

# Donkey Kong 64 Challenge Guide

by Manochese

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Donkey Kong 64 Uber Challenge Guide

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Section #1

## Introduction

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Welcome to my Donkey Kong 64 Uber Challenge guide. The DK64 Uber Challenge consists of a set of rules to follow that make Donkey Kong 64 more difficult and rewarding. This guide will present those rules, then walk you through the game using them. You may be familiar with my Ocarina of Time Uber Challenge; the idea behind this one is the same.

As DK64 glitching has evolved, some terminology has appeared. If you aren't sure about a term I use in the guide or if you just want to learn more about DK64, check out the Speed Demos Archive Strategy Wiki:

[http://speeddemosarchive.com/kb/Donkey\\_Kong\\_64](http://speeddemosarchive.com/kb/Donkey_Kong_64)

A few other people and I have spent a lot of time writing this wiki and making videos for most of the tricks on it. So, rather than typing out new explanations for everything, I will often refer you to the wiki. Because it's a wiki, it may change, so if I tell you to read a certain part, you may have to

look around a bit to find it. I recommend keeping the wiki bookmarked while you do this challenge.

If you need help, check the guide and the full playthrough video first, but then feel free to e-mail me (with a meaningful subject line). Good luck!

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Section #2  
Legal Stuff  
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- www.gamefaqs.com
  - www.neoseeker.com
  - www.supercheats.com
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Section #3  
Rules  
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The goal is to beat the game under these restrictions:

- No more than 1 Golden Banana
- No more than 3 keys
- Until every kong is freed, only Chunky can buy upgrades
- No Cranky upgrades with DK or Lanky
- No Candy upgrades except Trombone Tremor
- No Monkeyport
- Diddy cannot be used in Angry Aztec
- You cannot fight Mad Jack with Tiny
- You must shut down the Blast-O-Matic
- No cheats
- No Gameshark, Action Replay, etc.
- No crooked cartridge (touching the cartridge while playing)

If this sounds impossible, don't worry; this guide will show you the way. I recommend that you follow it closely to avoid getting Golden Bananas and keys you don't want.

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Section #4  
Complete Playthrough Video

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In order to accompany this guide and document a zero-Golden Banana playthrough, I have recorded a video of the whole challenge:

<https://sites.google.com/site/manocheese/dk64uberchallenge>

If you are stuck at any point, remember that you can refer to the video.

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## Section #5 Walkthrough

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This section is the meat and bones of the guide. I assume that you've at least beaten the game if you're undertaking this challenge, so I won't go into detail in some places. If you need more info, either refer to the complete playthrough video or look at one of the regular FAQs on GameFAQs.

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### Section #5.1 Freeing Diddy--Jungle Japes

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#### Overview:

Perform the Funky Weapons Glitch  
Complete the training barrels  
Get the camera  
Enter Jungle Japes  
Free Diddy

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The first order of business is to perform the Funky Weapons Glitch, which gives you all the guns, Homing Ammo, Sniper Sight, and Simian Slam. The glitch is described on the Strategy Wiki:

[http://speeddemosarchive.com/kb/Donkey\\_Kong\\_64#Funky\\_Weapons\\_Glitch](http://speeddemosarchive.com/kb/Donkey_Kong_64#Funky_Weapons_Glitch)

Note that you need two controllers to do this glitch. If you only have one, you don't have to do the glitch, but you will need to buy some guns later on. You'll need to buy DK's gun in Jungle Japes (for the purpose of which you may temporarily disregard the rule that says "Until every kong is freed, only Chunky can buy upgrades") and you'll need Diddy's and Chunky's guns before you go to Hideout Helm. After doing the glitch (or not) and starting your file, talk to Cranky to make the training barrels appear. Complete them and leave the training area.

You will need to buy some upgrades throughout the run, and rainbow coins help greatly. They give five coins to each kong, including the ones you haven't freed yet. Two rainbow coins will be enough to buy everything you need. To get

rainbow coins, you need the camera, which you get inside Banana Fairy Isle. Swim there and perform the swim through shores glitch to get in:

[http://speeddemosarchive.com/kb/Donkey\\_Kong\\_64#Swim\\_through\\_shores](http://speeddemosarchive.com/kb/Donkey_Kong_64#Swim_through_shores)

Talk to the fairy to get the camera. On your way out, DK's head may get stuck; try crouching and sliding through the exit if so. Head over to K. Lumsy's island and talk to him to open up Jungle Japes. Go outside and swim over to the Japes lobby, but remember that you aren't allowed to collect any Golden Bananas in the Uber Challenge. That brings me to something that's important enough to be said in all caps:

DO NOT WALK OUT OF THE JUNGLE JAPES LOBBY!

If you do, you'll collect the Golden Banana. Once you're inside, the safe way to get out is to quit the game and load your file again. First, though, you need to get into Jungle Japes. This can be done with a trick called the DK trick, which is explained on the Strategy Wiki:

[http://speeddemosarchive.com/kb/Donkey\\_Kong\\_64#Entering\\_Levels\\_Early](http://speeddemosarchive.com/kb/Donkey_Kong_64#Entering_Levels_Early)

It happens that the Japes lobby is the hardest one to do the trick in. But you wanted a challenge, right? Once you get inside Japes, hit the switch and go through the tunnel. If you didn't do the Funky Weapons Glitch, buy the Coconut Gun. Climb up to Diddy's cage and get the Golden Banana there. This is the one and only Golden Banana you will get. Picking it up will make three switches appear; aim at them and fire in spurts to free Diddy. You're done here, but remember: DO NOT WALK OUT OF THE JUNGLE JAPES LOBBY! You'll get the Golden Banana if you do. Instead, quit the game and reload.

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Section #5.2

Freeing Lanky--Angry Aztec  
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Overview:

Enter Angry Aztec  
Bypass the large door  
Enter the llama temple  
Free Lanky  
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With Diddy, head up the path leading to the Angry Aztec lobby, getting a rainbow coin along the way. Activate warp 2 just outside the lobby. To get inside, you'll have to perform a difficult glitch with several parts. A video of the glitch is here, starting at 0:34:

<https://www.youtube.com/watch?v=K5jB0vncGJ0>

First, you'll use what's called a moontail to get on top of the door frame. You can read about the moontail here:

[http://speeddemosarchive.com/kb/Donkey\\_Kong\\_64#Minor\\_General\\_Tricks](http://speeddemosarchive.com/kb/Donkey_Kong_64#Minor_General_Tricks)

Next, you'll need to clip inside the left side of the door frame with the C-up glitch, described here:

[http://speeddemosarchive.com/kb/Donkey\\_Kong\\_64#C-up\\_glitch](http://speeddemosarchive.com/kb/Donkey_Kong_64#C-up_glitch)

Aim at the door frame (away from the solid ground around you), then use a standing attack and move forward at the same time. If you did it right, Diddy will fall while performing the attack. Let Diddy fall a little bit, then jump and move to the side of the loading zone. Use an aerial attack to get in. It will take some work to get the timing and positioning correct. I will now make further use of all caps:

DO NOT WALK OUT OF THE ANGRY AZTEC LOBBY!

If you do, the game will freeze. Once you're inside, you'll have to do the DK trick to get past B. Locker, but it'll be much easier than it was in the Jungle Japes lobby.

In Aztec, head through the tunnel and get the rainbow coin on the island. Go behind the temple and perform the guitar skip, as described in the first bullet point on the Angry Aztec page of the Strategy Wiki:

[http://speeddemosarchive.com/kb/Donkey\\_Kong\\_64/Angry\\_Aztec](http://speeddemosarchive.com/kb/Donkey_Kong_64/Angry_Aztec)

Once you're out of bounds, stay close to the wall; if you go too far out of bounds, you'll be sent back to the beginning of the level. Go back in bounds behind the large stone wall and go through the tunnel. At this point, it wouldn't be a bad idea to activate warp 2 so you can get back to this area without doing the guitar skip again. Go to your right and you'll see the llama temple. Because you aren't allowed to buy any Cranky upgrades with DK, you can't do the Baboon Blast course to open the door. However, the C-up glitch--the same glitch you used to get into the door frame outside the Aztec lobby--works on the ledges above the steps of the temple. See clip 1 in this video:

<https://www.youtube.com/watch?v=zI5QvscZC0w>

The C-up glitch is fairly difficult to do here, so keep trying and make sure you're copying the video as closely as possible.

Inside the temple, you can't clean the water because you don't have the bongos. You don't need to, though--you just need to shoot the switch in Lanky's room. There are two ways to get in, of which I'll describe one. When you enter the temple, DK will be facing the camera. Go to the left (DK's right) and use the C-up glitch on the steps, then walk to Lanky's room, as shown in this video:

<https://www.youtube.com/watch?v=qEYjrAdVxUo>

Inside Lanky's room, shoot the switch to free him. Ignore the Golden Banana. If you walk out of the Aztec lobby, the game will freeze, so quit the game and reload.

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Section #5.3

Freeing Chunky--Frantic Factory  
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Overview:

Moontail to the Factory walkway  
Enter Frantic Factory

Free Chunky  
Get the key  
Buy some upgrades

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Because you didn't get the Angry Aztec key, you'll have to use a moontail to get to the Frantic Factory lobby. Stand on the platform that you'd ordinarily raise by turning in the key, then do a moontail, a jump, and an aerial attack to reach the walkway. Once you're there, go up it and you'll find that the metal door to the lobby is not solid--you can walk right through it. Inside, the DK trick will not suffice to get you past B. Locker; the metal columns on his side are in the way. Tag Lanky and use the trick described under "Getting past B. Locker" here:

[http://speeddemosarchive.com/kb/Donkey\\_Kong\\_64#Frantic\\_Factory](http://speeddemosarchive.com/kb/Donkey_Kong_64#Frantic_Factory)

Once you're in Factory, hit the switch directly in front of you and proceed to the Storage Room (the one where Chunky is held captive). Because you aren't allowed to buy any of Lanky's upgrades, you can't use Orangstand to get up the pipe and free Chunky. There are other ways, though:

[http://speeddemosarchive.com/kb/Donkey\\_Kong\\_64#Climbing\\_up\\_slippery\\_slopes](http://speeddemosarchive.com/kb/Donkey_Kong_64#Climbing_up_slippery_slopes)

I recommend Method 3, but Method 2 also works here. Use whatever method you like, then hit the switch at the top of the pipe. Ignore the Golden Banana and head into the boss portal. You're not allowed to fight Mad Jack with Tiny, but with the C-up glitch, you can use any kong, as shown in this video:

<https://www.youtube.com/watch?v=TvXb-ZAXxoo>

Although the video glitches into the top step, I find it easier to glitch into the bottom step. Now that you're able to get in, you must decide which kong to use. I recommend DK. Be aware that if you dip below a certain height during the battle, Mad Jack will think you fell down and "reset" the round. You'll have to find the correct timing for your kickjumps to avoid dipping too low.

After getting the key, head up to the shops, tag Chunky, and talk to Cranky. He will give you Simian Slam even though you already have it. Afterward, buy Hunky Chunky and Primate Punch, then exit the level.

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#### Section #5.4

#### Freeing Tiny--Fungi Forest and Creepy Castle

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#### Overview:

Get to the Fungi Forest lobby  
Enter Fungi Forest and get the key  
Turn in the key and enter Creepy Castle  
Unlock Tiny  
Buy some upgrades

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If you've been wondering how (or if) you were going to free Tiny, you're about to find out. The Creepy Castle boss fight involves all the kongs. If you lose

one, the next one will come out, even if you haven't freed him or her yet. You can then exit the battle and jump in a tag barrel and the kong will be permanently freed. To get to Creepy Castle, though, you have to turn in the Fungi Forest key. To get the key, you must reach Fungi Forest, and you'll use one of the coolest tricks in the game to do it.

With Chunky, pick up the boulders near the Angry Aztec lobby with relative ease and stack them in front of the lobby. Warp down, tag DK, and warp back up. Follow the instructions on the wiki to get to the Forest lobby:

[http://speeddemosarchive.com/kb/Donkey\\_Kong\\_64#Fungi\\_Forest](http://speeddemosarchive.com/kb/Donkey_Kong_64#Fungi_Forest)

Jumping onto the slippery slope and from there to the ledge with Diddy's Golden Banana can be difficult, so keep at it. Remember that you should let yourself slide off the slippery slope, then jump in midair; this will give you more control over your jump than if you jump while you're still on the slope. Once you get to the lobby, there are two ways to get inside. The first is to use the DK trick; the camera is awkward, but in terms of how close you can get to B. Locker, it's about the same as the Aztec lobby. The second way is to tag Lanky, stand as close as possible to the portal, and press B to stretch his arms out just for you. Go through the blue passage and look for a boss portal on your right. Go inside, tag Chunky, get the key, and exit the level.

After giving the Fungi Forest key to K. Lumsy, you'll be able to reach the Creepy Castle lobby. Go there and use Lanky's standing combo to get past B. Locker.

Go across the bridge and up the stairs, then climb the first ladder and head up the spiral walkway. Eventually, you'll see a boss portal. Enter it and start the fight. Remember: You aren't trying to win this fight. Shoot kongs away until you get to Tiny, then pause and select Exit Level to get back to the boss lobby. Jump in the tag barrel and Tiny will be free permanently. Don't leave the level yet, though. Walk out of the boss lobby, then continue up the spiral walkway to get to Cranky. Buy Mini Monkey and Pony Tail Twirl, but remember that you're not allowed to buy Monkeyport. At this point, you'll want to activate warp 3, go down the walkway until you see the area with five warps, jump down, tag Diddy, and warp back to Cranky. Buy Chimpy Charge and Rocketbarrel Boost, then use warp 3 again. On the other side of the moat is a tunnel; enter it and you'll soon see Candy on your right. Tag Lanky, buy Trombone Tremor, and exit the level.

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Section #5.5

The Endgame--Hideout Helm  
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Overview:

Play the trombone to make the Rocketbarrel appear  
Get to the Fungi Forest lobby ledge  
Use the Rocketbarrel to get to the upper part of K. Rool's island  
Enter the Hideout Helm lobby  
Enter Hideout Helm  
Glitch past the door in the Blast-O-Matic room  
Get to Diddy's minigame room  
Shut down the power  
Get the key  
Defeat K. Rool

The final section of the challenge requires you to do a number of difficult glitches in succession. Failing later ones may require you to start the sequence over. I recommend using a completed file to practice the glitches I describe before trying to put them all together. You have been warned.

To begin with, you have to get to Hideout Helm, a task normally performed with Tiny. On this occasion, though, if you choose her, you'll choose wrong. You don't have Monkeyport, so you'll need to get the Rocketbarrel and charge at K. Rool's island from the correct angle to land on the upper level, as shown in this video and the completed playthrough video:

<https://www.youtube.com/watch?v=ymbaHb6dDKY>

Move the rock near the Aztec lobby and play the trombone to make the Rocketbarrel appear. Inconveniently, it appears on the Forest lobby ledge, so you'll need to do the trick described in the last section again to get up there. But you've mastered that trick, right? Good. Do the trick, tag Diddy, and use the trick in the video above to get to the upper section of K. Rool's island. From there, you'll need to get on top of K. Rool's mouth. Go to K. Rool's left side (i.e. closer to Banana Fairy Isle than the Creepy Castle cannon) and climb on top of the mouth as described on the wiki:

[http://speeddemosarchive.com/kb/Donkey\\_Kong\\_64#Hideout\\_Helm](http://speeddemosarchive.com/kb/Donkey_Kong_64#Hideout_Helm)

The video should be helpful. Check the playthrough video as well if you're having trouble. Once you're on top of the mouth, find K. Rool's left eye and jump through it (see the video) to get to the Hideout Helm lobby. It's time for more capital letters:

**DON'T WALK OUT OF THE HIDEOUT HELM LOBBY!**

You'll fall down if you do, which will force you to start over from stacking the rocks outside the Aztec lobby. Tag Tiny and use the trick under "Getting past B. Locker" in the link above to get into Helm.

10 minutes isn't a lot of time if you don't know what you're doing, but it's quite generous once you get the hang of things. I'll again recommend that you practice the tricks coming up before trying to do them for real.

First, make sure you activate the warp; you'll need it later. Your first obstacle is a slippery slope to climb up with Tiny. You'll want to use method 1 from the wiki to climb it:

[http://speeddemosarchive.com/kb/Donkey\\_Kong\\_64#Method\\_1](http://speeddemosarchive.com/kb/Donkey_Kong_64#Method_1)

Do a roll from the base, then do a kick when the roll ends. This will take you most of the way up the slope. Jump, use Pony Tail Twirl to get back to the slope, and use Tiny's standing combo or another kick to gain some distance. Repeat if necessary. See the playthrough video if you're having trouble. The second slope is not slippery, so just run right up it. Tag Chunky, shoot the switch, and swing over the lava.

On your right is a computer that you'll need to glitch through. The idea is to jump and roll, then grab the edge and pull yourself through. You can use either the right side (with the broken monitor) or the left side (with the monitor showing static), though I find the left easier. Here's a video (clip 2):

[https://www.youtube.com/watch?v=r0XJKtf\\_404](https://www.youtube.com/watch?v=r0XJKtf_404)



Once you're out of bounds, you need to carefully move counterclockwise around the level. If you go in bounds in the wrong room, you will be stuck. Your only option is to use enemies or oranges to kill yourself so that you'll respawn at the beginning of the level. Also, don't go too far out of bounds; you'll respawn at the beginning of the level if you do. Once you make it beneath the door that opens when you shut down the power, use a backflip to get behind it. Use the warp, tag Diddy, and use the other warp.

You'll now have to glitch out of bounds again, but this time it will be easy. Find the computer to the left of the Crown door and jump into the small gap between it and the raised floor. If you did it right, you'll be able to walk out of bounds. You can't go straight to Diddy's room, though, because it's too high up. If you jump up to some higher ground without going back in bounds, you'll raise the height of the out-of-bounds floor. You'll need to do this twice to get high enough to reach Diddy's room. The first time, backflip up behind K. Rool's "TV". The second time, go behind the room with the key. Don't be tempted to run inside and grab the key; you still need to shut down the power. Face one of the corners, then backflip repeatedly and inch forward. You want to land on the metal post without going back in bounds. If you succeed, you'll be high enough to reach Diddy's minigame room. The trip there is tricky. Here's a video of what I consider the easiest route:

[https://www.youtube.com/watch?v=PKW\\_RoTfSmo](https://www.youtube.com/watch?v=PKW_RoTfSmo)

Be very careful when you're out of bounds. Rooms are often invisible until you're right next to them, so if you go too fast, you may end up back in bounds. Remember that you can kill yourself with enemies or oranges and try again if that happens. Once you find Diddy's minigame room, backflip into it and complete the minigames to shut down the power. Make sure to backflip into the part of the room with the minigame barrels, behind the glass. Since you don't have the guitar, Diddy is unable to play his tune. If you backflip up in front of the glass, you'll be trapped, and you won't be smiling if you run out of time.

After you shut down the power, you're not quite out of the woods. Exit the level and reenter, then use the warp and get out of bounds again with the computer. Go underneath the observation room and locate the coin door. Walk directly underneath it; it is believed that this tricks the game into thinking that you have the coins. Backflip into the room and grab the key. Sometimes, the key doesn't count when you pick it up, so check your inventory and make sure you have 3 keys. If you do, you can leave. If not, exit the level, reenter, and try again until the key counts.

Turn in your keys. Although the cutscene showing K. Rool's ship crashing won't play, K. Rool's ship will appear. Don't worry about missing Super Simian Slam and Gorilla Gone; you don't need them in the battle. If you've made it this far, you should have no trouble beating the old lizard. Do so and give yourself a pat on the back; you've just completed a difficult challenge.

Congratulations!

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Section #6

Frequently Asked Questions  
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Q: Are there any other good challenges for DK64?

A: Yes. Try beating Hideout Helm without out-of-bounds glitches (i.e. shutting

down the power by beating all the minigames) in under 11 minutes. If that's too easy, try doing it in 10:30. You can also try beating the game with 0 Golden Bananas or 0% completion (though you can't do both in the same playthrough with currently known glitches). The Strategy Wiki contains all the information you need; I'll leave the details to you.

Q: Is there an Uber Challenge for [insert game here]?

A: I made one for Ocarina of Time; you can find it here:

<http://www.gamefaqs.com/n64/197771-/faqs/44025>

Dark\_Link\_Rawks made one for Majora's Mask; you can find it here:

<http://www.gamefaqs.com/n64/197770-/faqs/46836>

Another group of people made one for Super Mario 64, which you can find here:

<http://www.gamefaqs.com/boards/198848-/50593361>

Other than that, there are no "Uber Challenges" for other games, but there are plenty of challenges that go by other names. Here are some that I like:

\* Locate all five references to the DK Rap in this document.

\* Chrono Trigger DS: Low-level challenge. Use the Arena to get a Workman's Wallet at the beginning of the game (you need the DS version because it's the only one with the Arena). Having it equipped to someone will prevent the party from gaining experience, allowing you to finish the game without ever leveling up. Make sure you beat all the sidequests too.

For a tougher challenge, try doing a low-level game without using any capsules (tabs). I've never tried this, but I've heard about it on the CTDS GameFAQs board.

\* GoldenEye 64: License to Kill (LTK) challenge. In 007 mode, set enemy health to 0% and maximize everything else. Enemies die in one hit and usually kill you in one hit. They react very quickly and rarely miss, even from far away.

The Dark License to Kill (DLTK) challenge is harder. In 007 mode, maximize all enemy statistics. Under these settings, enemies usually take about 10 headshots to kill. I'm still working on this challenge.

For an easier challenge, turn on Enemy Rockets and try to beat the game on 00 Agent.

Q: Are you going to update your Uber Challenge for Ocarina of Time to reflect developments of the last few years?

A: No. However, I've heard that a low% game is a good challenge; check [zeldaspeedruns.com](http://zeldaspeedruns.com) for more information.

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Section #7

Version History  
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Version 1.00 (6/19/11): The first version of the guide. Never released because

leftysheroes suggested a substantial rule change after it was done, but before it was published.

Version 1.10 (6/27/11): Changed the guide to reflect the rule change mentioned above.

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Section #8  
Credits  
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This challenge wouldn't have been possible without the DK64 discoveries made by the following people:

Unreal  
PMIT  
leftysheroes  
Exchord92  
mike89  
RingRush  
Aquaspeeder  
AniMeowzerz  
Toesrus

Thanks to leftysheroes for working on the rules with me.

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Thanks to Archive.org for hosting the playthrough video.

Thanks to you for reading this guide!

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