

- 1.....Introduction
- 2.....Gold Banana Locations
 - A.....DK Isles
 - B.....Jungle Japes
 - C.....Angrey Aztec
 - D.....Frantic Factory
 - E.....Gloomy Galleon
 - F.....Fungi Forest
 - G.....Crystal Caves
 - H.....Creepy Castle
- 3.....Copyright
- 4.....Credits

WARNING- The gold banana locations are very vague as to not create major spoilers.

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1) I n t r o d u c t i o n
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Well, I'm fairly new to writing FAQs, but here it goes. I decided to make this FAQ because there wasn't one already and I figured that some people could probaly use the help.

Donkey Kong 64 is a game that was made by rae Ware. It features 5 monkeys and an alligator named King K. Rool. You take tunrs controlling the 5 monkeys and collecting all of their lost golden bananas. The banana's are important, as they allow you to get to new worlds.

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2) G o l d B a n a n a L o c a t i o n s *SPOILERS*
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A. DK Isles

Donkey Kong

- 1)After talking to K. Lumsy for the 1st time, he will break a rock open revealing a banana.
- 2)Head up K. Rools ship and when you get to the part where you have to swing across the vines, just drop down.
- 3)In the lobby of Frantic Factory, pull the leve in play your intrument on the pad.
- 4)In the lobby of Crystal Caves, punch the ice walls with Chunky and then get into the Stron Kong barrel with DK, now run across the lava to get to the banana.
- 5)*BLUEPRINT*-In the lobby of hideout helm, use the sniper scope to shoot the cocunut switch

Diddy Kong

- 1)Outside the entranse to Fungi forest, use the Jet barrel to fly over to the top of the waterfall and shoot the peanut switch
- 2)Use the same jet barrel as above and this time fly to tip top of DK's head to find a minigame
- 3)In the DK isles Snides hideout, use simian spring to get to another mini-game
- 4)Fly to the top of the crystal caves lobby to find a music pad that will give you a gold banana

5)*BLUEPRINT*-In the lobby of Creepy castle, shoot the switch as DK

Lanky Kong

- 1)On the back of K. Lumsy's prison is a grape switch, shoot it to get the banana
- 2)In the lobby of Jungle japes, use Chunky to get rid of the boulder and lanky to play a tune.
- 3)In K.Lumsy's prison, there is another banana. Hop in the sprint barrel and press the switch and race to the banana
- 4)In the Creepy castle Lobby, get chunky to move the boulder and use the Lanky pad to soar to the minigame
- 5)*BLUEPRINT*-In the Crystal Caves lobby, smash the walls with Chunky and retrieve the blueprint as lanky

Tiny Kong

- 1)On Banana fairy island, there is a feather switch located on the back of it.
- 2)In the lobby of Angrey aztec, bang the gongs with diddy and pony tail spin to the barrel with tiny
- 3)In the lobby of gloomy galleon, hit the switch with chunky and swim through the tunnel with tiny
- 4)Near the entrance to hideout helm, play a tune and a banana will come.
- 5)*BLUEPRINT*-In the lobby of Frantic factory, break the crate open with Chunky to reveal the Kasplat

Chunky Kong

- 1)Near the #3 banana port is a pineapple switch
- 2)Follow the path past angrey aztec to find to boulders that you must move with Chunky
- 3)Hop into the Hunk Chunky barrel and simian slam the "X" island
- 4)In the hideout helm lobby, use the invisable barrel and swing across the vines
- 5)*BLUEPRINT*-In the lobby of Gloomy galleon in plain sight

B.Jungle Japes

Donkey Kong

- 1)In front of Diddy's cage
- 2)Free Diddy and a banana is left in his cage
- 3)Destroy the huts with rambi and press the switch DK and race against time
- 4)Complete the barrel blast game
- 5)*BLUEPRINT*-Enter the tunnel on the left side of the level to find the kasplat

Diddy Kong

- 1)In the 1st tunnel in Jungle japes is 2 peanut switches, push them and go into the center to get the banana
- 2)Press the switch under the destroyed hut to race against the clock again
- 3)in the mountain, hit the switch and run across the plank.
- 4)Complete the Minecart Mayhem
- 5)*BLUEPRINT*-In the tunnels is diddy's blueprint.

Lanky Kong

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- 1) Press the switch under the hut again, just like the above and then face the time trial.
 - 2) Orang stand up a hill in the tunnels to get to a minigame
 - 3) Back at the beginning, where you opened the gate with Diddy, there is a grape switch, hit it and play the mini game
 - 4) Near the exit to Diddy's minecart game is a hill that you must go up as Lanky, go inside and kill all the bees
 - 5) *BLUEPRINT*-located in the same room as banana #2

Tiny Kong

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- 1) In the room that Diddy opened, and Lanky played a minigame, go in and shoot the feather switch to get another banana
 - 2) Once again, head back to near Cranky and hit the switch that was under the hut, now the race against time...
 - 3) If you keep following the tunnels, you will find a door that can be opened by Tiny. Inside head over to the stump, get small and jump inside
 - 4) In the same place as above, make your way over to the giant shell, get small and go inside
 - 5) *BLUEPRINT*-Just outside of the room above in the tunnel

Chunky Kong

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- 1) Throw the big boulder off of the X and then slam it against the wall
 - 2) Once the boulder is gone, Simian slam the X to fall into a tunnel, follow it and shoot the eyes of the statue
 - 3) In the room that Tiny got 2 of her banana's, there is also a chunky barrel in the center, play the minigame
 - 4) You must break the rambi picture in order to get to chunky's switch, once you do, it's a race against time
 - 5) *BLUEPRINT*-Located in the underground tunnel with the big statue

C. Angrey Aztec

Donkey Kong

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- 1) Free the llama, and a banana is left in his cage
 - 2) Rescue Lanky to get the banana that is inside his cage
 - 3) Once you have strong kong, run along the sand path
 - 4) In the llama temple side of the aztec, there is a building with everybody's ammo on it, shoot the coconut one and run through the maze with Donkey Kong
 - 5) *BLUEPRINT*-when you first enter the level, there is a door on the left, inside is a yellow kasplat...

Diddy Kong

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- 1) Rescue Tiny
 - 2) Bang the gongs and fly to the top of the tower
 - 3) In the same temple as you did for DK, shoot the peanut switch and run through the maze
 - 4) Once you have the jet-barrel, fly through the ring in the middle 3 times to race a buzzard, beat him to get a banana
 - 5) *BLUEPRINT*-In the first big room. climb up a tree and into the jet barrel and fly to the top of the temple

Lanky Kong

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- 1) In the temple where Tiny gets rescued. Swim through the tunnel and slam the Lank switch. Then you will have to shoot at the targets above you to get a banana
 - 2) In the temple where Lanky gets rescued, hit the Lanky switch to make the 2 statues meet in the middle, extending over the water. Hand walk up the ramp, and jump into the barrel. Finish the mini-game to get a banana.
 - 3) At the top of the stairs in the llama temple, hit the switch to open a set of big doors. Go inside and shoot the face on the wall. Match up the voices to win a banana
 - 4) Run through the maze as you did with the above monkeys
 - 5) *BLUEPRINT* Lanky's blueprint is Go through a small tunnel in the llama temple as Tiny. Activate the bananaport, then go through the port as lanky . Kill the KasPlat to get the blueprint

Tiny Kong

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1. In Tiny's temple, get small and swim through the tunnel in the center pool to get a banana.
 2. In the llama temple, shrink and go through the small tunnel to find a Kasplat, a banana port and a banana for Tiny
 3. After Diddy hits the gongs, and the temple rises up, get small and play Tiny's instrument on the pad. A parrot will fly you to the top of the tower where you will have to race a cockroach for a banana.
 4. In the same temple for the other Kongs, hit Tiny's feather switch and run through the maze.
 5. *BLUEPRINT* Tiny's blueprint is in the tunnel, by FCranky's hut.

Chunky Kong

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1. Near the beginning, open the door with Chunky and go in. Place the pots on the rotating platforms to unlock a gold banana.
 2. In Tiny's temple, play Chunky's triangle to open a door, Kill all the enemies to gain a banana.
 3. Near Tiny's blueprint is a big boulder. Pick it up as hunky chunky and place it on the table. This will open a cage, allowing Chunky to get the banana.
 4. In the same temple that you went for all of the other Kongs, you must do the same for Chunky. His is the longest of the 5 Kongs though.
 5. *BLUEPRINT* In the same temple as Banana #4, Chunky's blueprint is waiting with an angry KasPlat.

D. Frantic Factory

Donkey Kong

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1. Complete the Donkey Kong arcade game to receive a gold banana.
 2. In the production room, pound the numbers from 1-20 in order to get a prize.
 3. Jump down the R and D chute and shoot the switch. Enter the building and pull the switch, make sure you get the banana on your way out.
 4. In the production room, hop into the entrance to the machine. Go in the invincibility barrel and run through the pounding machine to reach a banana.
 5. *Blueprint* In the production room, hop onto the moving platform. Climb higher until you can see the yellow-haired Kasplat on the platform below you. Play your instrument and jump down to claim your prize.

Diddy Kong

1. Swing across the vines to reach a mini-game. Complete it and get the banana.
2. In the production room, climb up the machine, starting at Diddy's pad. You will eventually reach a simian spring pad, Use it to jump to the banana.
3. In one room is a mountain of ABC blocks. Climb to the very top of them to find a mini0game barrel. You know what to do.
4. In R&D, Start entering codes into the walls of Diddy's area. Kill all the Kremlings that come out to get a Prize.
5. *Blueprint* In the production room, Diddy's blueprint is walking around in circles on the very bottom.

Lanky Kong

1. In the production room, hit the lanky switch and climb up the machine. Orangustand up the pipe to reach a banana.
2. Save Chunky. When his cage comes crashing down, he will give you a banana.
3. In the ABC block room, inflate Lanky and float to the min-game.
4. In the R&D area, go into lanky's room. Hit the keys in the order that the kremlings do.
5. *Blueprint* In the R&D area, there is also a blueprint for Lanky to collect.

Tiny Kong

1. In the production room, hit the Tiny switch and start climbing up the machine to reach a golden banana
2. Go to the room with the DK arcade in it. Shrink and run through the vents to get a banana.
3. Go in the tiny barrel to shrink, then go through the tunnel and press the switch. This will make the dart board open. Shoot feathers at the shape that appears on the right side of the board.
4. In the R&D section of the factory, go into the Tiny area and enter the race. Win to get a banana.
5. *Blueprint* The blueprint is located near Crank and Candy's shop.

Chunky Kong

1. In the production room, pound Chunky's switch and start climbing up the machine to reach a banana.
2. Near the DK arcade is a metal gate, primate punch it to make it fall down. Go in and hit the Chunky switch on the wall. Hop across the lifting platforms to reach the banana.
3. In the room where you rescue Chunk, knock down the gate and play the mini-game.
4. In R&D, punch the fence down and go into Chunky's room. Hit the switch and jump into the Chunky barrel, you must defeat all of the enemies in the room to get a banana.

E. Gloomy Galleon

Donkey Kong

1. Get inside the lighthouse by hitting the Dk switch. Climb to the top of the light house and get the banana.

2. Beat the DK barrel blast to free a seal. You must then race him to win a a banana
3. You get a banana for just freeing the seal as well, he leaves it beside him.
4. Hit the Dk switch and swim to the open door int he sunken ship
5. *Blueprint* DK's blueprint is in the room past where you knock down the wall with the fish guy. It's on top of a honey comb, you will need to activate the bananaport to get there.

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3. Credits/Thanks
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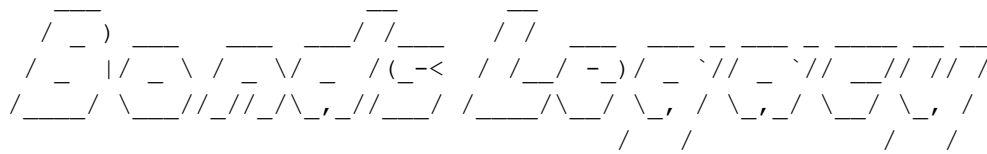
Credit/Thanks for this FAQ go to:

- CJayC: He posted this on his site (www.gamefaqs.com)
- Rareware: They developed this game, and did a good job, i might add.
- Nintendo: the published this game

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4. Copyright Info
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