.

Funky's Store: From Bananaport 1 Exit, jump on the lower floor and go inside the entrance there. Follow the hallway without turning at the 4-way intersection to find the store.

Snide's HQ: To the right of Bananaport 5 Exit.

Candy's Music Shop: From Bananaport 1 Exit, enter the entrance nearby and follow the hallway, past a door. take the left tunnel after the door and you'll find the shop.

+++++TROFF 'N SCOFF PORTALS+++++

#1: To the right of Funky's Store.

#2: To the left of Candy's Music Shop.

#3: Behind Bananaport 2 Exit.

#4: Behind Bananaport 4 Exit.

#5: From Bananaport 1 Exit, jump on the lower floor and go to the right of the entrance there. Follow the path to the end to find the portal.

4. Donkey's walkthroughs

This section contains anything Donkey can pick up in the different worlds. Special is the section where all stuff not related to other things ends up (Switches, abilities, etc...). DK dirt spots always gives Rainbow coins which gives 5 coins to each Kong (Including those you haven't rescued yet!) to get them, use the powered up B move given by the Banana Fairy.

DK ISLES

+++++GOLDEN BANANAS+++++

Golden Banana #1: Go into the cave to the left of K. Rool's island (The one the parrot talked about). Listen to K. Lumsy and go back outside. Take the bananaport back to the beginning and go to the left, you should see the banana in the newly crafted entrance a little away from the bananaports.

Golden Banana #2: From the cave entrance leading to Snide's HQ, check under the platform towards the vines, jump on the lower platform you see and fire your gun on the Coconut Switch there. Enter the nearby door and collect the banana!

Golden Banana #3: Inside the Frantic Factory lobby, use the Gorilla Grab on the lever there and jump on the moving platform. Use your instrument on the musical pad at the top. Collect the banana.

Golden Banana #4: Inside the cave to Crystal Caves, go through the left hallway and hop in the Donkey barrel there. Go back to the entrance of the cave and take the right tunnel. Walk on the lava to collect the banana.

Golden Banana #5: Inside the mouth to Hideout Helm, use the Sniper Mode on your

gun to shoot the Coconut Switch over the door to Hideout Helm. Cross the new bridge and kill the Kasplat there. Collect the blueprint and bring it back to Snide.

++++++BANANA COINS++++++

3 Coins : Go inside the cave behind DK's house, and you'll find them at the end of the cave.

++++++DK DIRT SPOT++++++

Dirt Spot #1: Go inside the cave behind DK's house, and you'll find it at the same place as the 3 banana coins.

*Can be gotten by anyone.

Dirt Spot #2: Climb the tree to the right of DK's house (The one nearest to the water) and you'll find some hovering vines, hop across them and go to the end of the cave, it's in the middle.

*Can be gotten by anyone.

Dirt Spot #3: From the bananaports, go to the right and jump up on the ledges a little farther, climb the tree and should see it on the ground at the same level as the tree top.

*Can be gotten by anyone.

Dirt Spot #4: Right in front of the cabin leading to the Fungi Forest world.

*Can be gotten by anyone.

Dirt Spot #6: Around K. Lumby's cell.

*Can be gotten by anyone.

++++++BANANA FAIRIES++++++

#1 : Go on the island to the right of the island with a fairy face on it, it's floating around the top of the tree there.

*Can be gotten by anyone.

#2 : Inside the box with a "?" mark on it in Frantic Factory lobby, have Chunky break the box.

*Can be gotten by anyone after Chunky broke the box.

#3 : Inside the cabin leading to Fungi Forest, go to the left and check up the left wall. Use Tiny's Feather Bow to shoot the Feather Switch. The fairy will then appear in the room.

*Can be gotten by anyone once the fairy has been released.

#4 : At the top of K. Rool's island, behind the crocodile head.

*Can be gotten by anyone.

++++++BATTLE ARENAS++++++

#1 : Near Snide's HQ, have Chunky lift the rock there.

*BISH BASH BRAWL BONUS!

Difficult: Medium

Rules: Withstand the onslaught for 60 seconds.

Help: Knock down every enemy in sight. Be sure to keep the Kasplat down because he has a nasty shockwave move that can easily knock you off the platform. If you keep the Kasplat down, the rest is easy.

*Can be gotten by anyone after Chunky lifted the rock.

+++++++SPECIAL+++++++

Grenade Throwing Ability: Go to Cranky's Lab by following the sign behind DK's house. Go back in front of DK's house and go to the clearing around the tree to the left of the house, enter the left barrel of the second row.

*GRENADE THROWING BONUS!

Difficulty: Easy

Rules: Pick up and throw 5 grenades within 60 seconds.

Help: Just pick up the grenades around the tree. Hold Z and press right C to throw one. Easy no?

Barrel Throwing Ability: Go to Cranky's Lab by following the sign behind DK's house. Go back in front of DK's house and go to the clearing around the tree to the left of the house, enter the right barrel of the second row.

*BARREL THROWING BONUS!

Difficulty: Easy

Rules: Pick up and throw 5 barrels within 60 seconds.

Help: Pick up a barrel near the tree and throw it anywhere, repeat with the 4 other barrels.

Vines Grabbing Ability: Go to Cranky's Lab by following the sign behind DK's house. Go back in front of DK's house and go to the clearing around the tree to the left of the house, enter the right barrel of the first row.

*VINES GRABING BONUS!

Difficulty: Easy

Rules: Collect the coin within 60 seconds.

Help: Climb the tree, hop on the nearest vine and press A to jump on the next when the vine is swinging towards the next one. You'll collect the coin after 3 vines.

Underwater Swimming Ability: Go to Cranky's Lab by following the sign behind DK's house. Go back in front of DK's house and go to the clearing around the tree to the left of the house, enter the left barrel of the second row.

*UNDERWATER SWIMMING BONUS!

Difficulty: Easy

Rules: Collect the coin within 60 seconds.

Help: Press Z to dive underwater and press A to swim, collect the coin at the bottom of the water, in the middle.

Simian Slam Ability: Return to see Cranky after getting the 4 abilities mentioned above (You know the way to Cranky's house no?). He'll give you the Simian Slam (Buttus Bashium).

Opening the door to the outside: Go inside the cave in front of DK's house and use the Simian Slam ability on the switch in front of the door.

Help Diddy: From the entrance to Creepy Castle, fire your gun on the Coconut-marked door to open it.

JUNGLE JAPES

+++++++GOLDEN BANANAS+++++++

Golden Banana #1: In front of Diddy's prison, from Funky's Store, go to the right, swing across the vines and jump into the cannon to be launched to it.

Golden Banana #2: Go to the Entrance of Bananaport 3 and shoot the Coconut Switch above the doorway, take the Bananaport 3 and shoot the other Coconut Switch above that doorway. Take the Bananaport 3 again and go climb the vine in the water leading the Funky's Store. Go to the edge to the right (near the hovering vines) and fire on the Coconut Switch above the doorway below. Now, swing accross the vines and jump into the cannon, collect the banana in the doorway. This one is accessible after you've collected Golden Banana #1.

Golden Banana #3: Go inside the cave near Bananaport 3 Entrance and kill the first Kasplat you see, collect the blueprints and return it to Snide, above Funky's Store.

Golden Banana #4: After breaking the huts with Rambi, use the Simian Slam on the Donkey Switch that was under the hut behind Cranky's Lab and to the right. Take the Bananaport 4 in front of Cranky's Lab and swim across the lake and you'll see it on the other side, near Bananaport 2 Entrance.

Golden Banana #5: You must blast through the 9 Blast Barrels in the Blast Barrel Course, it's at the end of the course.

++++++BANANA COINS++++++

3 Coins : After opening the 1rst door of the stage, the 3 coins are just on the other side.

3 Coins : Near the Donkey's Pad leading to the Blast Barrel Course.

3 Coins : Inside the cave near Bananaport 3 Entrance, they're near the first Kasplat.

1 Coin : Inside the cave near Bananaport 3 Exit, go past the Kasplat and swing accross the vines, it's between them.

3 Coins : Around Rambi's Crate behind Cranky's Lab.

1 Coin : Between the first and second barrels in the Blast Barrel Course.

1 Coin : Between the seven and eight barrels in the Blast Barrel Course.

++++++NORMAL BANANAS++++++

5 bananas (5): Gotten by swinging on the vines leading to the first Donkey Switch.

1 banana bunch (10): On the Bananaport 3 Entrance.

1 banana balloon (20): Near Bananaport 3 Entrance, check above the rock and the floor with the X.

1 banana bunch (25): On the Bananaport 3 Exit.

1 banana bunch (30): Near the Troff 'n Scoff portal above Bananaport 3 Exit.

1 banana bunch (35): On top of the tree nearest of Funky's Store.

1 banana bunch (40): On top of the tree nearest of the cannon, to the right of Funky's Store , across the vines.

1 banana bunch (45): On top of the tree nearest of Diddy's prison.

3 bananas (48): Down the slope to the left of Diddy's prison.

3 bananas (51): Down the slope leading to Snide's HQ.

1 banana balloon (61): Right in front of Snide's HQ.

9 bananas (70): Follow the trail of bananas from Bananaport 4 Entrance to Cranky's Lab.

1 banana balloon (80): Right in front of Cranky's Lab.

1 banana bunch (85): Next to Rambi's Crate.

1 banana bunch (90): On the Donkey Switch behind and to the right of Cranky's Lab.

1 banana bunch (95): Between the second and third barrels in the Blast Barrel Course.

1 banana bunch (100!): Between the six and seven barrels in the Blast Barrel Course.

+++++BATTLE ARENAS+++++

#1 : Right in front of Funky's Store, just press Z while on it to enter.

*BEAVER BRAWL BONUS!

Difficult: Easy

Rules: Stay on the platform for 30 seconds.

Help: Nothing hard here, just knock down the beavers as they appear. Watch out so you don't fall off accidentally.

*Can be gotten by anyone.

+++++BANANA FAIRIES+++++

#1 : From Cranky's Lab, go inside the cave and turn to the left, turn to the right at the first opportunity and you'll see it floating above the water.

*Can be gotten by anyone.

+++++SPECIAL+++++

Switch for first door: Press on the Donkey switch above the first door (get there by swinging across the vines on the trees) to open the door permanently.

Blast Barrel Course Pad: From Bananaport 3 Entrance, climb the nearest tree and swing across the vines.

Coconut Shooter: Go to Funky's Store and pay 3 coins for it.

Opening doors: After getting Golden Banana #2, the doors near Bananaport 3 Entrance and Exit, the one on the lake will be open (In fact, all of those which had switch above them).

Breaking things with Rambi: Fire on the switch above the door behind Cranky's Lab and enter Rambi's Crate. Break down the 4 huts around Cranky's Lab and enter the cave. Turn to the left and use your charge (Hold Z) to break down the wall.

Baboon Blast Ability: Go to Cranky's Lab and pay 3 coins to get the Baboon Blast (Barrelum Perilous).

ANGRY AZTEC

+++++GOLDEN BANANAS+++++

Golden Banana #1: Blast through the Blast Barrel Course's 10 barrels and blast through the DK star symbol to open Llamla's cell. Go to the right and take Banaport 2 from the entrance to the tunnel. Turn around and head for Llamla's cell. Pick up the Banana from in front of it.

Golden Banana #2: From Llamla's temple entrance, go down the right stairs and climb the next stairs to the right. Use your instrument on the musical pad at the top. Go back to the pool in the middle of the main room and dive in it. Go inside the tunnel under the right stone face. In the small cavern, fire your gun on the Coconut Switch to the left of Lanky's cell. Now walk inside the cell and pick up the banana.

Golden Banana #3: From Banaport 1 Entrance, follow the hallway and cross the vines. Fire your gun on the 2 Coconut Switches on each side of the door to the left and hop into the Donkey barrel. Cross the sand and go kill the Kasplat on the over hanging walkway. Pick up the blueprint and bring it back to Snide.

Golden Banana #4: Go in front of the temple to the left of Llamla's temple. Fire your gun on the Coconut Switch above the door on the left, on the first floor. Go inside. Fire your gun on the Coconut Switch you see inside and go to the left. Fire your gun on the Coconut Switch at the end of the hallway and go to the right. Collect the banana at the end and quickly get out of there.

Golden Banana #5: From Banaport 5 Entrance, hop into the nearby Donkey barrel and go into the sand to the right. Enter the tunnel there and follow it to the end. Hop into the barrel there.

*STEALTHY SNOOP BONUS!

Difficulty: Medium

Rules: Get to the checkered board within 50 seconds and without being seen.

Help: Follow the hallway to the intersection and turn to the left, avoid the guard's light. At the next intersection, turn to the right, avoid the guard's light again. Now follow the hallway and get to the board at the end. Avoid the guard's light along the way also.

+++++BANANA COINS+++++

2 Coins : On top of the 2 ramps on each side of the stairs leading to Llamla's cell.

5 Coins : Around the musical pad used to cool down the water in Llamla's temple.

3 Coins : To the left of the Kasplat for Golden Banana #3.

3 Coins : Around the big rock inside the hallway between the 2 desert area.

2 Coins : On each side of the second Coconut Switch for Golden Banana #4.

3 Coins : Around the tag barrel near Snide's HQ, go up the stairs to see them.

+++++++DK DIRT SPOT+++++++

Dirt Spot #1 : On the island near Bananaport 1 Exit, it's under the Tag Barrel.
*Can be gotten by anyone.

+++++++NORMAL BANANAS+++++++

3 banana bunches (15): One on top of each of the 3 trees on the small island near Bananaport 1 Exit.

3 bananas (18): On the stairs leading the Llamla's cell.

2 banana balloons (38): On each side of the tiny walkway leading to Cranky's Lab.

4 bananas (42): On the stairs leading to Llamla's temple.

1 banana balloon (52): Behind Llamla's temple.

3 bananas (55): On the stairs leading to the musical pad used to cool the water in Llamla's temple.

2 banana bunches (65): Over the sand in the back of the room with the Kasplat for Golden Banana #3.

6 bananas (71): On the 2 set of stairs on the right side of the pool of water in Llamla's temple.

6 bananas (77): On the 2 set of stairs on the left side of the pool of water in Llamla's temple.

4 banana bunches (97): Inside the tunnel leading to Golden Banana #5.

3 bananas (100!): On a set of stairs leading to the tage barrel near Snide's HQ.

+++++++BATTLE ARENAS+++++++

#1 : Just in the water behind the pillar with the switch for Lanky's Golden Banana #1. You must collect that banana before being able to access it.
*Can be gotten by anyone (Once the banana is collected).

*KRITTER CARNAGE BONUS!

Difficulty: Easy

Rules: Withstand the onslaught for 30 seconds.

Help: Just knock down each Kremling as they appear. Easy, you just have to watch out so you don't fall down.

+++++++BANANA FAIRIES+++++++

#1 : From Llamla's temple entrance, go down the stairs to the left and go up the first set of stairs to the left of the pool. Enter the room to your left and you'll see it.

+++++++SPECIAL+++++++

Strong Kong : Go to Cranky's Lab and pay 5 coins to gain the Strong Kong (Strongum Kongus).

Bongo Blast : Go to Candy's Music Shop and pay 3 coins to get the instrument.
*The first instrument you get nets you an extra melon of energy!

Blast Barrel Course Pad : Look at the bottom of the stairs leading to Llamla's temple, to the right of Bananaport 4 Entrance.

Gain access to Llamla's temple : A Feather, Balloon and Coconut Switch will appear around Llamla's temple after you've gotten Golden Banana #1.

Open the sand tunnel : From Llamla's temple entrance, go down the stairs to the right and go up the first set of stairs to the right of the pool of water. Enter the room to your right and use the Simian Slam on the switch.

FRANTIC FACTORY

+++++GOLDEN BANANAS+++++

Golden Banana #1: From Bananaport 5 Entrance, go through the nearby tunnel to the toy room. Go around the big pile of blocks by the left and jump on the middle block along the wall there. Jump inside the tunnel and go through it. In the room, go around the middle structure and use the Simian Slam on the switch there.

*CAN YOU COUNT TO 16? EVENT!

Difficulty: Cakewalk

Rules: Simian Slam the numbers in order from 1 to 16 within 60 seconds.

Help: If you can read, you can probably count so get to it! Just use the Simian Slam on the numbers in order from 1 to 16! Why are you reading this part?

Golden Banana #2: From Bananaport 2 Exit, climb the ladder to the left and enter the second tunnel to your right. Jump in the hole at the end of that tunnel. Fire your gun at the Coconut Switch to your left and enter the cabin. Pull the lever inside and grab the banana!

Golden Banana #3: From Bananaport 4 Entrance, enter the inside of the factory, hop into the Donkey barrel. Dash across the conveyor belts and smashing pillars while you're invincible. Grab the banana at the end.

Golden Banana #4: From Bananaport 4 Exit, go up the 3 moving platforms and follow the floor to the 2 turning pipes. Cross the 2 pipes and continue. You'll see a Kasplat a little downward from the pipe (not turning). Use your gun to kill him and quickly jump and collect the blueprint before it disappears. Bring it back to Snide.

Golden Banana #5: From Bananaport 5 Exit, pull the lever near the arcade and get ready for old-school torture!

*ORIGINAL DONKEY KONG EVENT!

Difficulty: Hard

Rules: Finish 4 stages of the original donkey kong game.

Help: I myself have many troubles finishing that silly mini-game so I won't be of much help. Just get to the top as fast as possible. Be aware of the following : Getting 10000 points nets you an extra life, you only start with one life, falling from heights kills.

+++++BANANA COINS+++++

3 Coins : Near the window before going to the factory area.

3 Coins : On the stairs inside the toy room.

3 Coins : Near the lever used to open the grates for the battle arena pad.

1 Coin : Inside the cabin with Golden Banana #2 inside.

+++++DK DIRT SPOT+++++

Dirt Spot #1 : Inside the room near Bananaport 1 Exit, knock down the metal gate with Chunky's Primate Punch.

*Can be gotten by anyone once the gate is down.

+++++NORMAL BANANAS+++++

5 bananas (5): In the tunnel to the left of the portal.

6 bananas (11): In the tunnel leading to the factory area.

4 bananas (15): In the tunnel between the factory area and Chunky's cell area.

1 banana balloon (25): Floating near Cranky's Lab.

5 bananas (30): In the tunnel leading to Golden Banana #1.

1 banana balloon (40): Floating around the room of Golden Banana #1.

1 banana balloon (50): Floating above the hole leading to Golden Banana #2.

3 banana bunches (65): Around the cabin with Golden Banana #2 inside.

3 banana bunches (80): Inside the factory, on the way to Golden Banana #3.

1 banana bunch (85): Between the 1st and 2nd barrels in the Blast Barrel Course.

1 banana bunch (90): Between the 2nd and 3rd barrels in the Blast Barrel Course.

1 banana bunch (95): Between the 6th and 7th barrels in the Blast Barrel Course.

1 banana bunch (100!): Between the 8th and 9th barrels in the Blast Barrel Course.

+++++BATTLE ARENAS+++++

#1 : From Bananaport 2 Exit, go up the ladder to the left and jump in the small hole you see, it's there. Donkey must have opened the grates to make it accessible.

*ARENA AMBUSH BONUS!

Difficulty: Medium

Rules: Withstand the onslaught for 45 seconds.

Help: Just keep knocking down all enemies until time runs out. The Kasplat is an absolute must to keep him down so he doesn't get you with one of his nasty shockwaves.

*Can be gotten by anyone once Donkey has opened the grates.

+++++BANANA FAIRIES+++++

#1 : From Bananaport 5 Entrance, go through the nearby tunnel to the toy room. Go around the big pile of blocks by the left and jump on the middle block along the wall there. Jump inside the tunnel and check around, it's there.

*Can be gotten by anyone.

#2 : Just in front of Funky's Store. Appears once you've got Tiny's Golden Banana #4.

*Can be gotten by anyone once the banana is collected.

+++++SPECIAL+++++

Gorilla Grab : Go to Cranky's Lab and pay 7 coins to gain the Gorilla Grab (Kongus Strainus).

Blast Barrel Course Pad : In the middle of the room with Chunky's cell.

Open the manhole cover : Use the Simian Slam on the switch direct north of the entrance portal.

*Can be done by anyone.

Open the metal gate : Use the Simian Slam on the switch at the bottom of the boxes in the room with Chunky's cell.

*Can be done by anyone.

Ammo Belt 1 : Go to Funky's Store and pay 3 coins for the first ammo upgrade.

*Must only be paid by one Kong for all.

Open the grates : From Bananaport 2 Exit, go through the nearby tunnel and follow it to the end. Pull the lever inside the room you arrive to.

Activate the factory : When you collect Golden Banana #2, the factory area will become activated, you can now enter the factory or climb to the upper floor using the moving platform around the factory.

The lever to the arcade : You must blast through the 8 barrels in the Blast Barrel Course, from there, blast through the ring to enter another barrel and blast through the DK Star to make the lever appear.

THE NINTENDO COIN: Once you've got Golden Banana #5, just restart the machine (costs 2 coins the first time) and play through the torture again! This time, the first stage as wierd throwing patterns for the barrels and the third stage as different bouncing patterns for the trampolines. Bonuses are also bigger.

GLOOMY GALLEON

+++++GOLDEN BANANAS+++++

Golden Banana #1: Go to the Blast Barrel Course and follow these directions : Blast to the bottom barrel, blast to the right barrel, blast through the next 3 barrels, blast to the 3rd barrel you see, blast through the remaining barrels and the DK Star. Take Bananaport 5 nearby, turn around and go through the passage to the left. Talk to the seal at the end and collect the banana.

Golden Banana #2: After collecting Golden Banana #1, go through the door behind the seal.

*SHIP RACE EVENT!

Difficulty: Medium

Rules: Beat the seal to the finish and collect 10 coins within 2 laps.

Help: Hold the accelerator down and avoid boxes. Try to keep your misses for near the end so you can get past the seal by skipping some gates. He will

breeze past you at least 2 times from underwater so be prepared to take the first place another time!

Golden Banana #3: From Bananaport 5 Exit, Simian Slam the nearby switch and climb the nearby ladder to the lighthouse. Climb the ladder inside and hop on the moving platforms to the top. Pull the lever and jump back down to collect the banana.

Golden Banana #4: From Funky's Store, go to the tree with all the musical pads to the left and play your instrument Bongo musical pad. Dive underwater and return to beginning of the shipyards. Go to the right of the sinked ship there and enter the 2nd entrance. Follow the hallway and turn to the left. Enter the small room to the left and hop in the barrel.

*KRAZY KONG KLAMOUR BONUS!

Difficulty: Easy

Rules: Shoot the Golden Banana 15 times within 60 seconds.

Help: Point and shoot as fast as you can. No help here, just good use of your reflexes.

Golden Banana #5: Take Bananaport 4 Entrance and kill the Kasplat there without falling down. Collect the blueprint and bring it back to Snide.

++++++BANANA COINS++++++

2 Coins : Around the the barrel that spins around in the Blast Barrel Course.

3 Coins : Inside one of the chests in the shipyards area.

3 Coins : Inside the ship for Golden Banana #4.

4 Coins : On the floating debris near the one with Bananaport 5 Entrance on it.

++++++DK DIRT SPOT++++++

Dirt Spot #1 : Inside the lighthouse, go around the middle structure and you'll see it on the other side.

++++++NORMAL BANANAS++++++

1 banana bunch (5): Between the first and upper barrel in the Blast Barrel Course.

1 banana bunch (10): In the Blast Barrel Course, go to the bottom barrel and the left one.

1 banana bunch (15): On the way to the DK Star in the Blast Barrel Course.

1 banana balloon (25): Floating around the lighthouse.

3 banana bunches (40): On the moving platforms leading to Golden Banana #3.

1 banana bunch (45): Near the lever for Golden Banana #3.

1 banana balloon (55): Inside the lighthouse, up and to the left of the entrance.

1 banana balloon (65): Floating at the end of the tunnel (Near 3 chests) near Bananaport 2 Entrance.

3 banana bunches (80): Under one of the little ships debris around the beginning of the shipyards.

10 bananas (90): In the ship for Golden Banana #4.

10 bananas (100!): In the room after the Enguarde in the lighthouse lake.

+++++BATTLE ARENAS+++++

#1 : Inside the wood structure with Cranky's Lab on top. Use Chunky's Primate Punch to open the way.

*MORE KRITTER KARNAGE BONUS!

Difficulty: Easy

Rules: Withstand the onslaught for 45 seconds.

Help: Just knock down every kremling you see while staying on the platform.

Really easy one.

*Can be gotten by anyone once the way is open.

+++++BANANA FAIRIES+++++

#2 : From Bananaport 1 Entrance, take the tunnel to the right and use Chunky's Primate Punch on the left chest to make the fairy appear.

*Can be gotten by anyone once chest has been broken.

+++++SPECIAL+++++

Access the lighthouse : From the beginning, take the second tunnel to the right you see. Fire your guns on the 2 Coconut Switches on each side of the door.

Adjust the water level : Hit the switches on the pillar below the lighthouse to lift or diminish the water level.

*Can be done by anyone.

RAREWARE COIN : Go to Cranky's Lab with 15 Banana Medals and play his mini-game to get the coin.

*JETPAC EVENT!

Difficulty: Medium

Rules: Score 5000 points and collect the Rareware Coin.

Help: Just fire on the things and collect the items that fall in the screen. Get the rocket parts and fuel and bring them over the rocket to assemble it. Once it flashes, hop in it to go to the next stage. Once you've got 5000 points, collect the Rareware Coin that will appear somewhere in the screen. A friendly tip: DON'T hug the sides because the various things appears there.

*Can be collected by anyone once you have 15 Banana Medals

Instrument Upgrade 1 : Go to Candy's Music Shop and pay 5 coins to upgrade the energy of your instruments.

*Only 1 kong needs to pay for all.

Blast Barrel Course Pad : On an elevated platform around the lighthouse.

Let the ship in : After collecting Golden Banana #3, a ship will enter the lighthouse lake for the other Kongs to interact with.

+++++GOLDEN BANANAS+++++

Golden Banana #1: Go through the linear Blast Barrel Course. To get to the barrel, shoot through the rings you see and when you arrive at the barrel that turns around, blast to the second barrel you see. Blast to the barrel at the end.

*PERIL PATH PANIC BONUS!

Difficulty: Easy

Rules: Save 8 fairies within 60 seconds.

Help: Knock down the top row, reload, knock down the bottom row, reload. Now, knock them down as they get up and reload periodically to succeed!

Golden Banana #2: Day time required. From Bananaport 1 Exit, enter the mill, Simian Slam the ? box in the far right corner and Simian Slam the switch under it. Quickly go through the door before it closes. There are 3 levers in the room with dots near them, pull them in that order (According to the number of dots near them): 2-1-1-3-2. The banana will be brought outside. Get out of the mill and enter Bananaport 1. Use the cannon to go at the giant cuckoo clock and change to Night time. Take Bananaport 1 again and go collect the banana on the other side of the mill.

Golden Banana #3: Night time required. From the mill area, go to the left until you see a house. Go to the left of it and hop in the Donkey barrel. Simian Slam the switch behind the house while invincible and enter it. Go to the first opening to the right and Simian Slam the ? box there. Simian Slam the switch under it and climb to the second floor. Swing across the vines to get in the barrel.

*MINE CART MAYHEM BONUS!

Difficulty: Medium

Rules: Avoid the TNT Carts for 45 seconds.

Help: Change tracks as often as possible to keep you as far away from the 2 TNT carts as possible. There is no strategy here because I can't predict what the carts will do.

Golden Banana #4: Night time required. From the mill area, go to the left and go around the weeds surrounding the house there. Kill the Kasplat and collect the blueprint. Go change to Day time and bring the blueprint back to Snide.

Golden Banana #5: Go inside the giant mushroom and Simian Slam the switch to the right. Hop inside the cannons that lead you to the top to collect the banana!

+++++BANANA COINS+++++

3 Coins: Behind the giant cuckoo clock.

3 Coins: On the weeds surrounding the house of Golden Banana #3. Use the Strong Kong to collect them.

3 Coins: In the water basin inside the house with Golden Banana #3.

3 Coins : Around the Blast Barrel Course Pad.

+++++DK DIRT SPOT+++++

Dirt Spot #1: In front of the soft soil to the left of Funky's Store.

*Can be gotten by anyone.

+++++NORMAL BANANAS+++++

- 2 banana bunches (10): Inside the Blast Barrel Course.
- 5 bananas (15): Inside the tunnel leading to the mill area.
- 1 banana balloon (25): Floating behind the barn to the right of the mill.
- 1 banana bunch (30): On the switch for Golden Banana #2.
- 1 banana balloon (40): Inside the room with the levers for Golden Banana #2.
- 5 bananas (45): On the road leading to the house of Golden Banana #3.
- 1 banana bunch (50): On the switch that opens the house for Golden Banana #3.
- 1 banana bunch (55): On the switch for Golden Banana #3.
- 5 bananas (60): In the tunnel leading to the giant mushroom.
- 1 banana bunch (65): On Bananaport 5 Entrance.
- 3 banana bunches (80): Gotten when taking the cannons to the top of the giant mushroom.
- 15 bananas (95): Around the floor when going outside the first while climbing the giant mushroom. (Not by the cannons)
- 1 banana bunch (100!): On Bananaport 5 Exit.

+++++BATTLE ARENAS+++++

#1: Night time required. From the top of the giant mushroom, fall through the hole near the Troff 'n Scoff portal to find it.

*KAMIKAZE KREMLINGS BONUS!
Difficulty: Medium
Rules: Survive the onslaught for 60 seconds.
Help: The only real tip for this one is to be sure that the 2 Kasplats stay down so they don't do their nasty shockwave attack. Basic Kremlings shouldn't cause any problems.
*Can be gotten by anyone.

+++++BANANA FAIRIES+++++

#1: Inside the hosue with Golden Banana #3. Climb to the second floor and Simian Slam the ? box there to free it.

+++++SPECIAL+++++

Homing Ammo : Go to Funky's Store and pay 5 coins for the Homing Ammo ability.
*Must be paid by only 1 Kong for all.

Changing the time of the day : From the beginning, take the cannon to the left of the giant cuckoo clock and fire your gun on the Sun Switch to change to Day and the Moon Switch to change to Night.
*Can be done by anyone.

Super Simian Slam : Go to Cranky's Lab and pay 5 coins for the Super Simian Slam (Big Buttus Bashium).

*Must be paid by only 1 Kong for all.

Teamwork : Fire your gun on each correspondant switch inside the giant mushroom with each Kong to make a few cannons leading to the top appear.

*Each Kong is needed for this.

Blast Barrel Course Pad: Climb the giant mushroom and you'll see it when going outside along the way.

CRYSTAL CAVES

++++++GOLDEN BANANAS++++++

Golden Banana #1: You must blast through the Blast Barrel Course to the barrel at the end. Take the rightmost barrel to collect the items in the course or the leftmost barrel to get to the barrel quickly.

*BUSY BARREL BARRAGE BONUS!

Rules: Don't get hitten for 60 seconds.

Difficuly: Easy

Help: You should know the drill by now: Just shoot everything down.

Golden Banana #2: From Bananaport 1 Exit, go play your instrument on the Bongo musical pad around the igloo nearby and go inside. Go to the left and enter the maze, the walls will start moving, just follow the way until you get to the middle. Be wary that you can't hit the walls more than 2 times (1 melon per hit).

Golden Banana #3: From Funky's Store, cross the pillars to the right and go past the ice castle. Go to the right of the rock you see and kill the Kasplat there. Collect the blueprint and bring it back to Snide.

Golden Banana #4: From Candy's Music Shop, go to the left, play your instrument on the Bongo musical pad there and go inside. Put yourself in a corner of the room and shoot down all the Zingers (Instrument doesn't work). The banana will appear to be collected.

Golden Banana #5: From Bananaport 2 Exit, go to the right, play your instrument on the musical pad there and go inside. You must Simian Slam all ? switches in matching colors so they form pairs, use the purple switches on each side to rotate the room, I suggest you begin with the blue ? switch and rotate the room to the left, the rest is easy to figure out.

++++++BANANA COINS++++++

3 Coins: In the room on the other side of the ice wall in beginning tunnel.

3 Coins: In the back of the room on the other side of the ice wall near Cranky's Lab.

3 Coins: Inside the Blast Barrel Course.

2 Coins: Inside the room of Golden Banana #4.

++++++NORMAL BANANAS++++++

1 banana balloon (10): In the room on the other side of the ice wall in the beginning tunnel.

Golden Banana #1: From the Blast Barrel Course Pad, enter the giant tree, fire your gun on the Coconut Switch on the right, enter the new tunnel and kill the Kasplat there. Collect the blueprint and bring it back to Snide.

Golden Banana #2: From the Blast Barrel Course Pad, go inside the giant tree and fire your gun on the Coconut Switch on the right, go through the new tunnel and fall through the hole there. Follow the hallway and hop on the wooden plank you'll see. Use the Sniper Mode on your gun to fire on the targets on the walls. You'll be able to collect the banana after shooting all 3 targets.

Golden Banana #3: From 2nd bananaport 2 Exit, fire you gun on the nearby Coconut Switch and go inside the new room. Pull the levers in that order (According to the door, top being near it): top left, top right, bottom left. Go inside the door.

*CREEPY MINE CART EVENT!

Rules: Collect 25 coins and finish the race.

Difficulty: Easy

Help: Just change tracks to avoid all hazards. I can't help you more than that.

Golden Banana #4: From Bananaport 1 Exit, go inside the nearby entrance and follow the hallway until yousee a door. Go inside, go into the room straigth ahead and Simian Slam the switch. Enter the new room and Simian Slam the slates to form Donkey's face. Collect the banana that appears.

Golden Banana #5: From Bananaport 4 Exit, follow the path on the left until you see a Donkey switch. Simian Slam it and backtrack to the door with a cloud in front of it. Jump on the cloud and in the door. tke the left tunnel and kill all the enemies in the room at the end. Simian Slam the switch and return to the intersection. Take the right tunnel this time. Go into the small area to the left before the flying books and hop in the Donkey barrel. Go past the flying books and collect the bananaat the end.

++++++BANANA COINS++++++

5 Coins: Inside the Blast Barrel Course.

3 Coins: Around Bananaport 2 Exit.

3 Coins: From Bananaport 1 Exit, jump on the lower floor and go to the left of the entrance there. Follow the path to the end and you'll see them on a platform there.

4 Coins: Around the switch for Golden Banana #4.

++++++DK DIRT SPOT++++++

#1: Behind Snide's HQ.

*Can be gotten by anyone.

++++++NORMAL BANANAS++++++

5 bananas (5): On the bridge to the right of the beginning.

1 banana balloon (15): Floating around the hole to Golden Banana #2.

1 banana bunch (20): On the wooden plank for Golden Banana #2.

15 bananas (35): From the Blast Barrel Course Pad, follow the trail of bananas to the left all the way to Bananaport 1 Exit.

30 bananas (65): Follow the trail of bananas on the left of Bananaport 1 exit all the way to Bananaport 2 Exit.

1 banana bunch (70): On 2nd Bananaport 2 Exit.

1 banana balloon (80): Inside the room with the 6 levers for Golden Banana #3.

4 banana bunches (100!): All 4 are on the way of collecting Golden Banana #5 in the library. All in plain view.

++++++BANANA FAIRIES++++++

#1: Hovering near Golden Banana #2.

++++++SPECIAL++++++

Instrument Upgrade 3: Go to Candy's Music Shop and pay 9 coins for the last instrument upgrade that boost your instrument to 25.

*Must be paid by 1 Kong for all.

Super Duper Simian Slam: Go to Cranky's Lab and pay 7 coins for the Super Duper Simian Slam (Bigga Buttus Bashium).

*Must be paid by 1 Kong for all.

Sniper Mode: Go to Funky's Store and pay 7 coins for the Sniper Mode.

*Must be paid by 1 Kong for all.

Open the skull: From Bananaport 1 Exit, jump down to the lower floor and go inside the entrance there. Take the left tunnel and fire your gun on the Coconut Switch to the right of the skull.

Blast Barrel Course Pad: From the beginning, cross the bridge on the right, go up the stairs and check around the giant tree for the pad.

Open the giant tree: Enter the Blast Barrel Course, blast through all the rings and the DK Star to open the way.

Exit the library: After collecting Golden Banana #5, fire your gun on the Coconut Switch in the same room and exit by the new entrance.

5. Diddy's walkthroughs

This section contains anything Diddy can pick up in the different worlds. Special is the section where all stuff not related to other things ends up (Switches, abilities, etc...). DK dirt spots always gives Rainbow coins which gives 5 coins to each Kong (Including those you haven't rescued yet!) to get them, use the powered up B move given by the Banana Fairy.

DK ISLES

++++++GOLDEN BANANAS++++++

Golden Banana #1: From Snide's HQ, use the nearby Diddy Pad to get inside the barrel.

*BATTY BARREL BANDIT BONUS!

Difficulty: Average

Rules: Line up 4 bananas 3 times within 40 seconds.

Help: Time is your only enemy, just press the button when the banana gets into view and before it passes by. The wheel is a little fast but nothing you can't manage.

Golden Banana #2: From the cabin leading to Fungi Forest, hop in the nearby Diddy Barrel and fly to the top of Donkey's Island. Hop in the barrel floating above it.

*PERIL PATH PANIC BONUS!

Difficulty: Easy

Rules: Save 10 fairies within 60 seconds.

Help: Fire on the top row of Klatraps, reload, knock down the bottom row and reload. Now, knock down every Klaptraps when they get up, you shouldn't have any troubles with this one.

Golden Banana #3: From the cabin leading to Fungi Forest. Hop in the nearby Diddy Barrel and fly at the top of the waterfall on Donkey's Island. Fire your guns on the Peanut Switch there and collect the banana!

Golden Banana #4: Inside the cave to Crystal Caves, go up the slope and to the left of the slope leading to the Crystal Caves portal. Hop in the Diddy barrel there and fly to the platform on the left. Play your instrument on the musical pad there and collect the banana.

Golden Banana #5: From the entrance to Creepy Castle, jump over the stream of green water and kill the Kasplat there. Collect the blueprint and bring it back to Snide.

+++++++DK DIRT SPOT+++++++

Dirt Spot #1: Go inside the cave behind DK's house, and you'll find it at the same place as the 3 banana coins.

*Can be gotten by anyone.

Dirt Spot #2: Climb the tree to the right of DK's house (The one nearest to the water) and you'll find some hovering vines, hop accross them and go to the end of the cave, it's in the middle.

*Can be gotten by anyone.

Dirt Spot #3: From the bananaports, go to the right and jump up on the ledges a little farther, climb the tree and should see it on the ground at the same level as the tree top.

*Can be gotten by anyone.

Dirt Spot #4: Right in front of the cabin leading to the Fungi Forest world.

*Can be gotten by anyone.

Dirt Spot #5: On top of the temple to Angry Aztec. Fly there with the Rocketbarrel Boost.

Dirt Spot #6: Around K. Lumsy's cell.

*Can be gotten by anyone.

+++++++BANANA FAIRIES+++++++

#1 : Go on the island to the right of the island with a fairy face on it, it's floating around the top of the tree there.

*Can be gotten by anyone.

#2 : Inside the box with a "?" mark on it in Frantic Factory lobby, have Chunky break the box.

*Can be gotten by anyone after Chunky broke the box.

#3 : Inside the cabin leading to Fungi Forest, go to the left and check up the left wall. Use Tiny's Feather Bow to shoot the Feather Switch. The fairy will then appear in the room.

*Can be gotten by anyone once the fairy has been released.

#4 : At the top of K. Rool's island, behind the crocodile head.

*Can be gotten by anyone.

+++++BATTLE ARENAS+++++

#1 : Near Snide's HQ, have Chunky lift the rock there.

*BISH BASH BRAWL BONUS!

Difficult: Medium

Rules: Withstand the onslaught for 60 seconds.

Help: Knock down every enemy in sight. Be sure to keep the Kasplat down because he has a nasty shockwave move that can easily knock you off the platform. If you keep the Kasplat down, the rest is easy.

*Can be gotten by anyone after Chunky lifted the rock.

+++++SPECIAL+++++

Free the Banana Barrel : Inside the Angry Aztec lobby, use the Chimp Charge on the 2 gongs beside each set of stairs to let out the Banana Barrel for Tiny.

JUNGLE JAPES

+++++GOLDEN BANANAS+++++

Golden Banana #1: From the beginning, enter the firstcave and turn about mid-way through, you'll see a door, fire your guns on the 2 Peanut Switches on each side to open the door. Walk in and collect the banana.

Golden Banana #2: Go inside the cave near Bananaport 3 Exit and kill the Kasplat, pick up the blueprint and bring it to Snide. Above Funky's Store.

Golden Banana #3: Use the Simian Slam on the switch to the right of Cranky's Lab.

*RUN FOR THE BANANA EVENT!

Difficulty: Easy

Rules: Get to the banana within 50 seconds.

Help: Take Bananaport 4 near Cranky's Lab and swim in the lake, go to the right and climb the vine to Funky's Store. Look for the entrance to the banana to the left of the Store.

Golden Banana #4: Get on the inversed mine cart to the right of the mine entrance and fire your guns on the Peanut Switch above the other inversed mine cart. Quickly cross the new bridge and use the Simian Slam on the switch on the barrel. Get out of the mine and get on the structure of the mine, the banana is on it. Bananaport 5 Exit appears when you get it.

Golden Banana #5: In the second mine area, knock down the weak-looking metal grate by using the Chimpy Charge and use the Chimpy Charge on the LOW button. Quickly use the Simian Slam on the switch near the big door to open it and climb the conveyor belts from the right of the door. You must get to the end before the conveyor starts going fast again. Once at the end, board the mine cart.

*MINE CART MADNESS EVENT!

Difficulty: Medium

Rules: Grab at least 50 coins during the ride.

Help: I can't tell you how to do it, but I can give you hints for the different hazards :

Mine cart riding Kremling : Jump over his club when he swings it at you.

TNT Mine Cart : When you hear a bell, SLOW DOWN and let it pass by.

Kamikaze Kremling : When you see an overhanging TNT Barrel slow down until it falls.

Flames : Wait until they blow and they dash by them.

Dragon Mouth : Wait until it opens then dash in!

++++++BANANA COINS++++++

3 Coins : At the bottom of the water to the left of the vine leading to Funky's Store.

3 Coins : Around Golden Banana #1.

3 Coins : In the cave near Bananaport 3 exit, check near the Kasplat.

2 Coins : Get them by taking the cannon to the right of Funky's Store, across the vines.

1 Coin : To the left of the passage to the second mine area, on the pile of coal.

1 Coin : Near Diddy's Switch for Golden Banana #4.

1 Coin : Under the first conveyor belt you can get on, check on the box.

++++++NORMAL BANANAS++++++

5 bananas (5): From the starting position to the first cave, follow the trail.

1 banana balloon (15): Above Golden Banana #1.

1 banana bunch (20): On the tree nearest of Bananaport 2 Entrance.

1 banana bunch (25): At the bottom of the water, to the left of the entrance on the lake.

1 banana bunch (30): At the bottom of the water, to the right of the entrance on the lake.

1 banana bunch (35): On the tree to the right of Bananaport 2 Entrance, cross the river and climb the first tree.

1 banana bunch (40): On the tree nearest of Bananaport 3 Exit.

3 bananas (43): In the cave near Bananaport 3 Exit.

7 bananas (50): Around the structure leading to the mine area.

1 banana balloon (60): Get on the top of the structure leading to the mine area and the balloon is floating above it.

5 bananas (65): In the small water stream in the mine area.

1 banana bunch (70): On the inversed mine cart directly north of the mine entrance.

1 banana balloon (80): In the second mine area, floating after the big door near the 2 Klumps.

1 banana bunch (85): At the beginning of the conveyor belts.

1 banana bunch (90): Above the mine cart leadint to the Mine Cart Madness Event.

1 banana bunch (95): On Diddy's Switch to the right of Cranky's Lab.

1 banana bunch (100!): Atop the second tree to the left of Bananaport 2 Entrance.

+++++BATTLE ARENAS+++++

#1 : Right in front of Funky's Store, just press Z while on it to enter.

*BEAVER BRAWL BONUS!

Difficult: Easy

Rules: Stay on the platform for 30 seconds.

Help: Nothing hard here, just knock down the beavers as they appear. Watch out so you don't fall off accidentally.

*Can be gotten by anyone.

+++++BANANA FAIRIES+++++

#1 : From Cranky's Lab, go inside the cave and turn to the left, turn to the right at the fisrt opportunity and you'll see it floating above the water.

*Can be gotten by anyone.

+++++SPECIAL+++++

Peanut Popguns: Go to Funky's Store and pay 3 coins for them.

Opening door: After getting Golden Banana #1, the door leading to it will remain open permanently.

Access the mine: Fire on the Peanut Switch near Bananaport 2 Exit to make a spiraling way to the mine entrance.

Chimpy Charge Ability: Go to Cranky's Lab and pay 3 coins to get the Baboon Blast (Hurtus Cranium).

Opening the door: Use the Simian Slam on the switches in the second mine area to open the big door.

Open the way for Lanky: Fire your guns on the Peanut Switch above the door up the slope near Bananaport 3 Exit to open the way for Lanky.

++++++GOLDEN BANANAS++++++

Golden Banana #1: Use the Chimp Charge on the switch to the left of Tiny's cell, platforms will appear under the different letters. Use the Chimp Charge on the following letters in order : K, O, N, G. That will open Tiny's cell, just walk inside to get the banana.

Golden Banana #2: Climb the tree near Bananaport 2 Entrance and hop into the Diddy barrel. Fly atop the temple near Bananaport 2 Entrance and kill the Kasplat on top. Collect the blueprint and bring it back to Snide.

Golden Banana #3: Hop into the Diddy barrel to the left of Bananaport 3 Entrance and fly to the top of the turning pillar. Fly through the sun structure 3 times to free the bird. Return to the Diddy barrel and accept the challenge. Hop into the Diddy barrel and follow the bird through the stage, pass through all 10 rings he leaves behind, you can use Z as an air brake. After that, go collect the banana in the middle of the sun structure atop the turning pillar.

Golden Banana #4: From Llamla's temple, go to the temple all the way to its left and fire your gun on the Peanut Switch above the door to the right on the first floor, go inside. Fire your guns on the Peanut Switch inside and go to the right. Fire your guns on the Peanut Switch at the end and go to the left. Follow the hallway and collect the banana, then, quickly get out!

Golden Banana #5: From Snide's HQ, go up the nearby stairs and go down the right ones. Go to the platform with 4 gongs and use the Chimp Charge on each one of them. Now hop into the Diddy barrel to the left of Bananaport 3 Entrance and fly to the top of the tower. Collect the banana.

++++++BANANA COINS++++++

5 Coins : Around Bananaport 2 Entrance.

1 Coin : On the musical pad used to melt the ice.

5 Coins : To the left of Tiny's cell.

4 Coins : Around the cage in the tunnel to the right of Bananaport 2 Entrance.

1 Coin : At the end of the hallway to the left of the first Peanut Switch for Golden Banana #4.

1 Coin : At the end of the hallway to the right of the second Peanut Switch for Golden Banana #4.

++++++DK DIRT SPOT++++++

Dirt Spot #1 : On the island near Bananaport 1 Exit, it's under the Tag Barrel.
*Can be gotten by anyone.

++++++NORMAL BANANAS++++++

1 banana bunch (5): On Bananaport 2 Entrance.

1 banana balloon (15): Floating in front of the temple near Bananaport 2 Entrance.

3 bananas (18): On the tongues of the monkey faces inside the temple.

3 banana bunches (33): On the bridge inside the temple, formed by firing on the Peanut Switch high up.

3 bananas (36): In the first underwater tunnel inside the temple.

4 bananas (40): In the underwater tunnel leading to Tiny's cell.

5 bananas (45): In the tunnel to the right of Bananaport 2 Entrance.

3 bananas (48): On the stairs to the left of Bananaport 3 Entrance.

1 banana bunch (53): On top of Llamla's temple.

1 banana bunch (58): In the sun structure atop the turning pillar.

1 banana balloon (68): To the right of the second Peanut Switch for Golden Banana #4.

4 bananas (72): On the stairs leading to the second floor of the temple with Golden Banana #4 inside.

1 banana balloon (82): Over the sand near Bananaport 5 Exit.

3 bananas (85): On the stairs leading to the 4 gongs.

3 banana bunches (100!): Atop each of the trees around the platform with 4 gongs.

+++++BATTLE ARENAS+++++

#1 : Just in the water behind the pillar with the switch for Lanky's Golden Banana #1. You must collect that banana before being able to access it.

*KRITTER CARNAGE BONUS!

Difficulty: Easy

Rules: Withstand the onslaught for 30 seconds.

Help: Just knock down each Kremling as they appear. Easy, you just have to watch out so you don't fall down.

*Can be gotten by anyone (Once the banana is collected).

+++++SPECIAL+++++

Guitar Gazump : Go to Candy's Music Shop and pay 3 coins to get the instrument.

*The first instrument you get nets you an extra melon of energy!

Enter the temple : Go to the left side of the temple and fire on the Peanut Switch in the first cavity you see, the switch is a little up.

Melt the ice : Use the Simian Slam on the switch inside the temple and use the Backflip jump to jump on the monkey faces tongues, from the highest platform, fire your guns on the Peanut Switch on the opposite wall, cross the new bridge and use you instrument on the musical pad on the other side.

Open the tunnel : Climb the tree to the right of the first DK Dirt Spot and swing accross the vines. Use your instrument on the musical pad at the end.

Rocketbarrel Boost : Go to Cranky's Lab and pay 5 coins for the Rocketbarrel Boost (Boostum Highus).

Let the switches appear : Hop into the Diddy barrel to the left of Bananaport 3

Entrance and fly to the temple to the left of Llamla's. Land on top of it and use the Simian Slam on the switch on top. Return to the Diddy barrel and hop in it once again. Go hover at the same height of the turning pillar's mouth. Fire 5 peanuts inside the mouth to make the Coconut, Peanut, Balloon, Feather and Pineapple switches appear over thier respective doors.

Tiny's musical pad : When you collect Golden Banana #5, a musical pad will appear at the base of the tower.

FRANTIC FACTORY

+++++++GOLDEN BANANAS+++++++

Golden Banana #1: From Bananaport 4 Entrance, go to the left of the factory and kill the Kasplat there. Collect the blueprint and bring it back to Snide.

Golden Banana #2: From Bananaport 4 Entrance, go to the right side of the factory and use the Simian Slam on the second switch you see. Return to Bananaport 4 and take it. Go past the 3 moving platforms and follow the floor. Cross the 2 turning pipes and use the Diddy pad to get to the banana.

Golden Banana #3: From Bananaport 5 Entrance, go into the tunnel to the toy room and use the Diddy pad you see to get on the big pile of blocks in the middle. Go at the top with the Backflip jump and use the Diddy pad to get to the barrel.

*PERIL PATH PANIC BONUS!

Difficulty: Easy

Rules: Save 6 fairies within 60 seconds.

Help: Just knock down the first row of Klaptraps, reload, knock down the second row, reload. From there, knock down each Klaptraps when they get up and reload periodically. That should do the trick for that one.

Golden Banana #4: From Bananaport 2 Exit, go up the ladder to the left and enter the 3rd tunnel on the right. Play your instrument on the musical pad and go inside. Use the Chimp Charge on the following numbers in order : 3124. Kill the 3 enemies that come out and use the Chimp Charge on the following numbers in order : 1342. Kill the 2 bees with you guns (2 shots each), kill the robot with a grenade and use the Chimp Charge on the following numbers in order : 4231. Kill the 2 robots with grenades and collect the banana that appears!

Golden Banana #5: From Bananaport 2 Exit, climb the ladder to the left and enter the 2nd tunnel to the right. Fall through the hole at the end and use the Simian Slam on the nearby switch. Swing across the new vines to the barrel.

*BEAVER BOTHER BONUS!

Difficulty: Medium

Rules: Make 12 beavers fall into the hole within 60 seconds.

Help: Snap at the beavers to make them run in the hole. Sometimes they fall and other times they simply won't. Don't go running wildly snapping your jaws anytime, this only leads to failure. Be precise, if a beaver won't fall, simply change target. Snap when it's ok. I can't give you more hints than this.

+++++++BANANA COINS+++++++

3 Coins : Above the Diddy pad inside Chunky's cell room.

5 Coins : Around the top of the pole leading to Snide's HQ.

5 Coins : Around the bottom of the pole leading to the top floor of the stage.

5 Coins : Around the hole leading to Golden Banana #5.

+++++DK DIRT SPOT+++++

Dirt Spot #1 : Inside the room near Bananaport 1 Exit, knock down the metal gate with Chunky's Primate Punch.

*Can be gotten by anyone once the gate is down.

+++++NORMAL BANANAS+++++

12 bananas (12): Around the factory.

2 banana bunches (22): On the 2 turning pipes leading to Golden Banana #2.

1 banana bunch (27): On the Diddy pad for Golden Banana #2.

5 bananas (32): In the tunnel leading to Bananaport 5 Exit.

1 banana bunch (37): On Bananaport 5 Exit.

3 bananas (40): In the tunnel leading to Funky's Store.

1 banana bunch (45): On Bananaport 5 Entrance.

5 banana bunches (70): On the big pile of blocks for Golden Banana #3.

3 banana balloons (100!): Hovering around the room with Golden Banana #4.

+++++BATTLE ARENAS+++++

#1 : From Bananaport 2 Exit, go up the ladder to the left and jump in the small hole you see, it's there. Donkey must have opened the grates to make it accessible.

*ARENA AMBUSH BONUS!

Difficulty: Medium

Rules: Withstand the onslaught for 45 seconds.

Help: Just keep knocking down all enemies until time runs out. The Kasplat is an absolute must to keep him down so he doesn't get you with one of his nasty shockwaves.

*Can be gotten by anyone once Donkey has opened the grates.

+++++BANANA FAIRIES+++++

#1 : From Bananaport 5 Entrance, go through the nearby tunnel to the toy room. Go around the big pile of blocks by the left and jump on the middle block along the wall there. Jump inside the tunnel and check around, it's there.

*Can be gotten by anyone.

#2 : Just in front of Funky's Store. Appears once you've got Tiny's Golden Banana #4.

*Can be gotten by anyone once the banana is collected.

+++++SPECIAL+++++

Simian Spring : Go to Cranky's Lab and pay 7 coins to gain the Simian Spring (Leapus Largium).

Open the manhole cover : Use the Simian Slam on the switch direct north of the entrance portal.

*Can be done by anyone.

Open the metal gate : Use the Simian Slam on the switch at the bottom of the boxes in the room with Chunky's cell.

*Can be done by anyone.

Ammo Belt 1 : Go to Funky's Store and pay 3 coins for the first ammo upgrade.

*Must only be paid by one Kong for all.

GLOOMY GALLEON

+++++GOLDEN BANANAS+++++

Golden Banana #1: From the beginning of the treasure trove, hop on the right pile of coins and use the Diddy pad to go up. Jump to the top and use the Diddy pad to hop in the barrel.

*STEALTHY SNOOP BONUS!

Difficulty: Medium

Rules: Get to the checkered board within 70 seconds without being seen.

Help: Take your time for this one. Here's the way to the checkered board: Turn left, go straight past the 4-ways intersection, turn right. The checkered board is at the end of this hallway.

Golden Banana #2: From the lighthouse, jump on the ship moving around the lake. Simian Slam the switch on board and use the Diddy barrel around the lighthouse to collect the banana at the top.

Golden Banana #3: The water needs to be down for this one. From the Diddy barrel around the lighthouse, go straight across the lake and kill the Kasplat there. Collect the Blueprint and bring it back to Snide.

Golden Banana #4: From the lighthouse, hop in the Diddy barrel and fly to the top of the lighthouse. Play your instrument on the musical pad there and jump back down. Take Bananaport 5, turn around and dive underwater. Take the passage to the right and swim in front of the metallic fish so he'll open his mouth. Go inside.

*DESTROY THE HEART!

Difficulty: Hard

Rules: Destroy all 3 lights around the metallic heart within 100 seconds.

Help: The timer starts once you have hitten a light for the first time. Begin by firing atone of the 2 atthe top. Each light takes 3 shots. The shots can only connect when the fan is COMPLETELY stopped. Missing more than 1 shot and you'll probably have to start again.

Golden Banana #5: The water needs to be down for this one. From Funky's Store, go to the tree with all the musical pads to the left and play your instrument on the Guitar musical pad. Dive underwater and swim back to the beginning of the shipyards go to the right of the sinked ship there and enter the first passage you see. Follow the hallway and check at the back of the room for the barrel. Hop inside.

*SPLISH-SPLASH SALVAGE BONUS!

Difficulty: Medium

Rules: Collect all 8 coins within 60 seconds.

Help: Dive underwater and collect the 2 coins that are about mid-way down. Go at the bottom, collect the 4 coins around and the one in the middle. Head back to the surface and grab the vine there. Swing across the vines for the last coin.

++++++BANANA COINS++++++

3 Coins : Atop the cage with the seal inside.

3 Coins : In the chest near the hole where the metallic fish comes out.

4 Coins : Around the tree with all the musical pads near Funky's Store.

5 Coins : Around Cranky's Lab.

++++++NORMAL BANANAS++++++

1 banana balloon (10): Floating above the cage with the seal inside.

2 banana bunches (20): Around the light at the top of the lighthouse.

4 banana bunches (40): Around the hole where the metallic fish comes out.

10 bananas (50): Around the sinked ship near Bananaport 2 Exit.

2 banana bunches (60): In the ship for Golden Banana #5.

4 bananas (64): In the ship for Golden Banana #5.

6 bananas (70): In the tunnel leading to the treasure trove.

1 banana balloon (80): Floating to the left of the chest in the treasure trove.

2 banana bunches (90): Leading to Cranky's Lab from the cannon.

1 banana balloon (100!): Floating above the tree with the musical pads.

++++++BATTLE ARENAS++++++

#1 : Inside the wood structure with Cranky's Lab on top. Use Chunky's Primate Punch to open the way.

*MORE KRITTER KARNAGE BONUS!

Difficulty: Easy

Rules: Withstand the onslaught for 45 seconds.

Help: Just knock down every kremling you see while staying on the platform.

Really easy one.

*Can be gotten by anyone once the way is open.

++++++BANANA FAIRIES++++++

#2 : From Bananaport 1 Entrance, take the tunnel to the right and use Chunky's Primate Punch on the left chest to make the fairy appear.

*Can be gotten by anyone once chest has been broken.

++++++SPECIAL++++++

Adjust the water level : Hit the switches on the pillar below the lighthouse to lift or diminish the water level.

*Can be done by anyone.

RAREWARE COIN : Go to Cranky's Lab with 15 Banana Medals and play his mini-game to get the coin.

*JETPAC EVENT!

Difficulty: Medium

Rules: Score 5000 points and collect the Rareware Coin.

Help: Just fire on the things and collect the items that fall in the screen. Get the rocket parts and fuel and bring them over the rocket to assemble it. Once it flashes, hop in it to go to the next stage. Once you've got 5000 points, collect the Rareware Coin that will appear somewhere in the screen. A friendly tip: DON'T hug the sides because the various things appears there.

*Can be collected by anyone once you have 15 Banana Medals

Access the shipyards : From the beginning, take the first tunnel to the left and fire your guns on the 2 Peanut Switches on each side of the door.

Instrument Upgrade 1 : Go to Candy's Music Shop and pay 5 coins to upgrade the energy of your instruments.

*Only 1 kong needs to pay for all.

FUNGI FOREST

++++++GOLDEN BANANAS++++++

Golden Banana #1: From Cranky's Lab, go to the left and hop on the mushroom to get to the Diddy barrel. Fly to the complete top of the giant mushroom and hop in the barrel hovering over it.

*TEETERING TURTLE TROUBLE BONUS!

Difficulty: Easy

Rules:Keep all turtles spinning for 45 seconds.

Help: Feed the top row, reload, feed the bottom row, reload. Repeat until completion.

Golden Banana #2: Night time required. From the mill area, go to the barn to the right and jump on the boxes to the left of the barn. Use the Diddy Pad to get inside. Play your instrument on the musical pad there and follow those directions across the walkways: Take the first plank to the right, the second to the left, the first to the left (Leading to the right) and the first to the right for the banana!

Golden Banana #3: Night time required. From Bananaport 1 Exit, climb the rope on the other side of the mill and Simian Slam the switch on top. Enter the opened door. Fire your guns on the Power Switch at the top of the machine to your left and Chimpy Charge the green arrow switch. Go back outside and go to the right of the entrance to the mill area. Play your instrument on the musical pad there and return to the mill for the banana.

Golden Banana #4: Go in the giant mushroom and climb it until you go outside and inside again. Kill the Kasplat on the vine floor there. Collect the blueprint and bring it back to Snide.

Golden Banana #5: Night time required. From Bananaport 4 Exit, go through the hole in the giant tree and play your instruemnt on the musical pad on the stump there. Go to the left and hop in the Diddy barrel. Go fly in front of the owl to start the event. Fly through all 16 rings he leaves behind to make the

barrel appear on top of the giant tree. Hop inside.

*BUSY BARREL BARRAGE BONUS!

Difficulty: Easy

Rules: Don't get hitten for 45 seconds.

Help: Just fire like crazy and knock down everything that moves, be aware that they take 2 shots each. You can't move too, just turn around.

++++++BANANA COINS++++++

3 Coins: Atop the mushroom behind the mill.

2 Coins: To the right of the machine for Golden Banana #3.

3 Coins: Around the Battle Arena Pad.

4 Coins: In the hole in the giant tree above Bananaport 4 Exit.

3 Coins: From Bananaport 1 Exit, go climb the rope on the other side of the mill and enter the roof of the mill. Check behind a box for the coins.

++++++DK DIRT SPOT++++++

Dirt Spot #1: In front of the soft soil to the left of Funky's Store.

*Can be gotten by anyone.

++++++NORMAL BANANAS++++++

2 banana bunches (10): On the mushroom leading to the Diddy barrel for Golden Banana #1.

2 banana bunches (20): Over the mushroom leading to the Diddy barrel near Bananaport 1 Entrance.

1 banana balloon (30): Floating near Snide's HQ.

3 bananas (33): Leading to the entrance of the barn for Golden Banana #2.

1 banana bunch (38): In front of the entrance of the barn for Golden Banana #2.

2 banana bunches (48): Around the various walkways for Golden Banana #2.

1 banana balloon (58): In the room with the machine for Golden Banana #3.

1 banana bunch (63): On Bananaport 4 Entrance.

7 bananas (70): Around the vine floor with the Kasplat for Golden Banana #4.

10 bananas (80): Around the top of the giant mushroom.

1 banana bunch (85): On Bananaport 4 Exit.

10 bananas (95): Around the giant tree near Bananaport 4 Exit.

1 banana bunch (100!): On top of the giant tree.

++++++BATTLE ARENAS++++++

#1: Night time required. From the top of the giant mushroom, fall through the hole near the Troff 'n Scoff portal to find it.

*KAMIKAZE KREMLINGS BONUS!

Difficulty: Medium

Rules: Survive the onslaught for 60 seconds.

Help: The only real tip for this one is to be sure that the 2 Kasplats stay down so they don't do their nasty shockwave attack. Basic Kremlings shouldn't cause any problems.

*Can be gotten by anyone.

++++++BANANA FAIRIES++++++

#2: Appears in the barn after collecting Golden Banana #2.

++++++SPECIAL++++++

Homing Ammo : Go to Funky's Store and pay 5 coins for the Homing Ammo ability.
*Must be paid by only 1 Kong for all.

Changing the time of the day : From the beginning, take the cannon to the left of the giant cuckoo clock and fire your gun on the Sun Switch to change to Day and the Moon Switch to change to Night.
*Can be done by anyone.

Super Simian Slam : Go to Cranky's Lab and pay 5 coins for the Super Simian Slam (Big Buttus Bashium).
*Must be paid by only 1 Kong for all.

Teamwork : Fire your gun on each correspondant switch inside the giant mushroom with each Kong to make a few cannons leading to the top appear.
*Each Kong is needed for this.

CRYSTAL CAVES

++++++GOLDEN BANANAS++++++

Golden Banana #1: From Cranky's Lab, hop in the Diddy barrel and go to the Bananaport 4 to the left. Take it and kill the Kasplat there. Collect the blueprint and bring it back to Snide.

Golden Banana #2: From Bananaport 1 Exit, go play your instrument on the Guitar musical pad around the nearby igloo and go inside. You must throw the barrels in order of the numbers under them. Here's the order (Near the entrance being the bottom and the back of the room the top): top middle, top left, bottom middle, top right, bottom left, bottom right. Collect the banana that appears.

Golden Banana #3: From Funky's Store, follow the path and hop in the Diddy barrel. Go into the barrel floating in the waterfall to the left of Funky's Store.

*MAD MAZE MAUL BONUS!

Rules: Kill all 7 enemies and reach the checkered board within 60 seconds.

Difficulty: Medium

Help: For this, use your guns to shoot down the Kasplats with heavy firepower (Infinite bullets). Go kill the 2 Kasplats to the left and take the right at the intersection. Kill the Kremling, the Kasplat and take the left at the intersection. Kill the Kasplat to the right and go take the other direction at the intersection. Kill the Kasplat to the right and go take the other direction at the intersection. Kill the Kasplat and go to the checkered board at the end

of this hallway.

Golden Banana #4: From Candy's Music Shop, go to the second floor of the wooden building to the left, play your instrument on the Guitar musical pad there and go inside. You must kill all enemies within a very short time limit. Go around the wooden structure and hop in the Diddy barrel. Fly in the middle of the middle pillar so that all the barrels are there. Land in a corner of the room (Where a Kremling is), knock him down and use a Grenade to destroy all the barrels in the middle at the same time. Use Grenades for the 2 Klumps and your guns for the remaining Kremling. Very hard to pull off. Collect the hard-earned banana afterwards.

Golden Banana #5: From Bananaport 5 Entrance, play your instrument on the nearby musical pad and go inside. Play your instrument to kill all the enemies and use the Diddy pad to get in the Diddy barrel. Fly on all 3 giant candles to light them. Collect the banana afterwards.

++++++BANANA COINS++++++

4 Coins: Atop the ice castle to the right of Funky's Store.

4 Coins: In the room of Golden Banana #4.

++++++NORMAL BANANAS++++++

5 bananas (5): Leading to the Diddy barrel near Funky's Store.

1 banana bunch (10): In the DK Star above the igloo near Bananaport 1 Exit.

1 banana balloon (20): Floating around the pillar with Bananaport 4 Entrance on it.

1 banana bunch (25): On Bananaport 4 Entrance.

1 banana bunch (30): On Bananaport 4 Exit.

5 bananas (35): Around the Kasplat for Golden Banana #1.

1 banana bunch (40): Atop a pillar around the igloo near Bananaport 1 Exit.

2 banana bunches (50): Floating high over the 2 ice domes around the igloo near Bananaport 1 Exit.

1 banana balloon (60): Floating around the room of Golden Banana #2.

1 banana bunch (65): Under the barrel of Golden Banana #3.

1 banana balloon (75): Floating at the top of the wooden building to the left of Candy's Music Shop. You must fly there to collect it.

1 banana bunch (80): In the room of Golden Banana #4.

5 bananas (85): In the room of Golden Banana #4.

3 banana bunches (100!): On top of the 3 candles for Golden Banana #5.

++++++BANANA FAIRIES++++++

#1 : Appears in the same room once you have collected Golden Banana #5.

+++++SPECIAL+++++

Ammo Belt 2: Go to Funky's Store and pay 5 coins for the ammo upgrade that lets you carry 200 shots.

*Must be paid by 1 kong for all.

Instrument Upgrade 2 & Free Melon: Go to Candy's Music Shop and pay 7 coins to boost your instruments energy to 20 and get a 3rd melon.

*Must be paid by 1 kong for all.

Reveal the musical pads: From Cranky's Lab, jump in the Diddy barrel to the left and fly above the igloo to the right. Fly through the DK Star there to make the musical pads appear.

CREEPY CASTLE

+++++GOLDEN BANANAS+++++

Golden Banana #1: From Bananaport 1 Exit, jump on the lower floor and enter the entrance there, kill the Kasplat inside. Collect the blueprint and bring it back to Snide.

Golden Banana #2: From 2nd bananaport 1 Exit, fire your guns on the nearby Peanut Switch and enter the new room. Chimp Charge the numbers around the middle tombstone in that order: 1-2-3-4. Collect the banana that appears.

Golden Banana #3: From Bananaport 1 Exit, enter the door and follow the hallway until you see a door. Go inside and go in the room on the right. Simian Slam the switch there and go in the new room. Use your Sniper Mode on your gun to hit the Peanut Switch at the other side of the room. Use the hovering chains to swing to the banana.

Golden Banana #4: From Bananaport 5 Entrance, go to the right of the bridge to the right and hop in the Diddy barrel on the elevated platform. Fly all the way to the top of the world and land on the tower there. Hop in the barrel.

*BIG BUG BASH BONUS!

Rules: Swat 10 flies within 60 seconds.

Difficulty: Easy

Help: Just swat the flies, you should know how by now....

Golden Banana #5: From Bananaport 4 Exit, go to the left until you see a Diddy Switch, Simian Slam it and go inside. Kill all the enemies in the room (Use instrument). Hop in the new Diddy barrel and fly over all 3 candles to light them. Fly into the new barrel after that.

*MINE CART MAYHEM BONUS!

Rules: Avoid the Tnt carts for 60 seconds.

Difficulty: Hard

Help: The only tip I can give you is to change track as often as possible.

+++++BANANA COINS+++++

3 Coins: Near the skull entrance for Golden Banana #2.

3 Coins: Chimp Charge a wrong number for Golden Banana #2 and check in the hole to the right of the middle tombstone.

3 Coins: Near the first door for Golden Banana #3.

4 Coins: Over the pillars of the bridge to the right of Bananaport 5 Entrance.

2 Coins: Over the small towers of the castle, 2nd floor over the moat.

+++++DK DIRT SPOT+++++

#1: Behind Snide's HQ.

*Can be gotten by anyone.

+++++NORMAL BANANAS+++++

1 banana balloon (10): Floating near the skull entrance for Golden Banana #2.

1 banana bunch (15): On 2nd Bananaport 1 Exit.

1 banana balloon (25): Chimpy Charge a wrong number for Golden Banana #2 and check in the hole to the left of the middle tombstone.

4 banana bunches (45): In 4 of the 6 areas blocked by a grate.

1 banana balloon (55): Floating near Golden Banana #3.

1 banana bunch (60): On the pillar of the bridge to the right of Cranky's Lab.

1 banana bunch (65): On the clouds near Golden Banana #4.

1 banana balloon (75): Floating high over Bananaport 1 Exit.

3 banana bunches (90): Over the 3 candles for Golden Banana #5.

1 banana balloon (100!): Floating near Golden Banana #5.

+++++SPECIAL+++++

Instrument Upgrade 3: Go to Candy's Music Shop and pay 9 coins for the last instrument upgrade that boost your instrument to 25.

*Must be paid by 1 Kong for all.

Super Duper Simian Slam: Go to Cranky's Lab and pay 7 coins for the Super Duper Simian Slam (Bigga Buttus Bashium).

*Must be paid by 1 Kong for all.

Sniper Mode: Go to Funky's Store and pay 7 coins for the Sniper Mode.

*Must be paid by 1 Kong for all.

Open the skull: From Bananaport 1 Exit, jump down to the lower floor and go inside the entrance there. Take the left tunnel and fire your gun on the Coconut Switch to the right of the skull.

6. Lanky's walkthroughs

This section contains anything Lanky can pick up in the different worlds. Special is the section where all stuff not related to other things ends up (Switches, abilities, etc...). DK dirt spots always gives Rainbow coins which gives 5 coins to each Kong (Including those you haven't rescued yet!) to get

them, use the powered up B move given by the Banana Fairy.

DK ISLES

+++++GOLDEN BANANAS+++++

Golden Banana #1: Check around the cave with K. Lumsy inside. Fire your gun on the Grape Switch you'll find and enter the nearby door to get the banana.

Golden Banana #2: Inside the lobby to Jungle Japes, have Chunky lift the rock there and play your instrument with Lanky on the musical pad. Collect the banana.

Golden Banana #3: From Bananaport 1 Exit, enter the cave and go to the left to a Lanky barrel. Hop in it and continue to follow the wall to a switch. Run over it and return quickly to the Lanky barrel to collect the banana near it.

Golden Banana #4: Inside the cave to Crystal Caves, go through the left tunnel and kill the Kasplat there. Collect the blueprint and bring it back to Snide.

Golden Banana #5: From the entrance to Creepy Castle, go to the Lanky pad on the left and use it to get on top of the structure in the middle. Hop in the barrel there.

*SEARCHLIGHT SEEK BONUS!

Rules: Shoot 10 Klaptraps within 60 seconds.

Difficulty: Medium

Help: Search and shoot the Klaptraps. Watch out, they're fairly fast and time is a little tight.

+++++DK DIRT SPOT+++++

Dirt Spot #1: Go inside the cave behind DK's house, and you'll find it at the same place as the 3 banana coins.

*Can be gotten by anyone.

Dirt Spot #2: Climb the tree to the right of DK's house (The one nearest to the water) and you'll find some hovering vines, hop across them and go to the end of the cave, it's in the middle.

*Can be gotten by anyone.

Dirt Spot #3: From the bananaports, go to the right and jump up on the ledges a little farther, climb the tree and should see it on the ground at the same level as the tree top.

*Can be gotten by anyone.

Dirt Spot #4: Right in front of the cabin leading to the Fungi Forest world.

*Can be gotten by anyone.

Dirt Spot #6: Around K. Lumsy's cell.

*Can be gotten by anyone.

Dirt Spot #7: Under Golden Banana #5.

+++++BANANA FAIRIES+++++

#1 : Go on the island to the right of the island with a fairy face on it, it's floating around the top of the tree there.

*Can be gotten by anyone.

#2 : Inside the box with a "?" mark on it in Frantic Factory lobby, have Chunky break the box.

*Can be gotten by anyone after Chunky broke the box.

#3 : Inside the cabin leading to Fungi Forest, go to the left and check up the left wall. Use Tiny's Feather Bow to shoot the Feather Switch. The fairy will then appear in the room.

*Can be gotten by anyone once the fairy has been released.

#4 : At the top of K. Rool's island, behind the crocodile head.

*Can be gotten by anyone.

+++++BATTLE ARENAS+++++

#1 : Near Snide's HQ, have Chunky lift the rock there.

*BISH BASH BRAWL BONUS!

Difficult: Medium

Rules: Withstand the onslaught for 60 seconds.

Help: Knock down every enemy in sight. Be sure to keep the Kasplat down because he has a nasty shockwave move that can easily knock you off the platform. If you keep the Kasplat down, the rest is easy.

*Can be gotten by anyone after Chunky lifted the rock.

+++++SPECIAL+++++

Diddy Barrel : To the right of the temple leading to Angry Aztec's lobby, lift the first rock you see with Chunky and go play your instrument on the musical pad with Lanky. A Diddy barrel will appear near the cabin leading to Fungi Forest lobby.

JUNGLE JAPES

+++++GOLDEN BANANAS+++++

Golden Banana #1: From the beginning, go inside the first cave and turn left when you can, fire your gun on the Grape Switch to the right of the door at the back of the room. Enter the newly opened room and enter the barrel.

*MAD MAZE MAUL BONUS!

Difficulty: Easy

Rules: Kill all 5 baddies in the maze and get to the checkered board all within 60 seconds.

Help: Follow the hallway to the first intersection, kill the Kremling on the way. Continue straight past the intersection and kill the Kremling you will see, come back to the intersection and turn right, kill the kremling and turn left. Kill the Kremling and return to the previous intersection and continue straight ahead, kill the last kremling there and continue to the end of that hallway to get to the checkered board.

Golden Banana #2: From Bananaport 3 Exit, go up the nearby slope using the OrangStand and enter the cave. Use the Simian Slam on the 2 pegs each side of the DK Island picture. Shoot down the 5 Zingers that appears. Collect the banana that appears behind the Dk Island picture.

Golden Banana #3: Use the Simian Slam on the Lanky Switch to the left and behind Cranky's Lab.

*RUN FOR THE BANANA EVENT!

Difficulty: Easy

Rules: Collect the Golden Banana within 60 seconds.

Help: Take Bananaport 4 in front of Cranky's Lab and swim in the lake. Climb the vine to the right, once at the Funky's Store, swing across the vines to the right and look around the cannon there, it should be near it.

Golden Banana #4: From Cranky's Lab, enter the cave and turn to the right, kill the Kasplat there and collect the blueprint. Bring it back to Snide, over Funky's Store.

Golden Banana #5: From Cranky's Lab, enter the cave and turn to the right. Use the OrangStand to get up the slope to the left and enter the barrel there.

*SPEED SWING SORTIE BONUS!

Difficulty: Easy

Rules: Get all 40 coins within 40 seconds.

Help: Jump on the red mushroom near the beginning and land on the tree, swing across all the vines to the end to get all the coins as quickly as you can.

++++++BANANA COINS++++++

3 Coins : In the big room near Golden Banana #1.

2 Coins : To the left of the vine leading to Funky's store, check underwater.

2 Coins : On top of the pegs inside the cave of Golden Banana #2.

4 Coins : To the left of Snide's HQ.

3 Coins : Near the back wall in the room with the Kasplat for Golden Banana #4.

++++++DK DIRT SPOT++++++

Dirt Spot #1: From Bananaport 3 Exit, go up the slope nearby, using the OrangStand and you'll see it before the cave.

++++++NORMAL BANANAS++++++

1 banana bunch (5): Under the Barrel for Golden Banana #1.

5 bananas (10): At the bottom of the lake.

3 bananas (13): On the slope leading to the cave with Golden Banana #2.

2 banana bunches (23): Inside the cave of Golden Banana #2, between the steps.

1 banana balloon (33): Inside the cave of Golden Banana #2, it's above the entrance.

2 banana bunches (43): Over the 2 pegs inside the cave of Golden Banana #2.

1 banana bunch (48): To the left of Snide's HQ.

1 banana bunch (53): Atop the tree near Snide's HQ.

1 banana bunch (58): Atop the tree to the left and behind Cranky's Lab.

1 banana bunch (63): On the Lanky Switch to the left and behind Cranky's Lab.

1 banana balloon (73): Floating above the Lanky Switch to the left and behind Cranky's Lab.

5 bananas (78): Around the rock near the second Troff 'n Scoff Portal.

1 banana (79): From Cranky's Lab, enter the cave and turn to the right.

1 banana balloon (89): Floating above the Kasplat for Golden Banana #4.

3 bananas (92): On the slope to the right of the Kasplat for Golden Banana #4.

1 banana bunch (97): After the slope to the left of the Kasplat for Golden Banana #4.

3 bananas (100!): On the slope to the right of the Kasplat for Golden Banana #4.

+++++BATTLE ARENAS+++++

#1 : Right in front of Funky's Store, just press Z while on it to enter.

*BEAVER BRAWL BONUS!

Difficult: Easy

Rules: Stay on the platform for 30 seconds.

Help: Nothing hard here, just knock down the beavers as they appear. Watch out so you don't fall off accidentally.

*Can be gotten by anyone.

+++++BANANA FAIRIES+++++

#1 : From Cranky's Lab, go inside the cave and turn to the left, turn to the right at the first opportunity and you'll see it floating above the water.

*Can be gotten by anyone.

#2 : Inside the cave of Golden Banana #2, appears once you have gotten that Golden Banana, it will fly around the cave.

ANGRY AZTEC

+++++GOLDEN BANANAS+++++

Golden Banana #1: From Bananaport 2 Entrance, access the nearby temple and dive underwater. Swim through the tunnel and continue straight ahead at the intersection. Jump on top of the pillar in the room you arrive at. Use the Simian Slam on the switch at the top. Now you must fire your gun on the bird and hit it 5 times. After the 5th hit, the banana will drop down, just collect it.

Golden Banana #2: From 2nd Bananaport 1 Exit, fire your gun on the Grape Switch to the left of the nearby door. Go inside and use the Simian Slam on the switch. Fire your gun on the following faces in order (Starting from upper left corner): 1rst row ; first face and 4th row ; 1rst face | 1rst row ; second face and 4th row ; 3rd face | 1rst row ; 3rd face and 2nd row ; 4th face | 1rst row ; 4th face and 4th row ; 4th face | 2nd row ; 1rst face and 3rd row ; 2nd face | 2nd row ; 2nd face and 4th row ; 2nd face | 2nd row ; 3rd face and 3rd row ; 1rst face | 3rd row ; 3rd face and 3rd row ; 4th face | Finally collect the banana.

Golden Banana #3: Take 2nd Bananaport 2 near the left stairs in Llamla's temple and kill the nearby Kasplat. Collect the blueprint and bring it back to Snide.

Golden Banana #4: From Llamla's temple go to the temple all the way to the left and go to the second floor by going up the stairs on the left side. Fire your gun on the Grape Switch above the left door to open it. Go inside and fire your gun on the Grape Switch go either way as they all bring you to the same place. Fire your gun on the Grape Switch at the hallway's end. Go to the right and hop into the barrel at the end.

*BIG BUG BASH BONUS!

Difficulty: Easy

Rules: Swat 4 flies within 60 seconds.

Help: Just move the swatter and swat flies! Be aware that only the north tip of the swatter actually squish the flies. Press the button a little before the fly is within range to get it. Easy.

Golden Banana #5: From Llamla's temple entrance, go down the left stairs and go into the room to the left. Use your instrument on the musical pad there and return to the pool of water. Use the OrangStand to climb at the top of the statues and hop into the barrel there.

*TEETERING TURTLE TROUBLE BONUS!

Difficulty: Easy

Rules: Keep all turtles spinning for 45 seconds.

Help: Feed the top row, reload, feed the bottom row, reload. Repeat all previous steps until the mini-game finishes. Don't wait for the turtles to yell to feed a snake and don't mess up your order because of that also. If you follow those guidelines, it will be an easy game.

++++++BANANA COINS++++++

5 Coins : Around Bananaport 4 Exit.

4 Coins : To the left of Cranky's Lab.

3 Coins : Inside the temple near Bananaport 2 Entrance, to the right of the entrance.

2 Coins : Across the right vines in the room with Golden Banana #2.

3 Coins : In the cavities behind the temple to the left of Llamla's temple.

++++++DK DIRT SPOT++++++

Dirt Spot #1 : On the island near Bananaport 1 Exit, it's under the Tag Barrel.

*Can be gotten by anyone.

++++++NORMAL BANANAS++++++

5 bananas (5): On the tiny walkway leading to Cranky's Lab.

5 bananas (10): Inside the tunnel you begin in.

3 bananas (13): In the underwater tunnel leading to Golden Banana #1 room.

6 bananas (19): Around the pillar with the switch for Golden Banana #1.

1 banana bunch (24): On the switch for Golden Banana #1.

1 banana bunch (29): To the left of Cranky's Lab.

5 banana bunches (54): Atop the trees around the sand pit with the turning pillar.

3 bananas (57): On the right stairs inside Llamla's temple.

3 bananas (60): On the left stairs inside Llamla's temple.

1 banana bunch (65): On 2nd Bananaport 1 Entrance.

2 banana balloons (85): Floating above the water near Lanky's cell.

1 banana bunch (90): Across the left vines in the room with Golden Banana #2.

1 banana balloon (100!): Inside the hallways leading to Golden Banana #4.

+++++BATTLE ARENAS+++++

#1 : Just in the water behind the pillar with the switch for Lanky's Golden Banana #1. You must collect that banana before being able to access it.

*KRITTER CARNAGE BONUS!

Difficulty: Easy

Rules: Withstand the onslaught for 30 seconds.

Help: Just knock down each Kremling as they appear. Easy, you just have to watch out so you don't fall down.

*Can be gotten by anyone (Once the banana is collected).

+++++BANANA FAIRIES+++++

#1 : From Llamla's temple entrance, go down the stairs to the left and go up the first set of stairs to the left of the pool. Enter the room to your left and you'll see it.

+++++SPECIAL+++++

Grape Shooter : Go to Funky's Store and pay 3 coins for the Grape Shooter.

OrangStand : Go to Cranky's Lab and pay 3 coins to gain the OrangStand (Palmus Walkum).

Trombone Tremor : Go to Candy's Music Shop and pay 3 coins to get the instrument.

*The first instrument you get nets you an extra melon of energy!

Open the temple : To open the door to the temple near Bananaport 2 Entrance, fire your gun on the Grape Switch in the second cavity on the right side of the temple.

Access Llamla's temple : Fire your gun on the Grape Switch on the left side of the temple.

The vines in reach : Inside the room of Golden Banana #2, kill the 2 Kremlings to make some vines come down.

+++++GOLDEN BANANAS+++++

Golden Banana #1: From Bananaport 1 Exit, climb the pipe above you by using the OrangStand. Use the Simian Slam on the switch at the top. Go collect the banana.

Golden Banana #2: From Bananaport 4 Entrance, go to the left of the factory and use the Simian Slam on the second switch you see. Return to Bananaport 4 and take it. Go past the 3 moving platforms and follow the floor, go across the 2 turning pillars and use the OrangStand to climb the pipe at the end. Collect Golden Banana #2 at the top.

Golden Banana #3: From Bananaport 5 Entrance, go into the tunnel to the toy room and go up to the platform to the left using the obxes. Go to the right and use the Lanky pad to float to the barrel above the nearby door.

*BATTY BARREL BANDIT BONUS!

Difficulty: Easy

Rules: Get 3 lines of 4 bananas within 45 seconds.

Help: Just press the button as the banana gets into sight, the machine is so slow that you should be easily able to do it. You've got plenty of time to afford 3 or 4 misses but not more.

Golden Banana #4: From Bananaport 2 Exit, climb the ladder to the left and kill the Kasplat there. Collect the blueprint and bring it back to Snide.

Golden Banana #5: From Bananaport 2 Exit, go to the right and enter the 2nd tunnel to your left. Play your instrument on the musical pad and go inside. Use the Simian Slam on the switch. You must follow the sounds sequence the correct full seugence is (Follow the letters above each of the piano's colored slates) : CBCDECA. After each completion, one sound is aded until you get the sequence right. Collect the banana that appears.

+++++BANANA COINS+++++

3 Coins : Inside the factory.

3 Coins : On the 3 moving platforms near Bananaport 4 Exit.

3 Coins : On the boxes inside Chunky's cell room.

4 Coins : behind the boxes in the toy room.

+++++DK DIRT SPOT+++++

Dirt Spot #1 : Inside the room near Bananaport 1 Exit, knock down the metal gate with Chunky's Primate Punch.

*Can be gotten by anyone once the gate is down.

+++++NORMAL BANANAS+++++

5 bananas (5): On the pipe leading to the switch for Golden Banana #1.

1 banana bunch (10): On Bananaport 2 Entrance.

1 banana balloon (20): Inside the factory, between the 2 smashing pillars.

1 banana balloon (30): On the floor after the 3 moving platforms near Bananaport 4 Exit.

5 banana bunches (55): On the pipe leading to Golden Banana #2.

3 banana bunches (70): On the floor before going to the turning platforms leading to Bananaport 4 Exit.

5 bananas (75): In the tunnel leading to Cranky's Lab.

10 bananas (85): Around the room with Bananaport 2 Exit.

1 banana bunch (90): On Bananaport 2 Exit.

1 banana balloon (100!): Inside the room of Golden Banana #5.

+++++BATTLE ARENAS+++++

#1 : From Bananaport 2 Exit, go up the ladder to the left and jump in the small hole you see, it's there. Donkey must have opened the grates to make it accessible.

*ARENA AMBUSH BONUS!

Difficulty: Medium

Rules: Withstand the onslaught for 45 seconds.

Help: Just keep knocking down all enemies until time runs out. The Kasplat is an absolute must to keep him down so he doesn't get you with one of his nasty shockwaves.

*Can be gotten by anyone once Donkey as opened the grates.

+++++BANANA FAIRIES+++++

#1 : From Bananaport5 Entrance, go through the nearby tunnel to the toy room. Go around the big pile of blocks by the left and jump on the middle block along the wall there. Jump inside the tunnel and check around, it's there.

*Can be gotten by anyone.

#2 : Just in front of Funky's Store. Appears once you've got Tiny's Golden Banana #4.

*Can be gotten by anyone once the banana is collected.

+++++SPECIAL+++++

Baboon Balloon : Go to Cranky's Lab and pay 5 coins to gain the Baboon Balloon (Baboonus Balloonus).

Open the manhole cover : Use the Simian Slam on the switch direct north of the entrance portal.

*Can be done by anyone.

Open the metal gate : Use the Simian Slam on the switch at the bottom of the boxes in the room with Chunky's cell.

*Can be done by anyone.

Ammo Belt 1 : Go to Funky's Store and pay 3 coins for the first ammo upgrade.

*Must only be paid by one Kong for all.

GLOOMY GALLEON

+++++GOLDEN BANANAS+++++

Golden Banana #1: The water needs to be up for this one. From the beginning,

take the first tunnel to the right and hop on the wooden platform. Kill the Kasplat, collect the blueprint and bring it back to Snide.

Golden Banana #2: Hop in the Enguarde crate inside the lighthouse lake and go break the chest near the siren's home. Return to Lanky to collect the banana.

Golden Banana #3: From the beginning, take the first tunnel to the left and Simian Slam the switch to the right. Continue to the shipyards and dive underwater. Go to the sinked ship to the left and enter the bottom entrance. Hop in the Enguarde crate inside and break the various chests around. Take the tunnel that was previously blocked by a chest and return to Lanky to collect the banana.

Golden Banana #4: The water needs to be down for this one. From Funky's Store, go to the tree to the left and play your instrument on the trombone musical pad. Dive underwater and return to the beginning of the shipyards, go to the left of the sinked ship there and enter the first tunnel. Follow the hallway and turn left to collect the banana.

Golden Banana #5: The water needs to be high for this one. From the beginning of the treasure trove, hop on the left pile of coins and use the various Lanky pads to get to the top. Hop inside the barrel there.

*SEARCHLIGHT SEEK BONUS!

Difficulty: Easy

Rules: Shoot 4 klaptraps within 60 seconds.

Help: Search the area for the Klaptraps and shoot them. To get them, just fire a little in front of them.

++++++BANANA COINS++++++

3 Coins : In the room after the Enguarde wall in the lighthouse lake.

3 Coins : Under the Enguarde crate in the lighthouse lake.

4 Coins : Inside the chests in the ship for Golden Banana #3.

3 Coins : Inside a chest in the shipyards.

3 Coins : Inside the ship for Golden Banana #4.

++++++NORMAL BANANAS++++++

5 bananas (5): In the tunnel you begin in.

5 bananas (10): Around the Enguarde crate in the lighthouse lake.

4 banana bunches (30): Break the 4 chests around the lighthouse lake.

2 banana balloons (50): Floating near the Battle Arena Pad.

1 banana bunch (55): In the tunnel leading to Golden Banana #3.

5 bananas (60): In the ship for Golden Banana #3.

1 banana balloon (70): Floating above the central area of the shipyards.

1 banana bunch (75): Under the Enguarde crate in the shipyards area.

1 banana bunch (80): On the trombone musical on the tree near Funky's Store.

3 banana bunches (95): Inside the ship for Golden Banana #4.

5 bananas (100!): On the pile of coins for Golden Banana #5.

+++++BATTLE ARENAS+++++

#1 : Inside the wood structure with Cranky's Lab on top. Use Chunky's Primate Punch to open the way.

*MORE KRITTER KARNAGE BONUS!

Difficulty: Easy

Rules: Withstand the onslaught for 45 seconds.

Help: Just knock down every kremling you see while staying on the platform.

Really easy one.

*Can be gotten by anyone once the way is open.

+++++BANANA FAIRIES+++++

#2 : From Bananaport 1 Entrance, take the tunnel to the right and use Chunky's Primate Punch on the left chest to make the fairy appear.

*Can be gotten by anyone once chest has been broken.

+++++SPECIAL+++++

Adjust the water level : Hit the switches on the pillar below the lighthouse to lift or diminish the water level.

*Can be done by anyone.

Break the wall : From the lighthouse, dive underwater and hop in the Enguarde crate on the highest floor. Go to the left and up. Use the charge on the wall to break it. The wall is to the right of the big gate, near the surface.

RAREWARE COIN : Go to Cranky's Lab with 15 Banana Medals and play his mini-game to get the coin.

*JETPAC EVENT!

Difficulty: Medium

Rules: Score 5000 points and collect the Rareware Coin.

Help: Just fire on the things and collect the items that fall in the screen.

Get the rocket parts and fuel and bring them over the rocket to assemble it.

Once it flashes, hop in it to go to the next stage. Once you've got 5000

points, collect the Rareware Coin that will appear somewhere in the screen. A

friendly tip: DON'T hug the sides because the various things appears there.

*Can be collected by anyone once you have 15 Banana Medals

Access the treasure trove : From the beginning, take the first tunnel to the left and dive underwater. Hop in the Enguarde crate on the ship's debris underwater and hop through the DK Star on the surface 3 times to open the door to the treasure trove.

Instrument Upgrade 1 : Go to Candy's Music Shop and pay 5 coins to upgrade the energy of your instruments.

*Only 1 kong needs to pay for all.

Break the chests : Hop in the Enguarde crate underwater near the beginning of the shipyards and use the charge to break the chests around the bottom of the water. 5 chests in total.

FUNGI FOREST

++++++GOLDEN BANANAS++++++

Golden Banana #1: From the top of the giant mushroom, use the OrangStand to get to the highest point. Simian Slam the switch on top and enter the door on the bright side. Simian Slam the mushrooms in that order: Yellow, Red, Purple, Green, Blue. Hop in the barrel that appears.

*KRAZY KONG KLAMOUR BONUS!

Difficulty: Medium

Rules: Shoot the Golden Banana 5 times within 60 seconds.

Help: Just point and shoot as fast as you can. The banana switches place very fast in this one.

Golden Banana #2: Night time required. From Bananaport 1 Exit, use the Lanky pad to the left to get on the roof and enter the roof there. Simian Slam the switch inside and kill the 3 bats that come out (Instrument works wonders). Collect the banana that appears.

Golden Banana #3: From the top of the giant mushroom, use the OrangStand to go higher and Simian Slam the switch on top. Go inside the door on the shadowed side. Use the 2 mushrooms inside to collect the banana.

Golden Banana #4: From Bananaport 4 Exit, go through the hole in the giant tree and kill the Kasplat there. Collect the blueprint and bring it back to Snide.

Golden Banana #5: Day time and OrangStand Sprint required. From Bananaport 4, go to the left and play your instrument on the musical pad there. Start the race and beat him by using the OrangStand (Try to make sharp turns and get the first place early). You'll have to race a second time to get the banana, but he's much faster this time, you'll need the OrangStand Sprint. Hop in the Lanky barrel at the start and catch up with him and get past him, you'll win barely this one. There is no special trick for those 2 races, but keep trying.

++++++BANANA COINS++++++

2 Coins: On top of the roof of the well near the giant cuckoo clock.

3 Coins: On top of the mushroom to the right of the mill.

3 Coins: Behind the giant mushroom, around the torch there.

3 Coins: Inside the hole of the giant tree.

3 Coins: Given by the rabbit after winning the first race.

3 Coins: In the conveyor belt area of the mill, to the left of the entrance.

++++++DK DIRT SPOT++++++

Dirt Spot #1: In front of the soft soil to the left of Funky's Store.

*Can be gotten by anyone.

++++++NORMAL BANANAS++++++

1 banana bunch (5): On top of the Lanky switch atop the giant mushroom.

1 banana bunch (10): Inside the room for Golden Banana #1.

1 banana bunch (15): On Bananaport 3 Exit.

1 banana bunch (20): On Bananaport 1 Entrance.

3 bananas (23): On the rope leading to the top of the mill.

4 bananas (27): On top of the mill.

1 banana bunch (32): Over the Lanky pad to the left of Bananaport 1 Exit.

1 banana bunch (37): In front of the entrance in the roof of the mill.

1 banana bunch (42): Inside the mill for Golden Banana #2.

10 bananas (52): Around the bottom of the giant mushroom.

1 banana balloon (62): Floating inside the giant mushroom, at the bottom.

1 banana balloon (72): Floating inside the giant mushroom, at the top.

2 banana bunches (82): In the room of the giant mushroom for Golden Banana #3.

10 bananas (92): In the tunnel leading to the giant tree area.

3 bananas (95): Leading to the rabbit's house to the left of the giant tree.

1 banana bunch (100!): On the musical pad for Golden Banana #5.

+++++BATTLE ARENAS+++++

#1: Night time required. From the top of the giant mushroom, fall through the hole near the Troff 'n Scoff portal to find it.

*KAMIKAZE KREMLINGS BONUS!

Difficulty: Medium

Rules: Survive the onslaught for 60 seconds.

Help: The only real tip for this one is to be sure that the 2 Kasplats stay down so they don't do their nasty shockwave attack. Basic Kremlings shouldn't cause any problems.

*Can be gotten by anyone.

+++++SPECIAL+++++

Homing Ammo : Go to Funky's Store and pay 5 coins for the Homing Ammo ability.

*Must be paid by only 1 Kong for all.

Changing the time of the day : From the beginning, take the cannon to the left of the giant cuckoo clock and fire your gun on the Sun Switch to change to Day and the Moon Switch to change to Night.

*Can be done by anyone.

Super Simian Slam : Go to Cranky's Lab and pay 5 coins for the Super Simian Slam (Big Buttus Bashium).

*Must be paid by only 1 Kong for all.

Teamwork : Fire your gun on each correspondant switch inside the giant mushroom with each Kong to make a few cannons leading to the top appear.

*Each Kong is needed for this.

Access giant tree area : From the giant mushroom, go to the tunnel to the left and fire your gun on the Grape Switch above the tunnel's entrance to open the way.

CRYSTAL CAVES

++++++GOLDEN BANANAS++++++

Golden Banana #1: From Bananaport 1 Exit, go play your instrument on the Trombone musical pad around the igloo nearby and go inside. Kill the 2 beavers and 3 kremlings. use the new Lanky Pad to get at the top of the big pillar. Collect the banana there.

Golden Banana #2: From Funky's Store, go across the pillars to the right to the ice castle. Simian Slam the switch that isn't in front of the castle's door and use the Lanky Pad around the castle to get on top of it. Use the other Lanky Pad to get in the castle.

*BEETLE RACE REMATCH!

Rules: Beat the beetle to the end and collect 50 coins.

Difficulty: Very Hard

Help: No help here, I still have trouble beating him and doesn't have any tips to give you except this: Go as fast as you can while collecting coins!!

Golden Banana #3: From Funky's Store, go across the pillars to the right, go to the ice castle, Simian Slam the switch in front of the castle door and go inside. To win the mini-game, simply Simian Slam every switch the ghostly pumpkin flips and you'll end up with more switches than him easy.

Golden Banana #4: Take Bananaport 3 Entrance and kill the Kasplat there. Collect the blueprint and bring it back to Snide.

Golden Banana #5: From Bananaport 2 Exit, go to the house on the left and use the Lanky pad on the right to get on the house. Play your instrument on the musical pad there and go inside the house. Use your powered attack to get rid of the enemy near the Lanky pad. Use the Lanky pad to get to the Lanky Barrel and run to the end of the hallway, stepping on the switch. Run back quickly to the beginning to collect the banana.

++++++BANANA COINS++++++

2 Coins: In the room of the Golden Banana #3.

3 Coins: Around the bottom of the pillar with Bananaport 5 Exit on it.

3 Coins: Down the ledge to the right of the house to the left of Bananaport 2 Exit.

++++++NORMAL BANANAS++++++

5 bananas (5): In the beginning tunnel.

3 banana bunches (20): Floating near Cranky's Lab, use the nearby Lanky Pad to collect them.

5 bananas (25): On the big pillar for Golden Banana #1.

1 banana balloon (35): Floating around the top of the big pillar for Golden Banana #1.

1 banana bunch (40): In the roof entrance of the ice castle for Golden Banana #2.

1 banana balloon (50): In the room of the Golden Banana #3.

10 bananas (60): In the water after the waterfall to the left of Funky's Store.

1 banana balloon (70): Floating in the waterfall to the right of Candy's Music Shop.

4 banana bunches (90): Around Bananaport 5 Exit.

1 banana bunch (95): On the musical pad for Golden Banana #5.

1 banana bunch (100!): On the switch for Golden Banana #5.

+++++SPECIAL+++++

OrangStand Sprint: Go to Cranky's Lab and pay 7 coins for the OrangStand Sprint (Palumus Dashium).

Ammo Belt 2: Go to Funky's Store and pay 5 coins for the ammo upgrade that lets you carry 200 shots.

*Must be paid by 1 kong for all.

Instrument Upgrade 2 & Free Melon: Go to Candy's Music Shop and pay 7 coins to boost your instruments energy to 20 and get a 3rd melon.

*Must be paid by 1 kong for all.

CREEPY CASTLE

+++++GOLDEN BANANAS+++++

Golden Banana #1: From Bananaport 1 Exit, jump on the lower floor and go inside the nearby entrance. Go to the right and fire your gun on the Grape Switch on the left of the structure. Go inside and fire your gun on the Grape Switch there. Hop in the Lanky barrel and run through the left hallway as fast as you can. Play your instruemnt on the musical pad in the room you come to and swing across the vines to the banana.

Golden Banana #2: From Bananaport 1 Exit, enter the nearby entrance and follow the corridor until you see a door. Go inside and go into the room on the left. Simian Slam the switch there and go into the next room. Play your instrument on the musical pad and use the Lanky pads to get to the barrel.

*KREMLING KOSH BONUS!

Rules: Shoot 25 Kremlings within 60 seconds.

Difficulty: Medium

Help: Just shoot them as they come out because they're fairly fast. The rest is up to you....

Golden Banana #3: From Bananaport 2 Exit, go to the right and kill the Kasplat you'll see. Collect the blueprint and bring it back to Snide.

Golden Banana #4: From Bananaport 4 Exit, Simian Slam the switch on the right

of the nearby house and go inside it. Find you way through the maze (Can't help you because of the lack of landmarks). Collect the banana at the end.

Golden Banana #5: From Bananaport 5 Exit, Simian Slam the switch on the left and go inside the tower. Kill all the enemies in the room and use you Sniper Mode on your gun to shoot all 3 Grape Switches high up into the tower. Use the Lanky pad to inflate and use the ascending wind to get to the barrel.

*BEAVER BOTHER BONUS!

Rules: Make 15 beavers fall in the hole within 60 seconds.

Difficulty: Hard

Help: Don't focus on beavers that won't fall and don't snap your jaws uselessly. I can't help more than that....

++++++BANANA COINS++++++

2 Coins: From Bananaport 1 Exit, jump o the lower floor and follow the path on the right of the entrance to the end. They're on the tree there.

4 Coins: Around the entrance for Golden Banana #1.

3 Coins: Near Golden Banana #1.

3 Coins: In the room of Golden Banana #2.

3 Coins: In the maze of Golden Banana #4.

++++++DK DIRT SPOT++++++

#1: Behind Snide's HQ.

*Can be gotten by anyone.

++++++NORMAL BANANAS++++++

5 banana bunches (25): Leading to Funky's Store.

5 bananas (30): Leading to Funky's Store.

1 banana balloon (40): Near Golden Banana #1.

2 banana balloons (60): In the room of Golden Banana #2.

6 banana bunches (90): Inside the maze of Golden Banana #4.

1 banana balloon (100!): In the room of Golden Banan #5.

++++++BATTLE ARENAS++++++

#1: Appears in the center of the maze once you've collected Golden Banana #4.

*PINNACLE PALAVER BONUS!

Rules: Withstand the onslaught for 80 seconds.

Difficulty: Medium

Help: As long as you keep the Kasplats occupied so they don't bother you, it's easy.

++++++SPECIAL++++++

Instrument Upgrade 3: Go to Candy's Music Shop and pay 9 coins for the last instrument upgrade that boost your instrument to 25.

*Must be paid by 1 Kong for all.

Super Duper Simian Slam: Go to Cranky's Lab and pay 7 coins for the Super Duper Simian Slam (Bigga Buttus Bashium).

*Must be paid by 1 Kong for all.

Sniper Mode: Go to Funky's Store and pay 7 coins for the Sniper Mode.

*Must be paid by 1 Kong for all.

7. Tiny's walkthroughs

This section contains anything Tiny can pick up in the different worlds. Special is the section where all stuff not related to other things ends up (Switches, abilities, etc...). DK dirt spots always gives Rainbow coins which gives 5 coins to each Kong (Including those you haven't rescued yet!) to get them, use the powered up B move given by the Banana Fairy.

DK ISLES

+++++++GOLDEN BANANAS+++++++

Golden Banana #1: In the lobby to Frantic Factory, have Chunky break the "?" marked box and then, kill the Kasplat with Tiny. Collect the blueprint and bring it back to Snide.

Golden Banana #2: Inside the lobby to Angry Aztec, have Diddy get the banana barrel out first. Then climb on the little edge of the platform leading to Angry Aztec. Jump and use the Pony Tail Whirl to float to the barrel.

*BIG BUG BASH BONUS!

Difficulty: Easy

Rules: Swat 8 flies within 60 seconds

Help: Use the swatter, be aware that only the north tip of the swatter can squish flies, press the button a little before the fly is in range to swat it. Don't fool around as time is a little tight.

Golden Banana #3: From Bananaport 5 Exit, go behind the fairy face and fire your gun on the Feather Switch above the door there. Enter and collect the banana.

Golden Banana #4: From the entrance to Gloomy Galleon, Pony Tail Whirl to the Tiny barrel to the right and pass through the drain underwater. Collect the banana on the platform on the other side.

Golden Banana #5: From the Bananaports, swim to K. Rool's island and go behind it. Use the Monkeyport there to teleport at the top and play your instrument on the nearby musical pad. Collect the banana that appears.

Golden Banana #6: After you've collected all 20 banana fairies, go see the banana fairy on her island to be awarded a special Rareware Golden Banana!!

+++++++DK DIRT SPOT+++++++

Dirt Spot #1: Go inside the cave behind DK's house, and you'll find it at the same place as the 3 banana coins.

*Can be gotten by anyone.

Dirt Spot #2: Climb the tree to the right of DK's house (The one nearest to the water) and you'll find some hovering vines, hop across them and go to the end of the cave, it's in the middle.

*Can be gotten by anyone.

Dirt Spot #3: From the Bananaports, go to the right and jump up on the ledges a little farther, climb the tree and should see it on the ground at the same level as the tree top.

*Can be gotten by anyone.

Dirt Spot #4: Right in front of the cabin leading to the Fungi Forest world.

*Can be gotten by anyone.

Dirt Spot #6: Around K. Lumsy's cell.

*Can be gotten by anyone.

++++++BANANA FAIRIES++++++

#1 : Go on the island to the right of the island with a fairy face on it, it's floating around the top of the tree there.

*Can be gotten by anyone.

#2 : Inside the box with a "?" mark on it in Frantic Factory lobby, have Chunky break the box.

*Can be gotten by anyone after Chunky broke the box.

#3 : Inside the cabin leading to Fungi Forest, go to the left and check up the left wall. Use Tiny's Feather Bow to shoot the Feather Switch. The fairy will then appear in the room.

*Can be gotten by anyone once the fairy has been released.

#4 : At the top of K. Rool's island, behind the crocodile head.

*Can be gotten by anyone.

++++++BATTLE ARENAS++++++

#1 : Near Snide's HQ, have Chunky lift the rock there.

*BISH BASH BRAWL BONUS!

Difficult: Medium

Rules: Withstand the onslaught for 60 seconds.

Help: Knock down every enemy in sight. Be sure to keep the Kasplat down because he has a nasty shockwave move that can easily knock you off the platform. If you keep the Kasplat down, the rest is easy.

*Can be gotten by anyone after Chunky lifted the rock.

++++++SPECIAL++++++

Door to the switch : Inside the Angry Aztec lobby, fire your gun on the Feather Switch to the left of the door at the back of the temple.

Banana Camera and powered attack : From the Bananaports, swim to the island with a fairy face to the right of K. Rool's island (Or take Bananaport 5). Enter the Tiny Barrel to the right of the face and enter the small hole at the base of the stone face to get inside. Just talk to the fairy to receive the Banana Camera and the powered attack.

Help Chunky: After collecting Golden Banana #5, a Chunky barrel will appear on the island to the right of the island with Bananaport 5 Exit.

JUNGLE JAPES

++++++GOLDEN BANANAS++++++

Golden Banana #1: From the beginning, enter the first cave and turn to the left when you can. Fire your gun on the Feather Switch to the right of the door to the left of the room. Enter the newly-accessible area and jump into the barrel there.

*SPLISH-SPLASH SALVAGE BONUS!

Difficulty: Medium

Rules: Collect all 10 coins within 60 seconds.

Help: Dive underwater and collect the 4 coins near the border of the water about mid-way down. Go at the bottom and collect the 5 coins along the border of the water and finally collect the last coin in the middle, this one can be hard because swimming is not always easy.

Golden Banana #2: From Bananaport 3 Entrance, go into the nearby cave and kill the second Kasplat you come by. Collect the blueprint and bring it back to Snide, above Funky's Store.

Golden Banana #3: From Bananaport 5 Entrance, go straight north to a stump with the banana inside, enter the Tiny barrel to the right and jump on the mushroom to the left of the stump, land on the stump itself. Fall into the middle hole to collect the banana.

Golden Banana #4: From Bananaport 5 Entrance, go to the right near the shell structure. Enter the Tiny barrel and enter the shell by the small opening on the front. Once inside, take the left hallway and use the Simian Slam on the switch at the end. Return to the main room and take the north hallway. Use the Simian Slam on the switch at the end and return to the main room. Take the right hallway and climb the various elevations to the top one to collect the banana.

Golden Banana #5: Use the Simian Slam on the switch to the left of Cranky's Lab.

*RUN FOR THE BANANA EVENT!

Difficulty: Easy

Rules: Collect the banana within 30 seconds.

Help: Take Bananaport 4 in front of Cranky's Lab and swim in the lake, go into the little niche to the left and collect the banana. Easy, no?

++++++BANANA COINS++++++

3 Coins : Near the Kasplat for Golden Banana #2

5 Coins : Take Bananaport 5 to end up on the structure leading to the mine, the coins are around the top.

2 Coins : Inside the shell for Golden Banana #4, take the north hallway and check behind the pillars about mid-way through the hallway.

5 Coins : Inside the lake where Banana Fairy #1 is.

3 Coins : Around the cannon used to get out of the cavern under the X marked floor.

+++++NORMAL BANANAS+++++

5 bananas (5): Inside the first cave, just follow the trail.

1 banana bunch (10): Under the barrel for Golden Banana #1.

1 banana bunch (15): In front of the entrance to the shell leading to Golden Banana #4.

8 bananas (23): Around the location of Golden Banana #4.

1 banana balloon (33): Above the first switch used to get Golden Banana #4.

3 banana bunches (48): Under the trunk to the left of Bananaport 5 Entrance, you must be small to get under.

3 banana bunches (63): Under the trunk to the right of Bananaport 5 Entrance, you must be small to get under.

7 bananas (70): A trail leading to the lake with Banana Fairy #1.

1 banana balloon (80): Floating above the lake where Banana Fairy #1 is.

1 banana bunch (85): Atop the tree to the right of Cranky's Lab.

1 banana bunch (90): On the Tiny switch to the left of Cranky's Lab.

1 banana balloon (100!): Floating above the Tiny switch to the left of Cranky's Lab.

+++++BATTLE ARENAS+++++

#1 : Right in front of Funky's Store, just press Z while on it to enter.

*BEAVER BRAWL BONUS!

Difficult: Easy

Rules: Stay on the platform for 30 seconds.

Help: Nothing hard here, just knock down the beavers as they appear. Watch out so you don't fall off accidentally.

*Can be gotten by anyone.

+++++BANANA FAIRIES+++++

#1 : From Cranky's Lab, go inside the cave and turn to the left, turn to the right at the first opportunity and you'll see it floating above the water.

*Can be gotten by anyone.

+++++SPECIAL+++++

Open the way outside : From Bananaport 3 Entrance, go inside the nearby cave and follow it to the end. Fire your gun on the 2 Feather Switches on each side of the door to open it permanently.

ANGRY AZTEC

+++++GOLDEN BANANAS+++++

Golden Banana #1: From Bananaport 2 Entrance, access the temple nearby and hop

into the Tiny barrel to the left of Diddy's Switch. Go underwater and check to the left of the big underwater tunnel for a smaller one (A banana is leading the way). Enter and go into the room with colored plates. Approach the wooden door and a Klaptrap will come out. Dispose of it and another Klaptrap comes out. Kill all 5 Klaptraps that appears and the banana will appear.

Golden Banana #2: From Bananaport 2 Entrance, enter the tunnel to the right and kill the Kasplat you'll see. Pick up the blueprint and bring it back to Snide.

Golden Banana #3: From 2nd Bananaport 2 Exit, use the Simian Slam on the nearby switch and cross the pillars in the lava. Use the Simian Slam on the switch on the platform and cross the new pillar to the next platform. Use the Simian Slam on the switch and move across the new pillars to collect the banana.

Golden Banana #4: From Llamla's temple, go all the way to the temple on the left and use the stairs on the left to get to the second floor. Fire your gun on the Feather Switch above the middle door and go inside. Fire your gun on the Feather Switch and go either way. At the end of the next hallway, fire your gun on the Feather Switch and go to the left, collect the banana and get out of there!

Golden Banana #5: From Snide's HQ, go up the nearby stairs and go down the right ones. Go toward the platform and hop into the Tiny barrel to the right of the stairs. Go up the stairs and play your instrument on the musical pad. You'll be transported to the top of the tower.

***BEETLE RACE EVENT!**

Difficulty: Hard

Rules: Beat the beetle to the end line and collect 50 coins.

Help: Can't help you much, in the beginning, use your running attack to knock the beetle down so you get a little lead. When you slide it's good to press the accelerator as hard as you can. Just watch so you don't fall down. Don't touch the beetle while sliding, you'll lose coins. Also, jumping kills, avoid it. At the end, you must wall to the finish line, remember that you can knock down the beetle if it's trying to get past you. This one is bound to take MANY tries before you get it.

++++++BANANA COINS++++++

3 Coins : Go inside the cave to the right of Bananaport 2 Entrance and follow the hallway until you come to a big switch, turn to the left and the coins are there.

4 Coins : Around the DK Dirt Spot on the island near Bananaport 1 Exit.

4 Coins : Go inside the temple near Bananaport 2 Entrance and dive underwater, follow the hallway straight ahead and you'll come to a pillar, the coins are around it.

3 Coins : Near 2nd Bananaport 1 Exit.

2 Coins : Next to the 2 Feather Switches for Golden Banana #4.

5 Coins : Around Bananaport 5 Entrance.

++++++DK DIRT SPOT++++++

Dirt Spot #1 : On the island near Bananaport 1 Exit, it's under the Tag Barrel.

*Can be gotten by anyone.

+++++NORMAL BANANAS+++++

3 bananas (3): Leading to the vase entrance in Llamla's temple.

2 banana balloons (23): In the same room as Tiny's cell.

5 bananas (28): In the small tunnel underwater, leading to Golden Banana #1.

10 bananas (38): Inside the tunnel to the right of Bananaport 2 Entrance.

1 banana balloon (48): Floats high above the pool of water inside Llamla's temple.

2 banana bunches (58): On the 2 switches for Golden Banana #3.

2 bananas (60): On the other side of the vase entrance leading to Golden Banana #3.

5 bananas (65): On the walkway leading to the temple to the left of Llamla's temple.

5 banana bunches (90): Atop the trees around the temple to the left of Llamla's temple.

1 banana bunch (95): On Bananaport 5 Entrance.

1 banana bunch (100!): Under the Tiny barrel used for Golden Banana #5.

+++++BATTLE ARENAS+++++

#1 : Just in the water behind the pillar with the switch for Lanky's Golden Banana #1. You must collect that banana before being able to access it.

*KRITTER CARNAGE BONUS!

Difficulty: Easy

Rules: Withstand the onslaught for 30 seconds.

Help: Just knock down each Kremling as they appear. Easy, you just have to watch out so you don't fall down.

*Can be gotten by anyone (Once the banana is collected).

+++++BANANA FAIRIES+++++

#1 : From Llamla's temple entrance, go down the stairs to the left and go up the first set of stairs to the left of the pool. Enter the room to your left and you'll see it.

#2 : Inside the hallways leading to Golden Banana #2, go left the first time and hop inside the Tiny barrel, pass through the nearby hole and it's there.

+++++SPECIAL+++++

Feather Bow : Go to Funky's Store and pay 3 coins for the Feather Bow.

Mini Monkey : Go to Cranky's Lab and pay 3 coins to gain the Mini Monkey (Kongus Smallus).

Saxophone Slam : Go to Candy's Music Shop and pay 3 coins to get the instrument.
*The first instrument you get nets you an extra melon of energy!

Access the temple : To open the door to the temple near Bananaport 2 Entrance,

fire your gun on the Feather Switch in the first cavity on the right side of the temple.

Access Llamla's temple : Fire your gun on the Feather Switch behind the temple.

FRANTIC FACTORY

+++++++GOLDEN BANANAS+++++++

Golden Banana #1: From Bananaport 4 Entrance, use the Simian Slam on the switch to the left and return to Bananaport 4, take it. Cross the 3 moving platforms and hop on the conveyer belts. Follow them to the end and use the Pony Tail Whirl to float to the next platform. Hop in the barrel there.

*KRAZY KONG KLAMOUR BONUS!

Difficulty:

Rules: Shoot the Golden Banana 10 times within 60 seconds.

Help: Point and shoot the banana as fast as possible, if you're not fast enough you'll hit a kong. The screen shifts at a regular pace, but not too fast. Just rely on your reflexes.

Golden Banana #2: From Bananaport 1 Exit, take the tunnel near the Troff 'n Scoff portal and kill the Kasplat there. Collect the blueprint the blueprint and bring it back to Snide.

Golden Banana #3: From Bananaport 5 Exit, hop in the Tiny barrel to the left and climb atop the desk and boxes to the top. Enter the small tunnel there. Collect the banana at the end.

Golden Banana #4: From Bananaport 5 Entrance, go through the tunnel to the toy room and go up the platform to the left using the boxes. Go to the left and hop in the Tiny barrel, enter the nearby tunnel and use the Simian Slam on the switch. You must fire on the following object in order (The wheel goes faster after each correct hit): Orange, Watermelon, Banana, Crystal Coconut, Banana Medal, Ammo Crate. Collect the banana that appears.

Golden Banana #5: From Bananaport 2 Exit, take the nearby tunnel and hop in the Tiny barrel at the end. Pass by the small tunnel to the left of the room and the next small tunnel at the end of the road.

*CAR RACE EVENT!

Difficulty: Easy

Rules: Beat the car to the finish and collect 10 coins.

Help: Nothing hard, just change lanes to avoid the TNT carts and hit as many DK Stars to keep your speed up. There is no reason to decelerate so keep the gas up! Collecting 10 coins should be a cakewalk in that mini-game.

+++++++BANANA COINS+++++++

3 Coins : On the platform after Golden Banana #1, just float there with the Pony Tail Whirl.

5 Coins : Around Bananaport 4 Exit.

5 Coins : Near the Kasplat for Golden Banana #2.

5 Coins : Around the bottom of the pole after the metal gate.

+++++++DK DIRT SPOT+++++++

Dirt Spot #1 : Inside the room near Bananaport 1 Exit, knock down the metal gate with Chunky's Primate Punch.

*Can be gotten by anyone once the gate is down.

+++++++NORMAL BANANAS+++++++

2 banana bunches (10): Mid-way down the pole leading to the factory, check near the window there.

4 banana bunches (30): On the conveyor belts leading to Golden Banana #1.

1 banana bunch (35): On the platform after Golden Banana #1, just float there with the Pony Tail Whirl.

1 banana balloon (45): Floats near the middle of the factory, where the ladder is.

1 banana bunch (50): At the entrance of the small tunnel leading to Golden Banana #3.

3 bananas (53): In the tunnel to the left of the beginning.

7 bananas (60): In the tunnel leading to the toy room.

1 banana balloon (70): Near Snide's HQ.

1 banana balloon (80): Near Funky's Store.

2 banana bunches (90): In the tunnel leading to Golden Banana #4.

10 bananas (100!): In the tunnel near Bananaport 2 Exit.

+++++++BATTLE ARENAS+++++++

#1 : From Bananaport 2 Exit, go up the ladder to the left and jump in the small hole you see, it's there. Donkey must have opened the grates to make it accessible.

*ARENA AMBUSH BONUS!

Difficulty: Medium

Rules: Withstand the onslaught for 45 seconds.

Help: Just keep knocking