PRIMA'S OFFICIAL STRATEGY GUIDE

DONKEY KONG 64



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Jeff Barton
Mario De Govia
Donato Tica

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NINTENDO 64

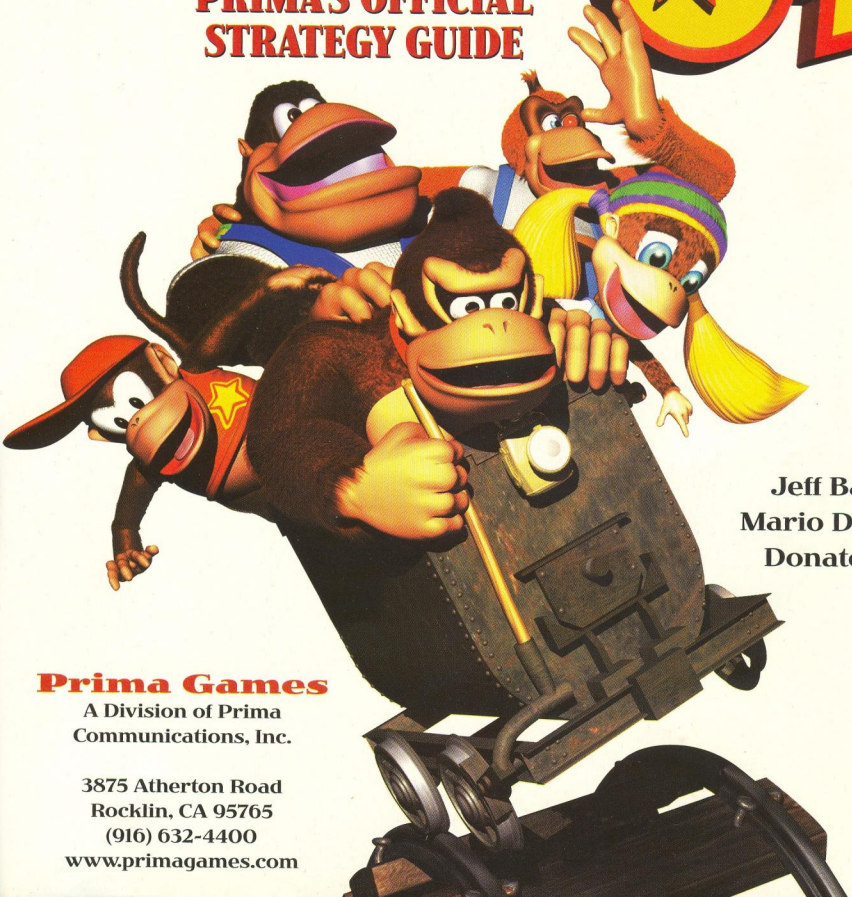
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DONKEY KONG® 64

PRIMA'S OFFICIAL STRATEGY GUIDE



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Mario: Thanks to Editorial (sorry, sorry, sorry) for putting up with everything. Love, all of it, to Anne for support, sanity, and remembering our address.

Jeff: This project has been long, but well worth the effort. A special thanks to my family and friends for being patient and supportive.

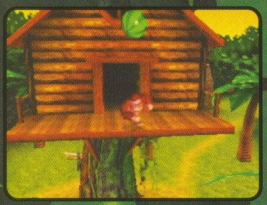
GAME BASICS

Welcome to the world of *DONKEY KONG 64*! If you have the game, you'll want to get right to it. But you need to know some basic things about the DK world before you do, so settle in and read on.

Health

The DK crew is a tough crowd. They can take hits from their enemies and come back laughing. How many hits? To begin with, four Melon Slices' worth.

Each Kong has a health meter shaped like a watermelon. Every time the ape takes damage, that Melon loses a Slice.



The Basic Melon



This Kong's taken two hits, so he's only got half a Melon left.

Early in the game—the Angry Aztec level—Candy gives the DK crew a second health Melon. This allows the apes to take up to eight hits before collapsing.

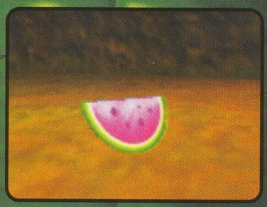


A precious gift—two Melons.

TIP

TO GET THE EXTRA MELON EARLY, GO TO THE ANGRY AZTEC LEVEL AND VISIT CANDY AS SOON AS YOU HAVE FIVE GOLDEN BANANAS.

Although attackers can take away the apes' health, most also give health back. When you defeat them, many enemies will drop Melon Slices. Pick them up to heal your character. Melon Slices are just lying around in some levels. Find and grab them when you need to.



A dropped Melon Slice—how nice!

TIP

THE TAG BARREL IS LIKE A FLOATING HOSPITAL. A KONG COMES OUT OF IT WITH FULL HEALTH. IF YOUR CHARACTER IS DOWN TO THE LAST SLICE, JUMP INTO A TAG BARREL, AND THEN SELECT THAT CHARACTER AGAIN. YOUR APE WILL POP OUT WITH FULL MELONS.

Basic Moves

In terms of appearance, each Kong differs wildly from the others. Each has unique abilities and powers, as well. However, the Kong family shares more than just a last name. Each has similar basic moves you can perform using the same commands.

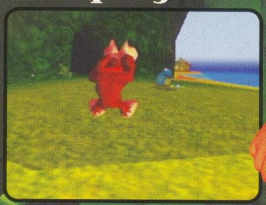
Attacks

Punching



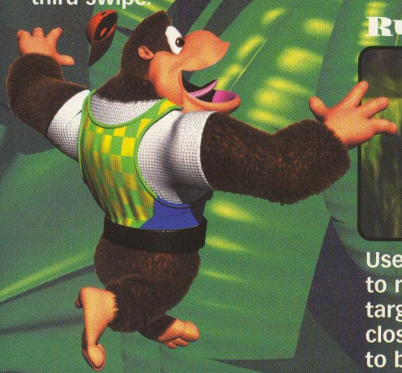
Press Ⓑ once to take two pokes at your enemy. Quickly press it a second time to add a third swipe.

Jumping

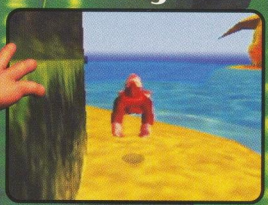


Press Ⓐ to hop into the air. While there, press Ⓑ to pound on your foe.

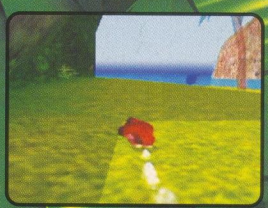




Running



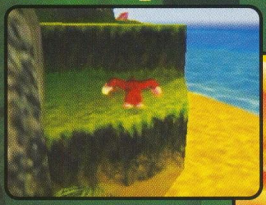
Use the Control Stick to move toward the target. When you're close enough, press Ⓑ to bash the baddies.



As you run along, press and hold Ⓩ, and then press Ⓑ really quickly to perform a rolling or sliding attack.

Other Moves

Backflip



To reach areas too high for a normal jump, press Z to crouch. Then press A to soar into the air. Use the Control Stick to guide the Kongs in midair.

TIP

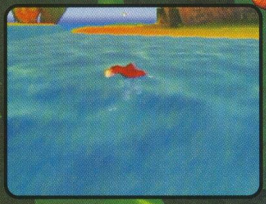
WHENEVER YOU JUMP—OR DO ANYTHING THAT GETS A KONG OFF THE GROUND—WATCH FOR A SHADOW UNDER YOUR CHARACTER. IT CAN HELP TO PINPOINT WHERE YOU WILL LAND—AND SAVE YOU A LOT OF HEADACHES.

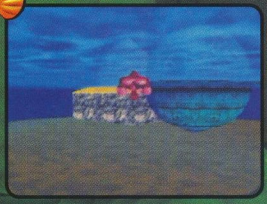
Long Jump



When a regular jump just won't get you across a gap, try the Long Jump. While your monkey is running, press Z, and then, an instant later (less than a second—really, really quickly), press A.

Swimming





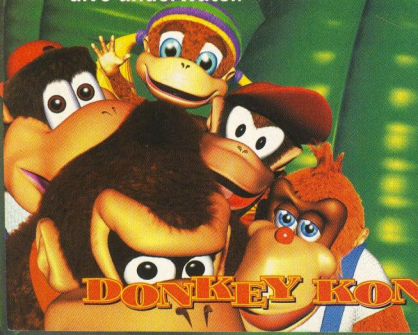
In the water, use the Control Stick to move a Kong around the surface. Press and hold B to make the character swim faster. Press Z to dive underwater.

Once you're under the surface, press A to take strong, fast strokes, B to take short, slow strokes, and Z to stop.

Climbing



Because the DK crew is made up of apes, it can climb very well. Jump to vines, poles, trees, and ladders to grab hold; then use the Control Stick to move up, down, and around. Press A to let go.



Swinging



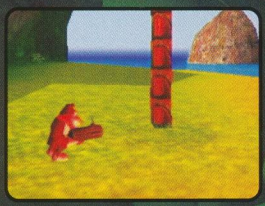
To get over dangerous areas, the Kongs often must swing from vine to vine. Jump to one to start swinging.



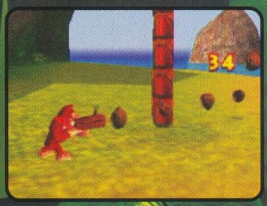
Press Ⓐ to leap to the next vine, or off the last one. Press R to face the other direction, and Z to let go at any time.

Shooting

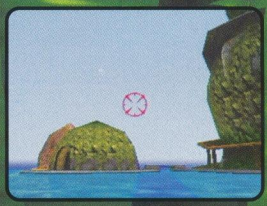
This function is very important to the game. Each member of the Kong family wields a different weapon. Although the hardware differs, the commands for using them are the same for all.



To draw or put away a weapon, hold Z and press C◀. (Release Z once the shooter is out.)



To fire off a round, press Ⓑ. This may not be very accurate, however, so...



...with your shooter drawn, press C▲ to go into Sniper mode. Red crosshairs will appear. Use the Control Stick to move the crosshairs around and aim. Press and hold Z to gain fine control of the crosshairs.



Later in the game, Funky upgrades your weapons to seeker ammo. When you have that ammo in Sniper mode, your crosshairs will turn green when you lock on a target.





Views

***Donkey Kong 64*'s dynamic cameras provide great views. Sometimes, however, you'll want closer control over what you can see. Here are some tips.**



Press R to swing the camera directly behind your character. (You need some space behind you or the camera will bonk off the wall and won't show what you want to see.)

TIP

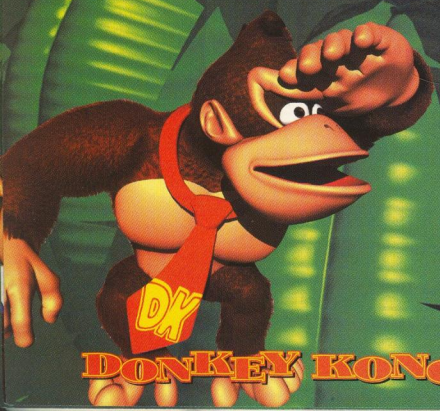
WHEN WALKING OVER A TREACHEROUS PATH, TAP R TO KEEP THE CAMERA BEHIND YOU TO STAY STEADY AND STRAIGHT. THE R BUTTON IS YOUR FRIEND. TAP EARLY, TAP OFTEN.

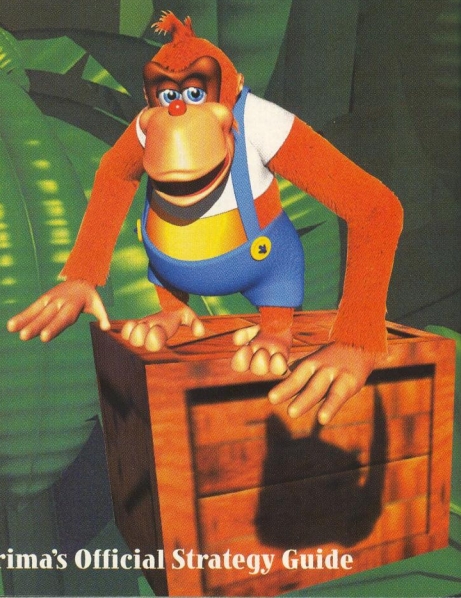


Press C▲ to view things from your character's eyes. Use the Control Stick to swing the camera around.

Save Often

A final note: save your game! *A lot.* Nothing's worse than grabbing a level's fifth Golden Banana, and then taking a hit and losing it all.





MEET THE MONKEYS

Donkey Kong 64 **gives you the chance to play as five—count 'em, five—different banana-driven apes. Each of the Kongs has a unique zany personality and set of moves.**

This section reveals all you need to know about this wacky bunch, from the instruments they play to the special moves each can perform.

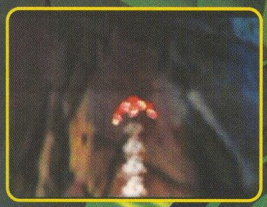
Donkey Kong



Donkey Kong, leader of the pack, has foiled K. Rool's plans on several occasions, making him number one on that dastardly lizard's hit list. In this latest adventure, you'll start out playing as Donkey Kong, but you won't be alone for long.

Donkey Kong is a heavy-hitter, but his abilities are well-rounded. He's a bruiser who can take the Kremlings to the cleaners.

Baboon Blast



The first potion you buy from Cranky is the Baboon Blast. When DK finds a Pad with his face on it, press Z and he'll launch into a Barrel Blast course.

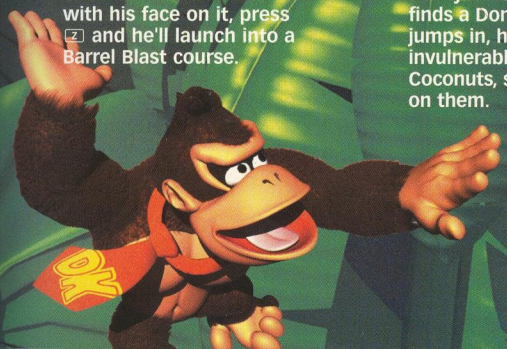
Strong Kong

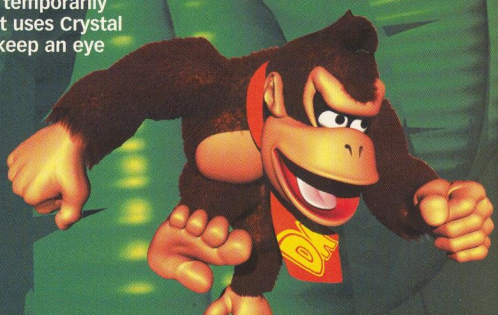


Your next purchase from Cranky is the Strong Kong ability. When Donkey Kong finds a Donkey Barrel and jumps in, he's temporarily invulnerable. It uses Crystal Coconuts, so keep an eye on them.

TIP

ALL CHARACTER BARRELS USE CRYSTAL COCONUTS. TO CANCEL THE MOVE, PRESS AND HOLD Z, AND THEN PRESS C◀.





Gorilla Grab

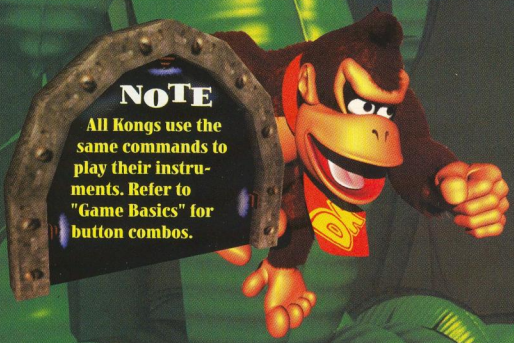


Donkey Kong's final Cranky potion is the Gorilla Grab skill. To use it, stand him on the footplate in front of a level and press Ⓑ.

Bongo Blast



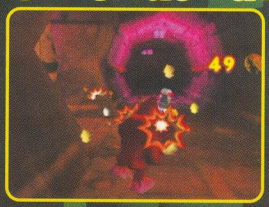
As a bongo basher, DK can pound a wicked backbeat Bongo Blast, dig? When he slaps the skins, no Kremling can resist. Use this attack to clear a room when you're in a tight spot. Also use Bongo Blast on the Bongo Pads to open doors or get Golden Bananas.



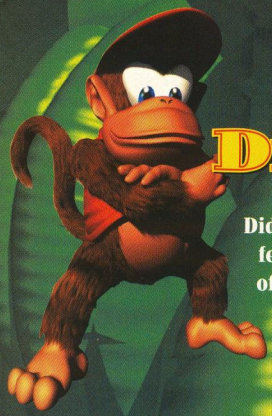
NOTE

All Kongs use the same commands to play their instruments. Refer to "Game Basics" for button combos.

Coconut Cannon



The Coconut Cannon packs a punch. Funky sets DK up with this piece of hardware for a mere three coins. It will serve you well throughout the game.



Diddy Kong

Diddy may be young, but his moves make him a force to reckon with. This feisty chimp is very fast and can catch some serious air. Diddy is the first of the captured DK crew you can free.

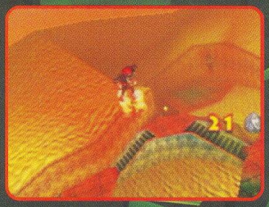
Using his special moves, this little monkey can get higher than any other Kong. And his two-gun rig would make any cowboy proud. Diddy is not only useful, he's a lot of fun to play.

Chimp Charge



The first vile-tasting potion Diddy buys is the Chimpy Charge. Press and hold Z, and then press B: Diddy will wind up and ram with his head. Not comfortable, but useful.

Rocketbarrel Boost



The next refreshing drink Cranky sells the little chimp is Rocketbarrel Boost. Enter a Diddy Barrel and blast off in a jet pack. Press A to thrust, Z to hover. It takes some getting used to, but it's the only way to fly.

Simian Spring



The last of Diddy's abilities is the Simian Spring. Stand on a Diddy Pad and press Z. Diddy will use his tail to bounce high in the air.

Guitar Gazump



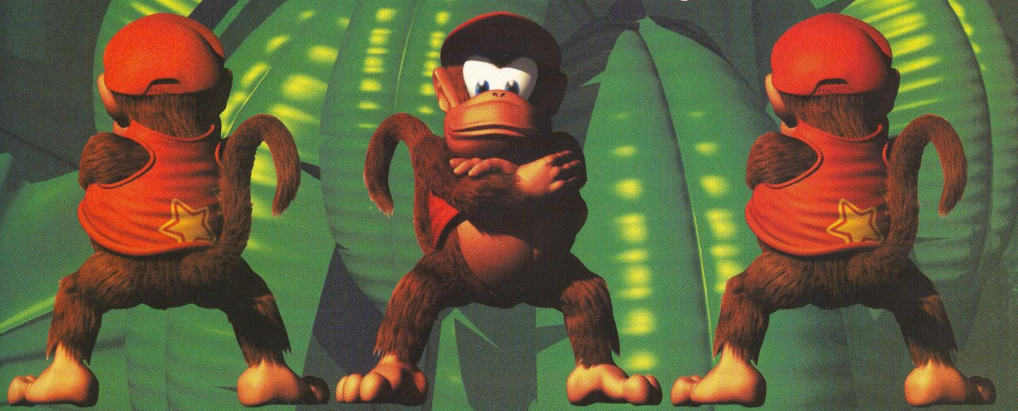
Tear it up! Diddy can play a riff so rippin', the Kremlings will faint at his feet.

Peanut Popguns





Funky's Peanut Popguns are well-suited to the speedy chimp—a double fistful of peanut fury! Diddy can rapidly take down any Kremling dumb enough to challenge him. And all of them are dumb enough.



Tiny Kong



Sweet threads and kickin' hair make Tiny the coolest of the DK crew. Her jump is high, but her short legs make her slower than Diddy. Don't think she's a pushover, though! Tiny's got the tricks to keep her safe and secure. And her powers can take her places no other ape can go.



Mini- Monkey



Tiny isn't really tiny until she gets the Mini-Monkey potion. Jump into a Tiny Barrel and the smallest Kong will shrink small enough to enter little doors and tight spots.

Pony Tail Twirl



Tiny's hops are satisfactory, but when she chugs down the Pony Tail Twirl potion, she gets some serious hang time. Press Ⓐ, and then press and hold Ⓐ before Tiny lands, and she'll spin a long way.

Monkeyport



Cranky outdoes himself with this one. Step on a Tiny Pad and press Z to teleport to a new area! It's the only way to travel.

Saxophone Slam



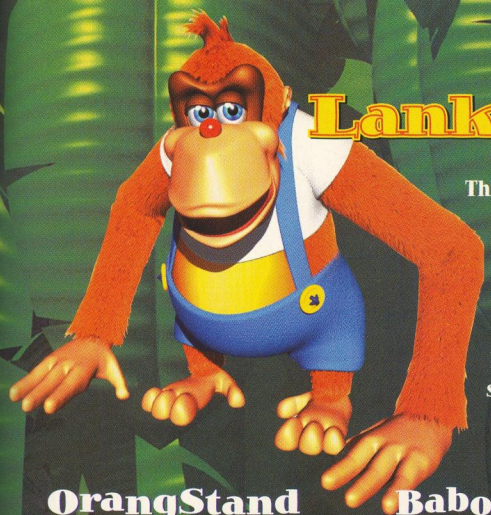
Tiny's Saxophone Slam is a hot tune that will knock the Kremlings for a loop, again proving that music can sooth the savage beast.

Feather Bow



The elegant Feather Bow is well-suited to Tiny: it's fast, it's lightweight, and it kicks butt! Use it as you do the other guns.

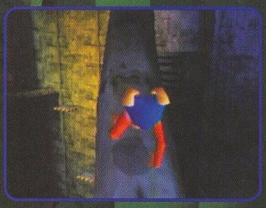
Lanky Kong



This Kong is rubbery and goofy. Those long arms may seem clumsy, but Lanky can use them well. Just like his relatives, the orangutan has moves that let him get to places others can't reach.

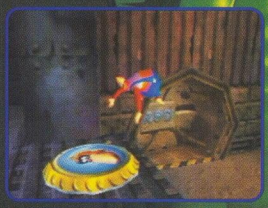
He's not the fastest of the crew, and he can't jump the highest, but Lanky is fun to play. Don't let his kooky looks fool you: Lanky's got all the skills he needs to help take on K. Rool.

OrangStand



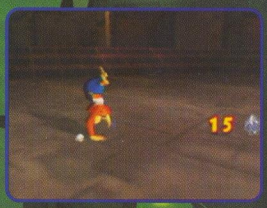
Lanky's long arms come in handy when he gets the OrangStand potion. Press and hold Z, and then B, to stand Lanky on his hands. Keep holding Z and you can move him up steep inclines.

Baboon Balloon



Once Lanky gets the Baboon Balloon ability, he can put all that hot air to good use. Stand on a Lanky Pad and press Z to inflate the ape and float high. Careful when the move ends. *Thar he blows!*

OrangSprint



This is like an extended OrangStand. Find a Lanky Barrel, jump in, and the ape will race around on his hands. Lanky can really pour on the speed with this ability—but keep an eye on your Crystal Coconut count.

Trombone Tremor

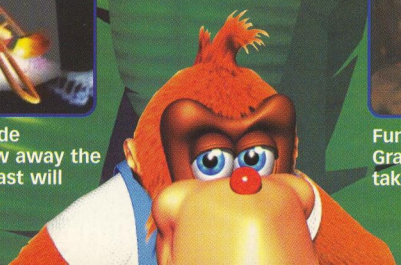


Lanky has the slide trombone to blow away the Kremlings. His blast will keep 'em reeling.

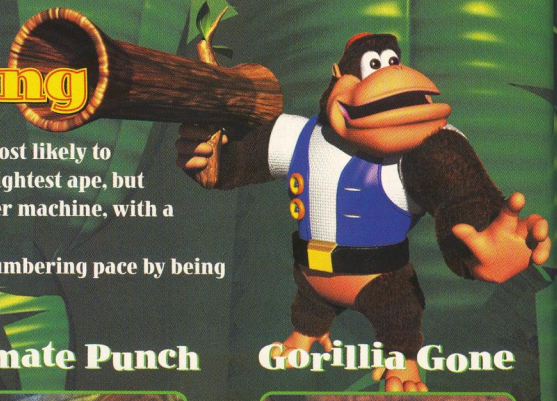
Grape Shooter



Funky sells Lanky a blowgun. Grape shots pop out fast to take down enemies.



Chunky Kong



The biggest of the DK crew (and voted "most likely to smash things"), Chunky Kong isn't the brightest ape, but he can lift heavy things. Chunky is a power machine, with a few soft spots in his heart.

Chunky makes up for his slow and lumbering pace by being strong as a...gorilla.

Hunky Chunky



Cranky's potion bestows big power to Chunky. Jump into a Chunky Barrel and he'll go through a growth spurt, shooting up to 10 times his normal size.

Primate Punch

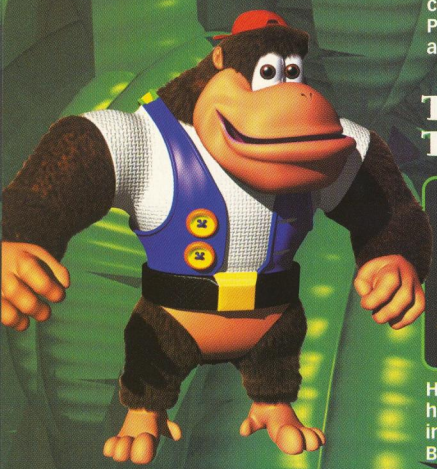


After downing another Cranky potion, Chunky can haul back and wallop enemies and certain gates. Foes that usually take an Orange to defeat will collapse after one Primate Punch. Press and hold Z, and then press B.

Gorillia Gone



Cranky finally found a way for Chunky to go unnoticed—invisibility! After downing this potion, find a Chunky Pad and press Z: Chunky will disappear.

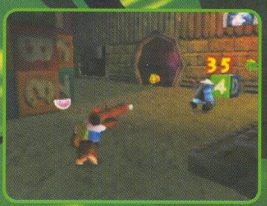


Triangle Trample



He may be big, but Chunky has his delicate side. His instrument is a small triangle. But when Chunky plays it, it sends the Kremlings reeling.

Pineapple Launcher



Some heavy-duty hardware for a heavy-duty Kong. The Pineapple Launcher serves Chunky well throughout his adventures.

THE SUPPORTING CAST

You'll find *Donkey Kong 64* populated by more than just the DK crew and those who want to harm them. Other characters throughout the game help (and hinder) the Kongs in their adventures. Meet them here and learn what they can do.

Cranky Kong

Cranky is Donkey Kong's dad, and he's not too happy about it. Although he complains almost constantly, Cranky also helps the Kongs by providing potions—for a price, of course. Each potion gives the Kong who drinks it an ability that ape needs.

Visit Cranky when you find his Lab. It shows up on every level, so suffer through his gruff abuse and see if he has a new potion to offer.



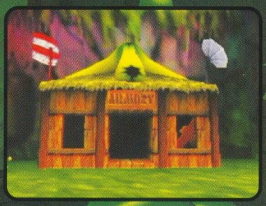


Cranky's Lab

Funky

This inventive gorilla comes up with some excellent weaponry for the DK crew. Each character gets a unique shooter from their friend Funky—again, for a modest price. He also offers upgrades as the game progresses. Check in with Funky often. If you're low on ammo, he'll fill you up for free.

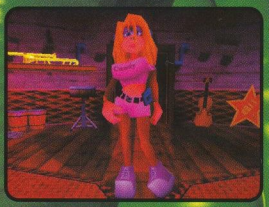




Funky's Armory

Candy

This alluring ape is Donkey Kong's girlfriend. She's got a musical ear and a shop full of devastating instruments. Tunes from Candy's wares will knock out every Kremling in earshot. Visit her in each level. She, too, offers upgrades as the game goes on. And she'll recharge your instrument's power if you step inside her shop.





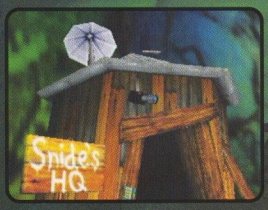
Candy's Shop

TIP RECHARGING ONE CHARACTER'S INSTRUMENT DOESN'T RECHARGE EVERYBODY'S. CANDY ONLY POWERS UP THE INSTRUMENT OF THE VISITING CHARACTER.

Snide

This weasel has an agenda. He wants to mess up K. Rool's plans as much as you do, but he needs a full set of Blueprints to do it. Each character can find one piece of the Blueprints per level. When you bring in a piece, Snide gives you a Golden Banana.



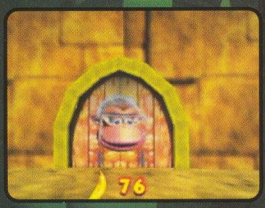


Snide's H.Q.

Wrinkly

Wrinkly has come back in spirit form to help the Kong family defeat K. Rool. She can't fight the lizard's minions, but she can provide tips and hints. In the lobby of each level are five Wrinkly doors. Approach one and Wrinkly will come out to bestow her knowledge.





Wrinkly's Doors

K. Lumsy

One huge Kremling, K. Lumsy isn't into smashing cute monkeys. Because he wouldn't help K. Rool destroy the Kongs, the big-hearted beast was locked up. The Kongs are helping K. Lumsy by finding the keys to his cage. The freed prisoner will smash open doors to several levels when he jumps up and down with glee.





K. Lumsy's Island

K. Rool

He's back! That evil lizard just won't give up! This time, he's sure he'll win—but he's *always* sure he'll win. With a new clan of thugs and evil-doers, K. Rool threatens to blast DK Island to smithereens. You must stop him.





K. Rool's Mobile Island Fortress

Banana Fairy

Mrs. Fairy has a problem. All her Banana Fairies have been frightened away! Can you help? She'll give you the Banana Camera to help capture the errant Fairies. When you find one, take its picture with the Banana Camera Film to catch it. As a reward, each Banana Fairy will restock your inventory and increase the number of Oranges, Crystal Coconuts, and Film Rolls you can carry. Catch enough, and you'll unlock the game's secrets.





Banana Fairy Island

ENEMIES

The DK crew has its work cut out for it in K. Rool's army of bad guys. You can defeat some with a single hit; others require a special move. One thing is certain: they'd all love to get their hands on a Kong.

CAUTION MOST BADDIES WILL REAPPEAR AFTER A SHORT TIME, SO DON'T HANG OUT IN AN AREA WHERE A BADDIE ONCE ROAMED.

Beaver:

This creature will charge you for a Melon Slice, but you can knock it cold with one punch.



Bones:

Even without a head, these guys keep swinging, so keep your distance after hitting this foe. Punch-and-run is a good tactic against these sword-bearing skeletons.



Zingers:

Be wary of these high-flying soldiers. They can swoop down for a sting or release a grenade toward you. Shoot a Zinger out of the air for a Melon Slice.



Clubbie:

Its club more than makes up for this enemy's size. Oranges will kill them when their club is stuck in the ground. You can also defeat them using a musical instrument.



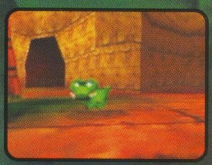
Ghost:

This spooky creature appears in Creepy Castle. It looks like only a Kremling in a sheet. You can defeat this baddie in one hit.



Klaptrap:

This little guy will nip at your ankles, even if it's lost its skin. After you hit this barking croc, get ready to smash the teeth that come snapping toward you. An Orange grenade is a painless alternative to battling it out with a Klaptrap.



Kremling:

Don't fear these reptilian nuisances. One hit will send them on their way.



Kremlings (in a Barrel):

These cowardly Kremlings think a barrel will protect them, but barrels can't withstand an Orange's explosion. Some Kremlings hide in TNT Barrels: keep your distance.



Krusha:

A Krusha will put up a fight, for it carries one of Snide's Blueprint pieces. A Blast move or a few shots from your shooter will defeat it quickly.



Mr. Dice:

This little cube will follow you around, but a single punch will get rid of the pest.



Purple Klaptrap:

Unlike the regular Klaptrap, you can't touch this one. The only way to send it packing is to toss a Orange at it. For your trouble, it leaves behind three Oranges.



Robokremling:

Don't try punching these guys unless you have Chunky's Primate Punch. For everyone else, an Orange should make these robots give up their two Melon Slices.



Shroom:

From a distance, these may look like ordinary mushrooms, but beware of their surprise attacks. This baddie will bury itself and pop out at an unsuspecting Kong. One hit will plant this fungus back in the ground.



Sir Domino:

It's quick, but a single punch will topple it.



Tomatoes:

These huge Tomatoes appear briefly in Fungi Forest. The only way to squash them is to use Chunky's Simian Slam. Everyone else should run.



TNT Barrel:

You'll encounter these mobile bombs on Mine Cart rides. They'll either sneak up from behind you or come straight at you. Jump to avoid their costly explosions.



Klumps:

If they can see you, these loyal minions won't hesitate to throw a grenade at you. If you come too close, they also can throw their bellies into you. Toss an Orange toward it to get rid of a Klump. After saluting, it will leave behind three Oranges.



Mechanical Zingers:

Like the Zinger, a Mechanical Zinger drops a grenade in your path. Lookout for these aerial baddies. Use your shooter on them.



Ape Items and Other Monkey Business

Basic Items

These items are scattered throughout *Donkey Kong 64* on every level and will help the DK crew in their adventures. Collect them as you play and refer to this list for info on what they can do.

Bananas

The Bananas come in five colors, one for each Kong. There are single Bananas and bunches of five. There are 500—100 of each color—on every level (except DK Isles and Hideout Helm).





Banana Bunch Coins

These Coins also abound in the game. Like Bananas, they're color-coded to each character. You can use Coins to get potions from Cranky, instruments and upgrades from Candy, and weapons and upgrades from Funky. Now and then they have a special use, so keep them in stock.



Melon Slices and Boxes

Most enemies will drop Melon Slices, but you'll also find them just lying around in certain levels. A Melon Box, when broken, will yield four Melon Slices. They'll keep the Kongs healthy and strong.





Supply Crates

Supply Crates hold ammo for all the weapons Funky sells the DK crew. No matter which monkey you use, the Crates hold five rounds of ammo for their shooter. One of Funky's upgrades introduces red Supply Crates with special ammo.



Oranges

Oranges pack a mean punch. Pull the pin and hurl one at just about any enemy for a quick takedown. They even track a little, so your toss doesn't have to be perfectly accurate.



Crystal Coconuts

After you get certain potions from Cranky, you'll be able to pick up Crystal Coconuts. They power special abilities for the Kongs. Keep track of them so you don't run out at a bad time!



Banana Camera Film

Once you get the Banana Fairy Camera, the Kongs can pick up Banana Camera Film. Each roll gives you only one shot, though, so always pick them up to keep your Camera full.



Special Items

You can finish *Donkey Kong 64* without getting all the special items—but why? You'll miss out on some of the game if you just power through to the end. Here's a list of the special items you can find and earn.

Golden Bananas



DK is hot under the collar about the theft of his Golden Banana hoard. Each world conceals 25 of the precious fruits. To recover all 200, you must complete the levels with all five characters and find five Golden Bananas with each Kong. You'll need Golden Bananas to unlock B. Locker and open new levels, as well. Get to it!

Blueprints



Each ape must find a piece of Snide's Blueprints on every level. Snide trades Golden Bananas for the pieces, so it's an even deal.

Banana Medals



After collecting 75 Bananas on a level, each member of the DK crew can earn a Banana Medal. Cranky seems to want the Medals, but for what?

Crowns



Surviving the tough, all-out brawls of the Battle Arena earns a victory Crown for the Kongs. There's one for every level (including the two in DK Isles), so fight well.

Animal Crates



Sometimes apes just aren't enough. The DK crew needs a new shape to help them progress. When you see an Animal Crate, jump into it to change shape. However, each Kong can only become certain animals. If the Crate is transparent for a character, that character can't use it.

Headphones



These blue Headphones will recharge your active character's instrument.

Multi-Coin



Dig out those DK Dirt Piles to reveal Multi-Coins. Just one such Coin adds five Coins to every character's inventory.

Really Special Coins

You can win Rareware and Nintendo Coins at different points in the game. You *need* them to finish *Donkey Kong 64*. You'll have a blast winning them.

Boss Keys

Eight locks seal K. Lumsy's cage. The level bosses hold the keys. When you defeat a boss, you get a key. Simple, right?



Action Platforms

The Kongs are a talented and busy bunch. They have places to go and things to do. Sometimes they must use a special talent or unlock a new area to find DK's Golden Bananas. Action platforms help them in many ways.

Bananaports

You must do a lot of backtracking in the various worlds, and walking can get tiresome. Try teleporting, instead. Bananaports come in numbered pairs you must step on to activate. Once both pads are active, simply press Z to zip from one to the next.



Tag Barrels

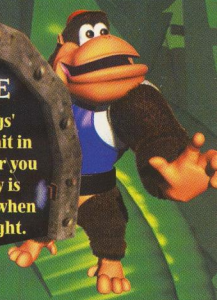
The Kongs can't scamper around the game all at once, unfortunately. So, while you're using one of the crew, the others will relax in the Tag Barrel. To switch to another character, jump into a Tag Barrel and choose your ape.



TIP A CHARACTER COMES OUT OF A TAG BARREL WITH FULL HEALTH. IF YOU'RE DOWN TO YOUR LAST FEW MELON SLICES, JUMP INTO THE TAG BARREL AND OUT AGAIN. YOUR MELONS WILL BE RESTORED!

NOTE

Watch the Kongs' antics as they wait in the Tag Barrel for you to choose. Chunky is especially funny when he's in the spotlight.



Floor Switches

Each of these square switches usually sports a Kong's face. When the appropriate character Simian Slams the Switch, *something* will happen. Maybe it opens a door or reveals a Golden Banana. You won't know until you try.



Fruit and Nut Switches

These Switches come in five flavors—Coconut, Peanut, Feather, Grape, and Pineapple. Fire the appropriate ammo at a Switch to activate it.



Cranky's Kong Barrels and Kong Pads





Use the pads and barrels with the DK crew's faces on them to activate the abilities Cranky sells. To use the power, jump into a Kong Barrel or press Z as you stand on a pad.

Battle Arena Pads

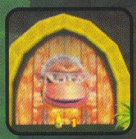


Recognize that ugly snout? Step on his face and press Z to transport to a Battle Arena. Win the match to win a Crown.

A Door and Two Portals

The Kongs must explore the world for their Golden Bananas. But without a hole in a wall, a room is just a box. Here's a few notes on some special passageways.

Wrinkly Doors



Cranky's wife (and DK's mom) won't let the Kong family down just because she's a spirit. The plucky lady dispenses advice and tips in the lobby of each level. Listen to what she has to say: you may learn something.

Troff and Scoff Portals

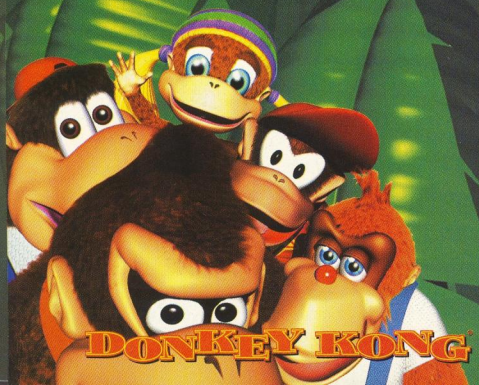


Portals with a pig and hippo's faces on them are entryways to Troff and Scoff's area. There's one for each level. Feed Scoff Bananas and Troff can open a door that leads to a boss battle. The number on their door is the number of Bananas Scoff needs.

DK Portals



These doors lead from each level entryway to the level itself. But B. Locker effectively "locks" them up. You must come up with enough Golden Bananas to get past. But with this guide in hand, that won't be a problem.



HOW TO USE THIS BOOK/TRAINING

There are two major parts to this strategy guide—the maps and the Golden Banana walkthroughs.

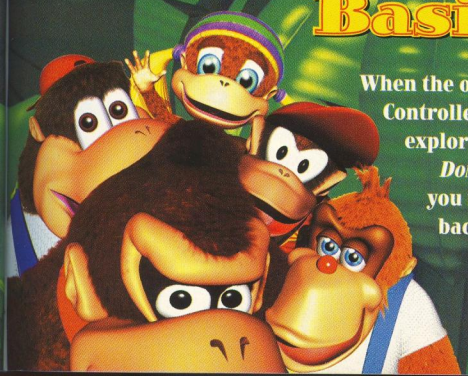
For each level, there's a World Map and five Character Maps. The World Map pinpoints the stuff with which every character can interact. These include Bananaports, Tag Barrels, and Troff and Scoff doors. Totals for pick-ups such as Crystal Coconuts and Supply Crates display next to each World Map.

Character Maps are specific to each Kong. For example, Donkey Kong's Character Map shows all the Yellow Bananas and Yellow Coins for a level, as well as any pick-ups only DK can reach (if they lie behind a door only his Coconut Shooter can open). Finally, each Character Map shows the locations of the five Golden Bananas each Kong can find in a level.



Which brings us to the Golden Banana walkthroughs. Refer to the Character Maps to learn where each Kong must start. The number on the map corresponds to the number in the walkthrough; for example, the Golden Banana icon numbered "1" refers to the Golden Banana 1 walkthrough. Follow the screens and captions in the walkthrough to complete the tasks required to earn that Golden Banana.

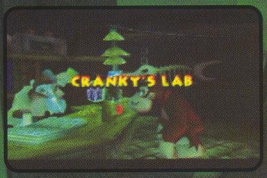
Basic Moves



When the opening cinematic ends, it's time to take up the Controller and put your skills to the test. You're about to explore a whole new world, so you'll need a few pointers. *Donkey Kong 64* provides a great training program to get you into shape. Walk through it using this guide and refer back to it when you need a refresher.



Follow the bird's advice and hop down from your tree house. Look for the sign pointing to the alcove with Cranky's Lab.



In Cranky's Lab, Cranky gives you the lowdown on his potions. Look for him on every level to get a new potion. First, however, you need to train.



Exit Cranky's Lab to the left and enter the Training Area alcove. Each barrel here will teach you a different basic action, so pay attention.

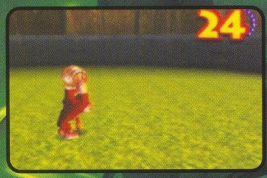
Swimming





This exercise gives you 60 seconds to swim to the bottom of a barrel and get a coin. To do this, press Z to dive, B to swim, and A to swim fast. Underwater, press Z to stop. When swimming on the water's surface, press B to swim faster.

Barrel Tossing





You have 60 seconds to pick up and throw five barrels. To pick up a barrel, press B; then press B again to throw it. Chunky will use this same action to move boulders.

Throwing Oranges





You must pick up and throw five oranges in 60 seconds to complete this task. To throw, press and hold Z, and then press C▶. This is useful against larger enemies.

Swinging





Here you must swing through the air to collect a coin in 60 seconds. Climb the tree and jump to the vine. To swing from vine to vine, press A. To turn on a vine, press R; press Z to drop off a vine.

Cranky's Potions

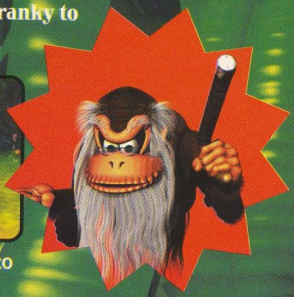
With your basic training out of the way, you can visit Cranky to get the first of many potions.



Cranky gives you Simian Slam (*Buttus bashium*) and promises a special surprise if you bring him 15 Banana Medals.



To Simian Slam, press Ⓐ to jump; then press Ⓩ from the air to send your booty pounding into the ground.



To DK Island!

You've mastered the ways of the Kong. Time to leave this playground and venture off to save your friends, gather some bananas, and bring down K. Rool—all in a day's work for this mighty monkey.



To leave this area, walk through the cave opposite the tree house entrance. At the end of the cave, Simian Slam the Donkey Kong Switch, and you're off to DK Island.

TIP

AT THE END OF THE CAVE NEXT TO CRANKY'S LAB, YOU'LL FIND A DK DIRT PILE AND THREE YELLOW COINS.


DK ISLES
1
2
3
4
5
Angry Aztec
Jungle Japes
K. Rool's Crashed Ship
(Appears at End of Game)
Crystal
Caves
Fungi Forest
In K. Lumsy's
Creepy Castle
Cannon
In Box
On Way Up
K. Lumsys
Creepy Castle
Frantic Factory
In Mouth,
Hideout Helm
Snide's
Underwater,
Gloomy Galleon
Bananaports
Cannon
Banana Fairy
Dirt Pile
Banana Barrel
Tag Barrel
Battle Arena

This is the hub, the jumping-off point for the rest of the game. Entrances to all the other levels lie here in DK Isles. The DK crew can find 25 Golden Bananas in the isles, as well—five for each character. There are no colored Bananas to collect, but a few other pick-ups lie scattered about.

Not all areas in DK Isles are open to you at the beginning. You must keep returning to this hub area. As you progress and get keys to K. Lumsy's cage, more doors are revealed. Refer back to this section as you play through the other levels.



DK is the first to find a Golden Banana—the game's first. He exits the Training Area and immediately finds a Tag Barrel and five Bananaports. Activate them all, and then visit with K. Lumsy.

Golden Banana 1



First, pay a visit to this big galoot. Activate Bananaport 1 and go inside the prison island. K. Lumsy doesn't want to hurt the Kongs, so K. Rool has locked him up. Will DK help him?

TIP

DK CAN ACTIVATE SOME OF THE BANANAPORTS ON DK ISLES DURING THIS TIME. FIND THE MATCHING PAIRS OF PADS FOR BANANAPORTS 1, 2, AND 3.



K. Lumsy's joyful dancing cracks open a boulder, revealing the entrance to Jungle Japes and the first Golden Banana.

NOTE

K. Lumsy will open every level entrance with his destructive cavorting.

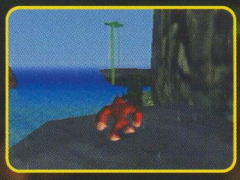


Run out to the newly opened cave and pick up the very first Golden Banana.

Golden Banana 2



You need the Coconut Shooter for this one. See that cave in the side of K. Rool's Fortress? You'll find a Coconut Switch there. Climb the fortress walkway.



When DK reaches the vines, simply walk off the edge to land next to a Golden Banana in a cage.

TIP

IF YOU SWING ACROSS THOSE HOVER VINES, YOU'LL FIND SNIDE'S H.Q. FOR THE DK ISLES LEVEL. THIS IS IMPORTANT: EVERY KONG MUST VISIT HIM.



Shoot the switch and grab that Golden Banana.

Golden Banana 3



When the Frantic Factory level is open, take DK into the level's lobby. Throw the lever to the right of the entrance to start up the elevator.

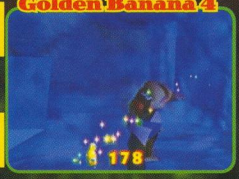


Ascend to the platform and stand on the Bongo Music Pad there. Beat the drums and watch the skies.



A Golden Banana is delivered to the big ape. Jump back down and gather it up.

Golden Banana 4



In the Crystal Caves lobby, grab Chunky and have him Primate Punch the two sheets of ice that block tunnels. Then grab DK again.

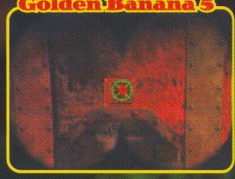


Find the Donkey Barrel in one of the tunnels. Jump in, and then run to the other tunnel. The lava won't hurt you when Strong Kong's in effect.



Hotfoot it over to the Golden Banana and snap it up.

Golden Banana 5



In the Hideout Helm lobby, spot the Coconut Switch across the lava. Use Sniper mode to tag the switch.

A bridge appears. Cross it (watch out for fireballs) and show that Krusha who's top banana. Grab the Blueprint piece.





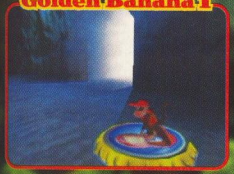
Visit Snide and he'll trade you a Golden Banana for that Blueprint piece.

Diddy Kong



It's Diddy's style to fly high in his Jetbarrels. Again, you can't get all the Golden Bananas right off the bat. Once the levels are opened, though, you can go to town.

Golden Banana 1



In the room with Snide's H.Q., use the Diddy Pad to launch into the Banana Barrel above.

Batty Barrel Bandit!

If you've left this level for last, you know all about this minigame. You must make all four reels stop on Bananas—three times in 40 seconds.

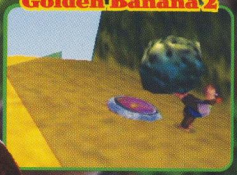


This is what you're shooting for.



After you win, the Golden Banana is yours for the taking.

Golden Banana 2



You need the help of two other Kongs for this one. Grab Chunky and use Bananaport 2 to send him near the Angry Aztec entrance. A boulder lies a little farther along the path. Lift it and throw it to clear up a Lanky Music Pad.

TIP

USE THE BANANAPORT TO RETURN TO A TAG BARREL. IF YOU USE THE ONE IN ANGRY AZTEC, THE BOULDER REAPPEARS. BOO-HOO.



Get Lanky from the Tag Barrel and Bananaport up to that newly revealed Music Pad. Play a tune to generate a Diddy Barrel near the Fungi Forest entrance. *Now* you can get Diddy.



Send Diddy to that Barrel and jump in to start Jetbarreling around. Aim for the top of the waterfall across from the Fungi Forest entrance.



Hit the Peanut Switch with Diddy's Popguns to open the cage bars. Then snap up that Golden Banana. Ride the waterfall back down, if you want.

Golden Banana 3



Return to the Diddy Barrel near the Fungi Forest entrance and jump in. Jetbarrel to the top of DK Island. A Banana Barrel there has Diddy's name on it...well, not *literally*.

Peril Path Panic!

Here's a shooting game with a twist. You have 60 seconds to save 10 Banana Fairies as they fly across the rows of Klaptraps. Your reload spot lies in the center of the screen.



The trick is to shoot across both rows from left to right as soon as the game starts to close all the Klaptraps' big mouths. Then keep firing left to right as the game goes on. You can ignore the Fairies to keep the Klaptraps fed.



Once the Fairies are safe, Diddy gets another Golden Banana.



Golden Banana 4

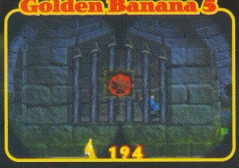


In the Crystal Caves lobby, have Diddy jump into the Diddy Barrel on the second landing. Jetbarrel up to the landing with Diddy's Music Pad on it.



Play a quick riff on the ol' Guitar to receive a Golden Banana.

Golden Banana 5



Blast into the Creepy Castle lobby and grab DK from the Tag Barrel. Opposite the stairs sits a cage with a Coconut Switch on it and a red-haired Krusha. Blast the switch and change back to Diddy.



Hop over to the Krusha's alcove. Smack him around—don't get knocked into the goo—to get the Blueprint piece. Then head on out.



Go talk to a weasel about a Golden Banana. That's it for Diddy.

Tiny Kong

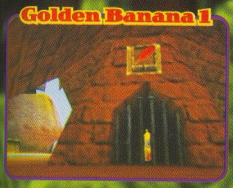




Banana Barrel
Blueprints
Character Barrel
Character Pad
Golden Banana
Music Pad

Five more Golden Bananas lie hidden for Tiny to find. Some are more cleverly tucked away than others.

Golden Banana 1

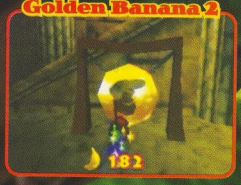


At the back of Banana Fairy Island, you'll find a cage with a Feather Switch over it. Fire a shot at the switch.



The bars drop and the Golden Banana is Tiny's.

Golden Banana 2



For this one you'll need Diddy's help. Go to the Angry Aztec lobby and use the Chimpy Charge to strike the two gongs. The gongs will sink and reveal a Banana Barrel.



Pony Tail Twirl from the top of the stairs and hit the Banana Barrel.

Big Bug Bash!

You have 60 seconds to smash eight flies. The trick is to press Ⓐ just before the fly goes under the swatter. The flies turn unpredictably, so this can be difficult; they tend to loop in tight circles, however. Use the Control Stick to maneuver the swatter. You can move it in the middle of a swat, so adjust your aim if you need to.



That's one down.



When the game ends and Tiny is victorious, claim a Golden Banana as your prize.

Golden Banana 3



Get Chunky to help you with this one. In the Frantic Factory lobby, bust open the Question Mark Box with a Primate Punch. You've revealed a Krusha, and a Banana Fairy appears, as well.



Beat up that Krusha and take its Blueprint piece.



Head for Snide's H.Q. and return that Blueprint piece for a Golden Banana.

Golden Banana 4



Chunky must help out again. Slam the Chunky Switch; then change to Tiny.



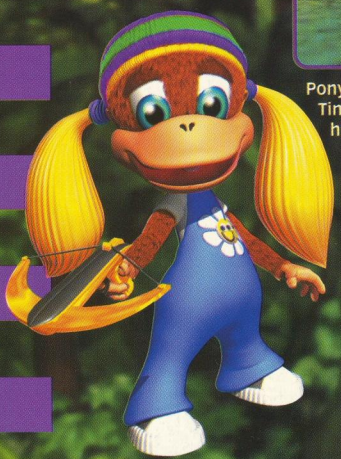
Pony Tail Twirl into the Tiny Barrel from the highest landing, and then swim into the newly opened pipe.



It looks like a tight fit, but for Tiny it's no problem.



The next Golden Banana waits on a pedestal. Pick it up and swim back out.



Golden Banana 5



A Tiny Pad lies around the back of K. Rool's Fortress. Step aboard and press Z to monkey-port to the top.

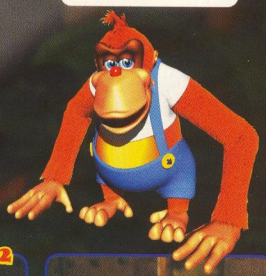


You'll find a Saxophone Music Pad there. Play a tune to get a Golden Banana. A Chunky Barrel also appears.

Lanky Kong







Time for Lanky. With help from a Kong or two, the orangutan will gather all five of his Golden Bananas.

Golden Banana 1

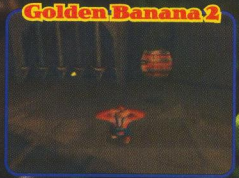


In the back of K. Lumsy's prison, find a cage with a Grape Switch next to it. Blast the switch with the Grape Shooter to open the cage.

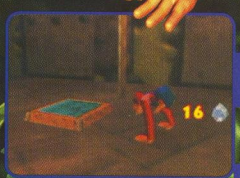


Pick up the Golden Banana, and you're on your way.

Golden Banana 2



You'll need the OrangSprint move for this one, so you may have to wait until late in the game to collect it. Find the Lanky Barrel and jump in.



Run across to the blue floor switch. Press it, and then OrangSprint over to the Golden Banana across the room.



2

You have eight seconds to race into the cage and collect the Golden Banana. Simple, right?

Golden Banana 3



Go to the Jungle Japes lobby and change to Chunky. Have the big bruiser remove the boulder from atop Lanky's Music Pad. Then change back to Lanky.



3

Play a Trombone Tremor to have a Golden Banana delivered via air mail.

Golden Banana 4



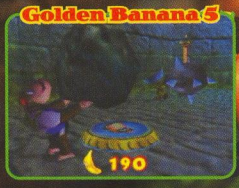
A small cave lies to Lanky's left as he enters the Crystal Caves lobby. A blue Krusha waits inside. Persuade it to give up the Blueprint piece.



4

Return to Snide's for a chat and another Golden Banana.

Golden Banana 5



In the Creepy Castle lobby, use Chunky to remove the boulder from the Lanky Pad.



Tag Lanky and stand on the Lanky Pad. Press Z to float into a Banana Barrel atop the structure in the middle of the lobby.

Searchlight Seek!

It's simple: you must hit 10 Klaptraps in 60 seconds. Lead them a little: aim at their noses and (if they don't change direction) they'll walk into the shot.



This isn't a bad shot. Fire away.



5

After you hit the 10 Klaptraps, you get Lanky's fifth Golden Banana.

Chunky Kong

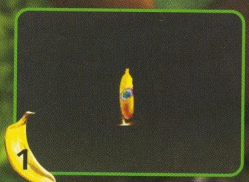


He's helped out a few other Kongs. Now he's on his own. Five Golden Bananas await the big lug, so make the DK crew proud and round 'em all up.

Golden Banana 1

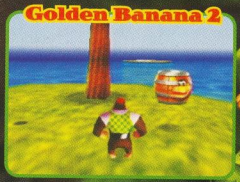


A cage with a Pineapple Switch above it sits conveniently on the beach. Fire a Pineapple at it and watch the bars drop.

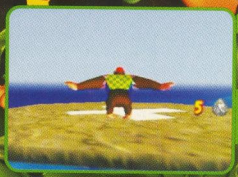


Pick up the Golden Banana. That was easy.

Golden Banana 2



You'll find the Chunky Barrel on the island with the Banana Fairy in a tree. Hop in and get big.

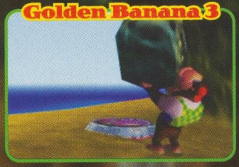


Paddle to the platform just beyond the Banana Fairy's tree. Slam down on the big white "X."



Swim to the island where the Golden Banana was revealed and grab it for the collection.

Golden Banana 3



A little farther along the path near the Angry Aztec entrance, a boulder sits over a Triangle Music Pad. Toss the rock away.



Play the Triangle Trample for another Golden Banana delivery.

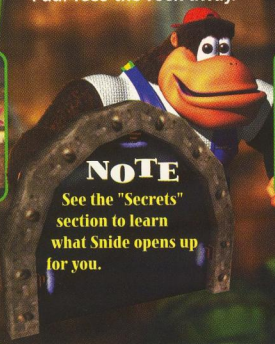
Golden Banana 4



In the Gloomy Galleon lobby you'll encounter a nasty green-haired Krusha. Have Chunky play with it until it falls down and drops the Blueprint piece.



If you're leaving DK Isles for the end, this is your last visit to Snide. He gives up his last Golden Banana and adds a secret Bonus.



NOTE

See the "Secrets" section to learn what Snide opens up for you.



The completed Blueprints.

Golden Banana 5



Now get yourself over to the Hideout Helm lobby. A Chunky Pad awaits you just inside the door. Stand on it and press Z to activate Gorilla Gone.



Swing across the Hover Vines against the wall and into the Banana Barrel.

Kremling Kosh!

By now, you've played this subgame a few times. Here, however, you must hit 28 Kremlings in a minute. It takes a heroic effort. Red Kremlings are the key. Hit as many as you can for their double points.



No joke—28 Kremlings in 60 seconds.



Chunky has the honor of picking up the last of the 200 Golden Bananas. Take a bow.

Banana Fairies

Four of these flighty Banana Fairies flit around DK Isles. Here's a quick guide to their locations. They're mentioned in the other level walkthroughs as the Kongs encounter them.



The first Fairy is easy to find. She's flying around in the tree on a small island next to the main Banana Fairy island.



In the Frantic Factory lobby, a Banana Fairy emerges when Chunky busts open the Question Mark Box.





Move to the Fungi Forest lobby. Have Tiny shoot the Feather Switch up in the rafters. A small door opens, releasing another Fairy.



Use the Tiny Pad at the back of K. Rool's Fortress to monkeyport to the top. There you'll find the fourth and final Banana Fairy for DK Isles.

Battle Arenas

The DK Isles level features two Battle Arena Pads. As with the Banana Fairies, you'll find them described in the other levels as the Kongs encounter them.



In the room with Snide's H.Q., on the side of K. Rool's Fortress, is a Battle Arena Pad with a rock on it. Have Chunky move the boulder; then use the pad.

Bish Bash Brawl

The big trick is to *stay in the center of the ring!* Stay off the Control Stick except to return to the center. The enemies you face are tough, and the Krushas' blast move can knock you right off the platform. You must stay on that platform and healthy for 60 seconds.



When the smoke clears, jump up to collect the Crown—much to the crowd's disappointment.



The second Battle Arena will take the help of every Kong. Go to the Fungi Forest lobby. Grab Diddy from the Tag Barrel and stand on the wooden platform directly opposite the lever.



Go into Sniper mode and look up to the ceiling. See that red mushroom? Hit it with a Peanut. It turns yellow. Who could that be? DK, of course.



Now stand DK in the same spot and fire again. The mushroom turns blue. Use each character as the corresponding color comes up. (The order goes: Diddy, Donkey, Lanky, Chunky, and finally Tiny.)



When all the Kongs have hit the mushroom, a Chunky Pad reveals itself. Have Chunky use it to generate a Battle Arena Pad. Send Chunky to the fight.

Forest Fracas

Not much new to say about this one. Survive for 60 seconds to get the second Crown for DK Isles. Stay away from the edge of that platform!

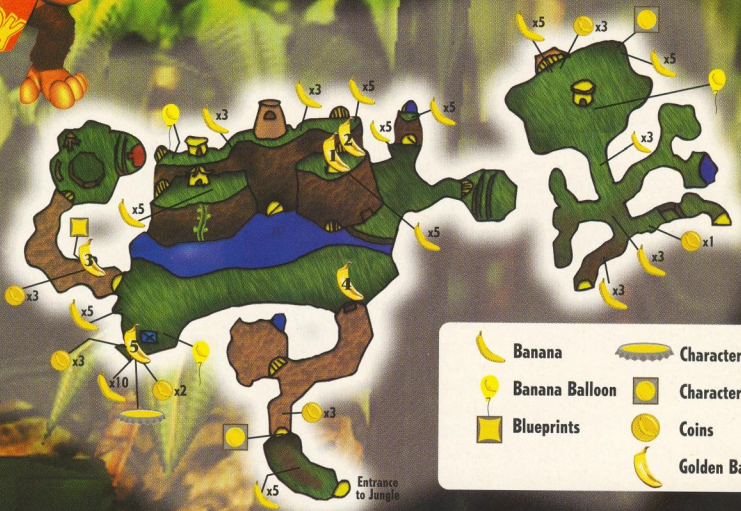


Congratulations. Once more you reign victorious against the Kremling hordes.

JUNGLE JAPES

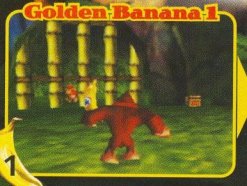


Donkey Kong



Your first foray into a level in *Donkey Kong 64* is with the ape himself, DK. Here's how to get the five Golden Bananas for the master monkey.

Golden Banana 1



Diddy! Good to see you. A sparkling Golden Banana lies right in front of Diddy's cage. Grab it.



Slide down the cliff (do a small jump, and then press Donkey against the cliff face), back to the area with the Cannon, and walk over to the edge next to the Hover Vines.

Golden Banana 2

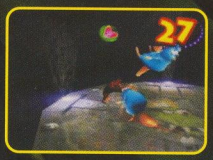


Up at Diddy's cage, the little chimp gives you the lowdown. You must shoot the three Coconut Switches over three gated tunnels.

Battle Arena

Beaver Brawl

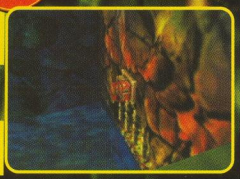
Beaver Brawl is relatively simple. The big trick is to *stay in the center of the ring!* Stay off the joystick except to return to the center. DK may get knocked around, but every Beaver he bops drops a Melon Slice. Stay in the ring (and healthy) for 25 seconds and the Beaver Brawl Crown is yours.



Three Beavers attack at once. Don't panic! Stay in one place and press Ⓑ repeatedly. Pick up the Melon Slices as they fall to stay in the fight.



When the smoke clears, jump up to collect the Crown... much to the crowd's disappointment.



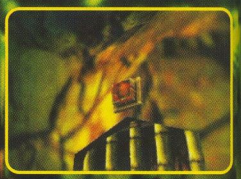
You should be able to see the switch above the water. Draw the Shooter and, using the aiming view, fire a coconut at the switch. That's one!



Walk to the opposite edge and look down at the second switch. Another well-placed coconut, and Diddy is almost free.



Jump into the water and swim across until you're opposite the thick vine.



The third gate awaits you there. Fire at will! Diddy is free! He celebrates and thanks you. Then he goes to wait in the Tag Barrel.



Make your way back to Diddy's cage and collect the second Jungle Japes Golden Banana.

NOTE

Don't be confused by the phantom Red Bananas. DK can't pick them up, but Diddy can when you use him in Jungle Japes. For now, just keep half an eye on where they are so you can find them easily during Diddy's turn.



On the first landing of the newly opened tunnel is a *tough* bad guy. Take aim with the Coconut Shooter and lay into him!



When the Krusha falls, it drops a piece of the Blueprint. Snap it up and collect the three Coins.



Get to Snide's H.Q. and the disgruntled engineer will exchange a Golden Banana for the Blueprint piece.



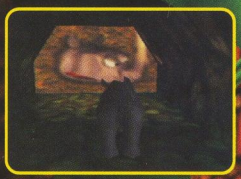
Smack that Coconut Switch behind Cranky's Lab and jump into the Rhino box.



As Rambi, DK can wreck shop on the huts in all four corners. Wreck away!



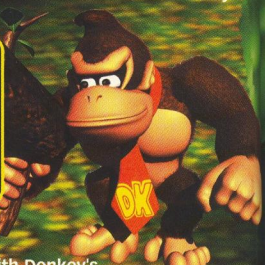
Still in Rhino form, run down the ramp in front of Cranky's Lab and hang a left.



See that door with a Rhino picture? Guess what: you must destroy it! Press Z+B to charge and smash the wall.



Return to Cranky's Lab area and switch back to DK. Notice the switch with Donkey's face on it and five Bananas above, in the upper-right corner. Grab the fruit and pound the switch.

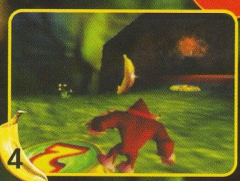




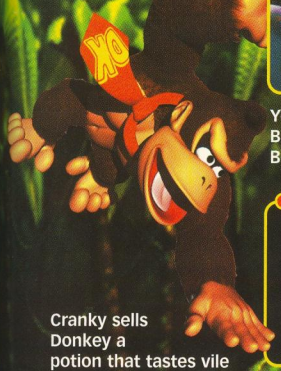
You've revealed a Golden Banana! Jump on Bananaport 4 and press Z.



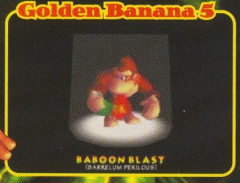
Leap into the water and swim straight across.



The Golden Banana is ripe for the plucking, so go get it.



Cranky sells Donkey a potion that tastes vile but will be very useful. Baboon Blast (*Barrelum Perilous*) will let Donkey play the Barrel Blast games in each level. Find the Donkey Pad (near Bananaport 3 and above the boulder, on a big "X") and press Z.

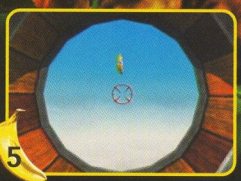


Barrel Blast

The trick when blasting Donkey Kong from one barrel to another is to fire when the crosshairs are right on the next barrel. Don't try to get tricky and fire a little before or after. This first Barrel Blast will get you not only the final Golden Banana, but also two more Coins and a total of 10 Bananas.



Fire just when the crosshairs are centered on the next barrel.



This is the final Donkey Kong Golden Banana for Jungle Japes. But you're not done yet!

Army Dillo



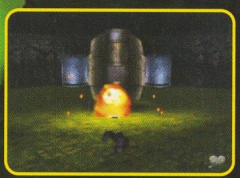
This over-armored beast is big, but he's slow. Those cannons may look menacing, but Donkey Kong can dodge and weave through most of the danger.



Army Dillo has two attacks. His cannons shoot huge, nontracking fireballs (one at a time). So run in one direction as the cannons fire. After the second shot passes you by, switch direction.



Don't stop or try to change direction between the double shot. You'll take a fireball on the chin.



Army Dillo's second attack is a rolling wheel that can flatten DK. Luckily, DK can change direction a bit faster, so zigzag and Army Dillo will never catch up.



DK needs TNT Barrels to defeat Army Dillo. When the dastardly Dillo stops to laugh, have DK pick up a bomb and heave it at Dillo's head. If you're lined up right, the blast will pop the boss into the air.



Three hits sends Army Dillo scurrying off with his tail between his legs. He leaves you a valuable reward—the first key to K. Lumsy's cage.

Diddy Kong



With DK's help, Diddy Kong has been freed. The little chimp is your second character, and can take you places Donkey Kong can't. Diddy must find five Golden Bananas in Jungle Japes, so get to it!

Golden Banana 1



Enter the tunnel near the mine cart and Bananaport 3. Defeat the Krusha for Diddy's piece of the Blueprint.



Make your way up to Snide's H.Q. and chat with him. You've got a Blueprint piece, so he'll give you a Golden Banana!

Golden Banana 2



In the lower-right of Cranky's area, you'll find a Diddy switch and five Bananas. Do a Simian Slam and watch to learn where you need to go—the cave next to Funky's Armory. You have 50 seconds!

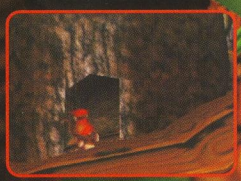


Use Bananaport 4! Jump into the water and hug the wall to your right until you reach the thick vine. Climb up and enter the cave to claim a Golden Banana!

Golden Banana 3



Face the Peanut Switch on the Mine Pillar. Shoot it to reveal a ramp. Head on up!



A door lies halfway up the pillar: send Diddy inside.





This mining area offers a few things. First, head right and leap up the box until the little monkey is on the over-turned coal cart.



Spot the Red Coin on the board leading to the big barrel on the left, and a Peanut Switch across the room. Shoot the switch from where you are.

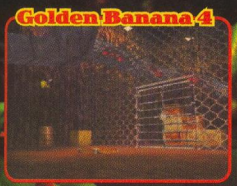


A second board creates a bridge to the big barrel. Cross carefully and pick up the Coin. Then Simian Slam the Diddy Switch on the barrel.



What's this? A Golden Banana on top of the Mine Pillar. Head outside and get that Banana!

Golden Banana 4



The second room in the Mine Pillar is a doozy. This walkthrough reveals the most efficient way to get through it, but you may need to try several times to bring it all together. Good luck!

TIP

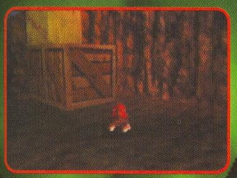
CLEAR THE AREA OF PICKUPS BEFORE TRYING TO GET UP THE BELTS. YOU'LL FIND COINS IN BOTH GATED AREAS, A BANANA BALLOON, AND ORANGES.



Run to the fenced area across from the door with a baddie and a small gate. Chimpy Charge the little gate and bash it open. Then Chimpy Charge the green "LO" button. Watch the conveyer belts change direction.

TIP

YOU HAVE CHIMPY CHARGE, DON'T YOU? IF NOT, VISIT CRANKY.



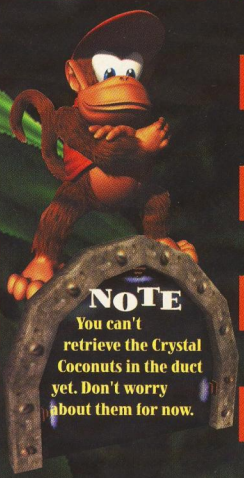
You've got to be *fast* for this part! Run to the Diddy Switch in front of the big fenced area. Slam it and dodge past the Tubbies to the upper right of the conveyer belt area.



Quickly jump onto the Crates, pick up five Bananas, and then jump onto the conveyer belt. Run and jump up the belts. At the end, jump Diddy into the duct. You must make it while the lights in the conveyer belts are green.



You did it! Run out the end of the duct. Don't jump! You might miss the mining cart.



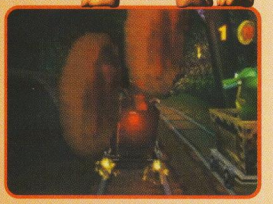
NOTE

You can't retrieve the Crystal Coconuts in the duct yet. Don't worry about them for now.

The Mine Race



Welcome to the Mine Ride. Diddy must pick up 50 coins on his travels through the mine shafts—and watch out for a few perils.



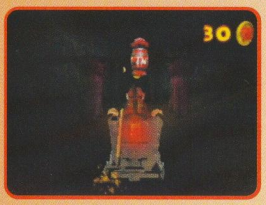
Watch out for the club-wielding Kremling. Jump so his swings pass harmlessly under Diddy.



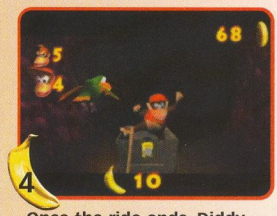
The TNT Barrels on the tracks can knock your Coins away. Jump just before they hit your mine cart to avoid damage.



These big jaws will snap closed on Diddy if you let them. Adjust the cart's speed so you sail through as they open wide.

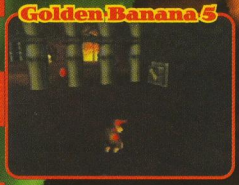


TNT Bombers will leap onto the cart. Speed under them to stay safe.



Once the ride ends, Diddy gets another Golden Banana. Well done!

Golden Banana 5



In the first tunnel near the entrance to Jungle Japes lies a gated area with two Peanut Switches. Take aim and fire! The gate will lower for you.



Three Coins, a Red Banana Balloon, and the fifth of Diddy's Golden Bananas await your monkey hands. Collect the loot.

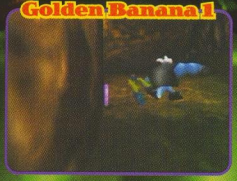
Tiny Kong



Once she's freed from the Angry Aztec level, Tiny must make the trip back to Jungle Japes. She must find another five Golden Bananas from DK's stolen hoard.

Tiny can use her skills to reveal areas in Jungle Japes that DK and Diddy couldn't get to. And you'll have a chance to use her shrinking ability to grab those special bananas.

Golden Banana 1



In the tunnel across the water from Funky's and near Bananaport 3, you'll find a Krusha and three Purple Coins on the second landing. Defeat the Krusha and get his Blueprint piece.



1

Visit the weasel Snide and get Tiny's first Golden Banana!

Golden Banana 2



In Cranky's area, check out the Tiny Switch in the lower right. Pop the Balloon and grab the bunch of Bananas. Then Simian Slam the switch.

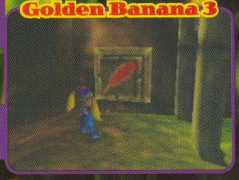


2

You've got 30 seconds! Use Bananaport 4 and jump in the water. Swim left and jump into the cave for Tiny's next Golden Banana.



Golden Banana 3



Pass the Krusha Tiny defeated for her Blueprint. Fire a Feather into each switch and watch the gate drop. Activate Bananaport 5 and use it. You'll find several Coins atop the Mine Pillar. Use Bananaport 5 to go back, and then head left.



Pass the Tag Barrel and the log until you reach a Tiny Barrel next to a stump. Jump into the Tiny Barrel and get small.

TIP

IT HELPS TO SHOOT THE KREMLINGS AND OTHER BEASTIES BEFORE YOU USE THE TINY BARREL. THIS IS YOUR FIRST EXCURSION INTO TINY'S SMALL WORLD, SO MAKE IT EASY ON YOURSELF.



Once Tiny's changed, run around the stump to the red mushroom. Crouch-jump onto it and bounce off the top to launch yourself onto the stump.



Drop down the hole in the stump and collect another Golden Banana. As soon as you can, cancel the Mini-Monkey to save Crystal Coconuts.

Golden Banana 4



Jump into the Tiny Barrel next to the shell, and then head into the opening in the front of the shell. Collect the loot and head for the only open door, to the left of the entrance.

TIP

DON'T WORRY ABOUT YOUR CRYSTAL COCONUT COUNT WHILE YOU'RE IN THE SHELL. IT WON'T GO DOWN.



In this first room, pop the Banana Balloon, and then Simian Slam the Tiny Switch to open another gate in the shell. Head for the new opening.



Grab the two coins in the hall and Slam the switch in the room to open the third gate. Stroll over to it.

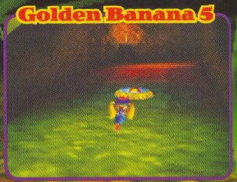


You'll find a lot of Crystal Coconuts and several loose Bananas. Grab them all.



A Golden Banana lies atop the dais. Watch Tiny dance as she claims her prize.

Golden Banana 5



One more task for Tiny to accomplish: Return to the Tag Barrel near Bananaports 1 and 2. Enter the tunnel and enter the room on the right.



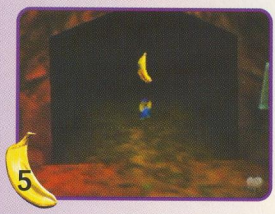
Grab the two coins in the hall and Slam the switch in the room to open the third gate. Stroll over to it.

Splish-Splash Salvage

This race challenges your swimming abilities. Take care not to run into any Starfish.



Press Ⓐ for strong strokes and Ⓑ for smaller, more precise strokes. Vary them for precise control. Press Z to stop.



After you complete the Bonus Stage, you'll receive another Golden Banana. It's Tiny's fifth—and her last for this level.

Congratulations! You've finished Tiny's Jungle Japes. Only two Kongs remain. Before you take on the other Golden Bananas, though, you must do one more thing with Tiny.

Tiny and the Banana Fairies

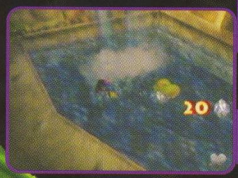
Take Tiny to the World Map. From the Jungle Japes entrance, head to the right, clockwise around the island, until you spot an island with the face of a lady wearing a banana-peel hat. That's the Banana Fairy's home. Swim out to it.



The Banana Fairy Island



Jump into the Tiny Barrel and get small. Go through the little opening.



The fountains have Crystal Coconuts in them, so stock up. Then go up the ramp to talk to Mrs. Fairy. She'll give you a new piece of equipment.

TIP

NOW YOU CAN USE THE FILM ROLLS YOU MAY HAVE NOTICED IN PHANTOM FORM.



Mrs. Fairy also grants the Kongs a new move to help them dig the Dirt Piles marked "DK." It also can knock out several enemies at once. Press and hold Ⓑ until sparks fly. Then release Ⓑ—and *bam!*



It's time to try out the new Camera. Head to Tiny's left as you exit Mrs. Fairy's home. Swim out to the small island you see there.



Use the Camera to snap a photo of the first Banana Fairy.

Lanky Kong





Ammo Crate	Blueprints
Banana	Character Switch
Banana Balloon	Coins
Banana Barrel	Film
Banana Fairy	Golden Banana
	Orange

The most flexible Kong, Lanky is an odd ape. His antics are strange and his manners are weird, but he's as lovable as the rest.

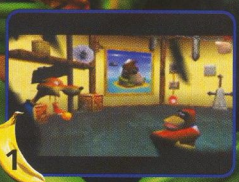
Golden Banana 1



Drop into the water and pop out at the Bananaport 4 cave entrance. Head down the tunnel and turn left at the crossroads with the Beaver.



Battle the Krusha there to gain Lanky's Blueprint piece. You'll get to the other ledges soon.



Visit with the engineer and exchange the Blueprint piece for a Golden Banana. If only Snide would give them all at once.

Golden Banana 2



Drop in on Cranky and he'll give you a potion for OrangStand (*Palmus Walkum*) to help you reach out-of-the-way places.



Find the Lanky Switch in Cranky's area and Simian Slam it. Time for another race to a Golden Banana.



You have 60 seconds. Run to Bananaport 4 and use it. Jump in the water and swim across to the Tag Barrel.

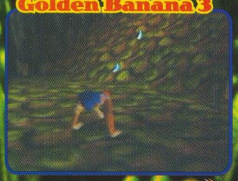


Use Bananaport 2 to get to the Mine Pillar. Run up the ramp to Diddy's cage and slide down to the cannon area.

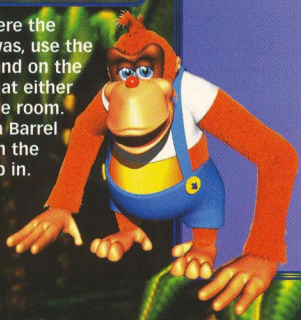


A Golden Banana awaits you! Grab it and watch Lanky's smooth celebration moves.

Golden Banana 3



Back where the Krusha was, use the OrangStand on the two hills at either end of the room. A Banana Barrel stands on the left. Jump in.



Speedy Swing Sortie

This is a quick test of your vine-swinging skills. Don't sweat the time, you won't have any trouble with this one.

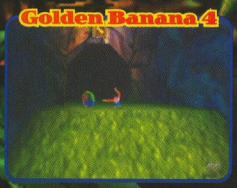


Bounce off the red mushroom to start, or climb the tree. Once you're on the vines it's a cakewalk. At the end of each swing, press Ⓐ to launch.



If you clear the Bonus Stage, you get another Golden Banana.

Golden Banana 4



Do an OrangStand and climb the hill in front of the gate. Power blast the DK Dirt Pile to reveal a Multi-Coin. It adds five Coins to every Kong's inventory. Now head into the cave.



Clear the room of Bananas and Coins. Then stand on the posts and Simian Slam them both. Get ready for a fight!



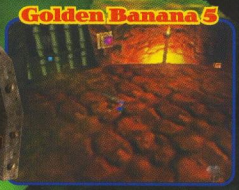
Go down the stairs and press against the wall next to the door. Use the Grape Shooter from there. It gives you room to work.



When you've defeated all your foes, the picture of DK Island fades to reveal another Golden Banana.



Golden Banana 5



In this level's first tunnel, head into the room Diddy opened with the two Peanut Switches. Shoot the Grape Switch and jump into the Banana Barrel.

Mad Maze Maul!

It's simple: just run through the maze and smack down all the bad guys in 60 seconds. Lanky can handle this easily. Even if you take every wrong turn, Lanky can get through in time. Make sure you hit the baddies hard and fast.



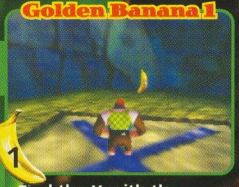
And there it is—Lanky's fifth Jungle Japes Golden Banana!

Chunky Kong



Now that Chunky is free, it's time to use his mad skills and brute strength to collect this level's remaining five Golden Bananas.

Golden Banana 1



1

Find the X with the boulder over it. Press Ⓑ to pick up the boulder, and then press it again to toss the rock. Snatch the Golden Banana left behind in the rubble.

Golden Banana 2



Simian Slam the X a few times to break through to an underground passage. Follow the trail of Bananas to the end.



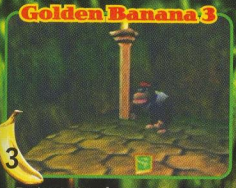
At the end of the path, shoot out the eyes of the sinister bat to make Hovering Vines appear. They lead to platforms on both sides.



2

The platform on your left now holds a Golden Banana. Swing over and get it.

Golden Banana 3



Return to the center platform and shoot the Krusha. Quickly swing over to collect the Blueprint piece left behind. Take a trip to Snide's H.Q. for your third Golden Banana.

Golden Banana 4



Return to the surface and take a trip to Cranky's crib. He'll give you Hunky Chunky (*Kremlinous Crushum*) and Primate Punch (*Sandwichium Knucklus*).



On your way out of Cranky's area, visit the first tunnel on your left. Under a boulder at the end you'll find three Green Balloons and a Chunky Pad.



Throw the boulder and activate the Chunky Pad. Now you have 50 seconds to get the Golden Banana next to Snide's H.Q.

TIP

TO REACH SNIDE'S H.Q. IN A HURRY, LEAVE VIA THE CAVE ENTRANCE AT BANANAPORT 4. THEN SWIM ACROSS THE WATER AND ACTIVATE BANANAPORT 2. SNIDE'S H.Q.—AND YOUR SHINY NEW BANANA—LIE TO YOUR LEFT.

Golden Banana 5



Head to Tiny's shell area. In the center, jump into the Chunky Barrel and climb the big trees to gather your remaining Bananas. Now jump into the Banana Barrel.



Mine Cart Mayhem!

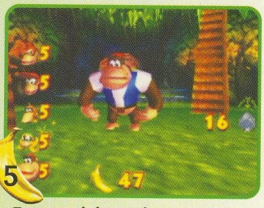
Ready for a quick and wild ride? Hang onto your hat.



The object is to not get hit by the TNT Cart. Seems like a good idea.



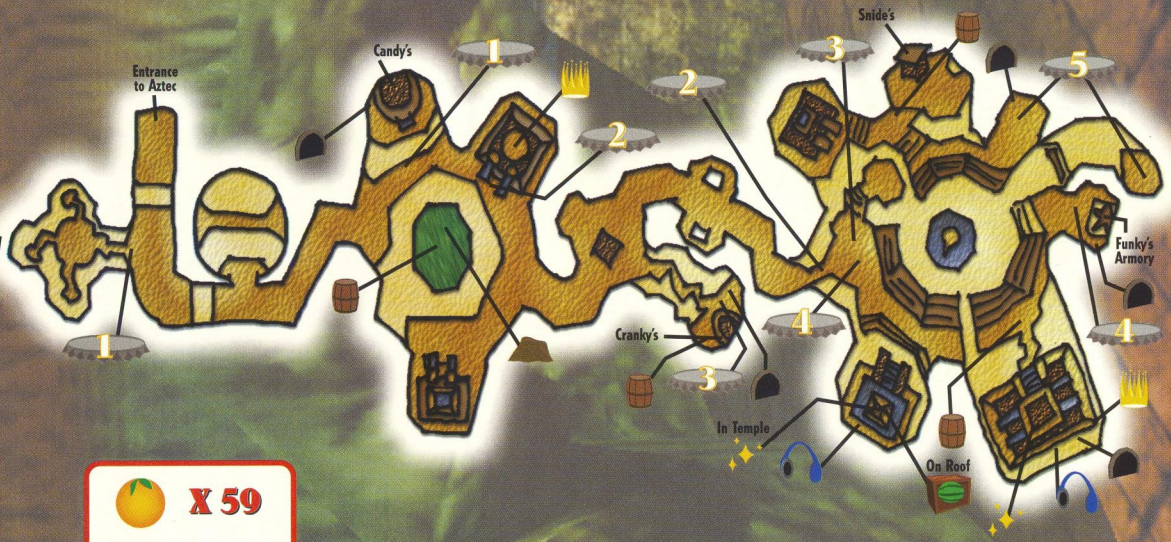
Move Chunky's cart so it travels in as the TNT Cart moves out. Remember, you can *slow down!* If you're very close to a crash at the last minute, brake hard and hope!



For surviving Mine Cart Mayhem, Chunky gets his fifth and final Jungle Japes Golden Banana.

That's it for Jungle Japes! You have all 25 Golden Bananas. But don't feel too smug. You still have several levels to clear!

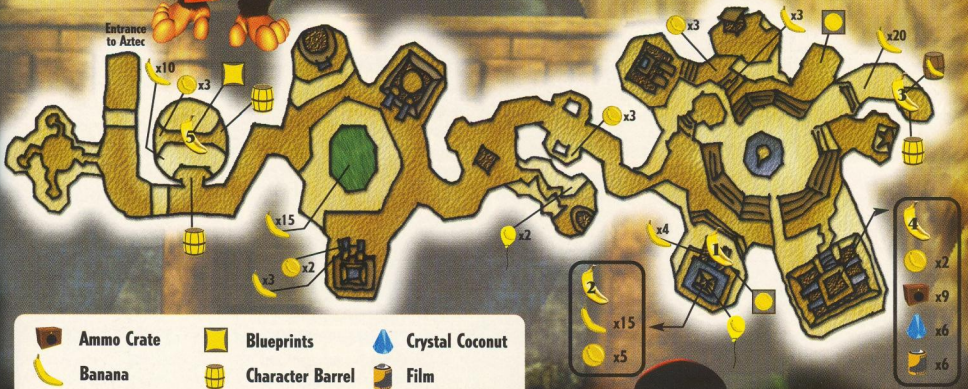
ANGRY AZTEC



X 59	
X 39	
X 103	
X 8	

Ammo Crates	Crystal Coconuts	Oranges
Banana Fairy	Dirt Pile	Tag Barrel
Bananaports	Film	Troff N Scoff
Battle Arena	Headphones	Watermelon Box

Donkey Kong



Ammo Crate	Blueprints	Crystal Coconut
Banana	Character Barrel	Film
Banana Balloon	Character Switch	Golden Banana
Banana Barrel	Coins	

Once K. Lumsy's joyful stomps open up the second level, take DK up there and get ready for some sandbox fun.

Golden Banana 1

NOTE

Here's a puzzler. Donkey Kong can't get far without Diddy's help. Start the level with Diddy or switch to him in the first open area.



This is a short run for Diddy. Visit Candy and learn the Guitar Gazump—a devastating attack and a useful skill.



Climb the tree in the center oasis and swing over to the Llama's cage to find a Guitar Pad. Bust out a Guitar Gazump and watch what happens.



Now jump back into the Tag Barrel and pick Donkey Kong.

NOTE

For five Coins, Cranky gives you the potion for the Strong Kong (*Strongum Kongus*) ability. When you find a barrel with Donkey Kong's face on it, Strong Kong will activate and you'll become invincible for a short time.





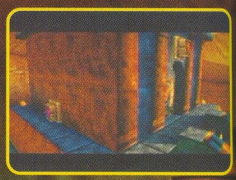
Look at that—a Donkey Pad. Wonder where it goes? You guessed it! It's Barrel Blast time. Step aboard and press Z.

Barrel Blast

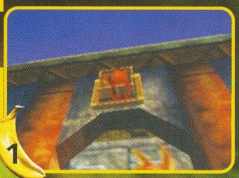
As with the first Barrel Blast course, make sure you center the crosshairs on the next barrel before you fire. The tricky part here is getting used to the automatic barrels. They'll shoot Donkey all over the place with no help from you. *Don't panic!* Just let go of the Fire Button to avoid an accident when you get control again.



You'll see this DK Star at the end. Fire Donkey Kong through it to free the Llama.

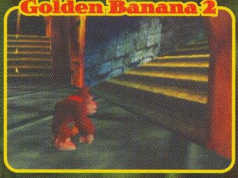


The grateful Llama opens the Llama Temple for you to explore. A Golden Banana waits in front of the cage.



Three Bananas and two Coins lie on the steps to the Llama cage, as well as a Golden Banana for your collection.

Golden Banana 2



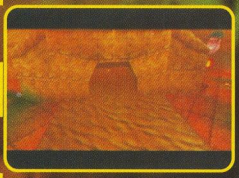
In the Llama Temple, head to the right of the main door and climb the ramp to an alcove. Look—a Bongo Pad!



Jump on the pad and let loose with a Bongo Blast. The racket wakes up the Llama! With a mighty spit (eeeww), the Llama turns the lava below into water, revealing a gate.



Before going for a swim, turn to the right outside the alcove and climb the ramp. Three Bananas wait for you to grab 'em. At the top of the ramp, enter the alcove to Donkey's right.



Simian Slam that Donkey Switch to open another door outside.



Take the plunge. Jump into the water and make your way through the gate.

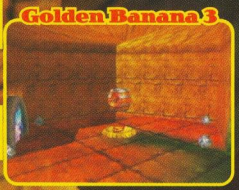


It's Lanky! Should you free him? Of course! Draw the Shooter and blast the Coconut Switch.

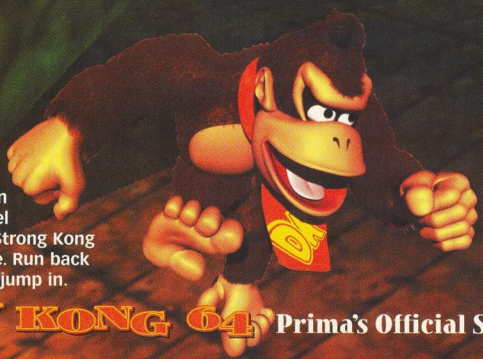


Lanky will wait in the Tag Barrel until you need him. He leaves behind a Golden Banana. Snap it up!

Golden Banana 3



Activate Bananaport 5, then jump into the Donkey Barrel next to it. DK will use the Strong Kong ability to become invincible. Run back to the wide sand river and jump in.





A sparkling Banana Barrel awaits DK. Jump in and transport yourself to the Bonus Stage, "Stealthy Snoop."

Stealthy Snoop



Donkey must sneak through the maze without getting caught in the glare of the Kremling cops' flashlights. At the first corner, DK must go right.



Sneak past the first guard and take a left.



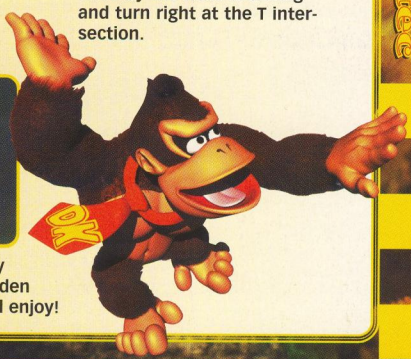
Slide by the next Kremling and turn right at the T intersection.



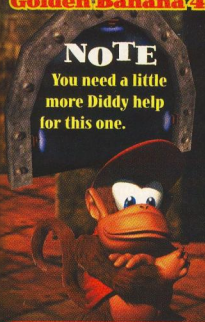
One more guard to avoid. Turn left (no choice) and hit the checkered area for the win!

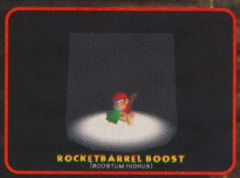


After you complete Stealthy Snoop, DK gets another Golden Banana. Jump to grab it and enjoy!

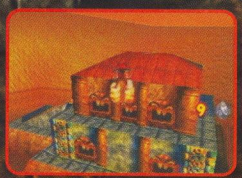


Golden Banana 4

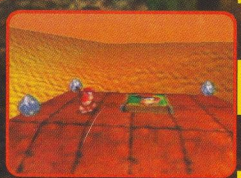




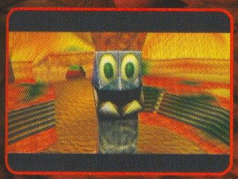
As Diddy you must stroll into Cranky's Lab. He's got a new potion for you—Rocketbarrel Boost (*Boostum Highus*).



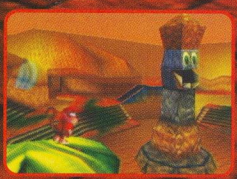
Use Bananaport 3 and climb the stairs to Diddy's left. Jump into the Diddy Barrel and get ready for a ride! Don't waste too much time practicing; your Crystal Coconut count falls steadily.



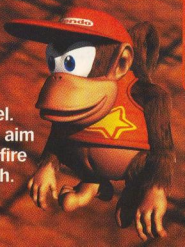
Fly directly across the open area to the roof of the temple with five doors. Land near the Diddy Switch and Simian Slam it.



The Aztec Eye Pillar issues a command you must follow: "Feed me!" Drop from the roof and run down the path—carefully, of course.



Climb the tree near the Tag Barrel. Draw those Peanut Popguns and aim at the Aztec Eye Pillar. You must fire four Peanuts into the open mouth. Each time you succeed, though, the pillar spins faster!





After you feed the pillar, switches appear over the five doors. Diddy's done for now. Jump back into the Tag Barrel and switch to DK.



Pop open the Coconut Switch over one of the Temple doors and head in. Blast the Coconut Switch inside and grab the Ammo Boxes.



To the right you'll find six Crystal Coconuts. Collect them, and then go down the left hall to the Coconut Switch.

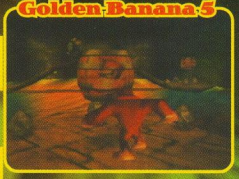


You'll shoot the Switch and snatch the two Coins, but first go left and grab some Ammo Boxes.



Down the final hall you'll find another Golden Banana. Grab it and celebrate!

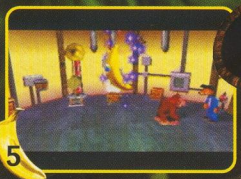
Golden Banana 5



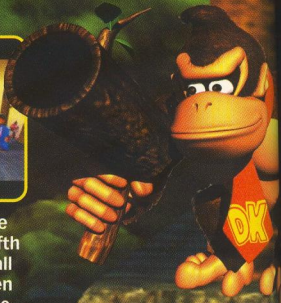
Jump into the barrel at the entrance to this room to activate the Strong Kong and walk across that sand.



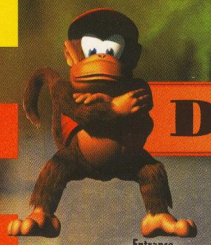
Head for the platform with the Coins and grab them. Then battle the Krusha on the bridge. When you defeat him, he'll give up a piece of the Blueprint. Pick it up.



Back at Snide's H.Q., the weasel gives you the fifth Golden Banana. That's all of Donkey Kong's Golden Bananas for Angry Aztec. Time to move on to Diddy!



Diddy Kong

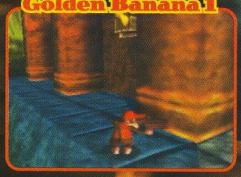




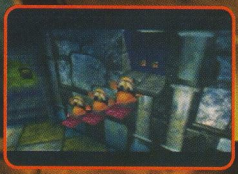


It's Diddy's job to free Tiny Kong. He must collect five Golden Bananas, as well. A monkey's work is never done....

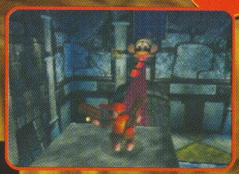
Golden Banana 1



A Peanut Switch lies around the left corner of this first temple. Blast it, and then run back to the temple door. Enter—if you dare!



Spot the Diddy Switch to the right. Pound it and watch the "tongue" platforms stick out. Crouch-jump up the three platforms, and then leap into the niche with the Ammo Boxes in it.



Step out onto the stone ledge and draw the trusty Peanut Popguns. Aim across the way and pop the Peanut Switch to extend a long platform.



Walk Diddy slowly across it, picking up Bananas as he goes. Then backflip into the alcove above and find the Coin.



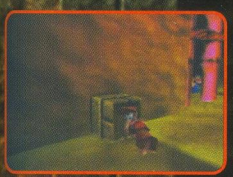
Stand on the Music Pad and give a Guitar Gazump concert. Light will stream in and melt the ice in the center pool. Take a dive.



Swim through the large opening and collect the three Red Bananas. Swim to the right and go up the ramp with four Bananas on it.



Diddy ends up in a room crawling with Kremlings. But Tiny's trapped in that cave! What to do? Run to the center and blast a Guitar Gazump to give yourself some room to work.



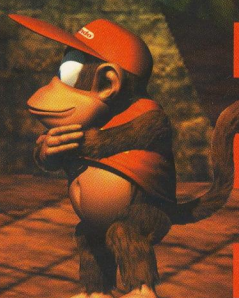
Spot the Diddy Switch on the wall next to Tiny's cage. Chimpy Charge it and watch the platforms rise.



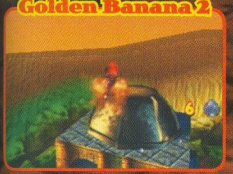
"KONG" is written above Tiny's cage along with the four letters on the walls K, O, N, and G. Sense a pattern? Jump onto the platforms and Chimpy Charge each letter in the right order to spell KONG.



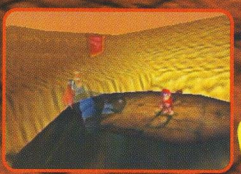
The bars lower and Tiny is free! Not only that, but she's left behind a Golden Banana. Pick it up and celebrate a job well done—but not yet finished.



Golden Banana 2



Head left from the temple stairs and climb the tree. Looky here, a Diddy Barrel. Jump in and then blast back to the temple.

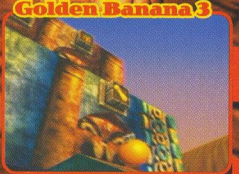


A Krusha waits on the roof. Let 'im have it! Blast him with Popguns or land and beat him up. He'll release Diddy's Blueprint piece. Snap it up.



Visit the weasel and hand over Diddy's piece of the Blueprint. Snide coughs up another Golden Banana.

Golden Banana 3



Shoot the Peanut Switch above the door on the right of the lower level. Run inside.



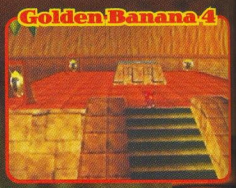
Shoot the Peanut Switch inside and go left to find a Red Coin and three Crystal Coconuts.



Travel down the right-hand hall and shoot the next Peanut Switch. Head to the right and aim at the Banana Balloon for another 10 Bananas. Grab the Coin at the end of the hall.



Move down the other hall to find the Golden Banana. Pick it up, and then exit as fast as you can.



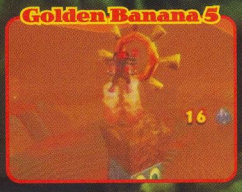
Chimpy Charge Diddy into each of the platform's four gongs and watch what grows.



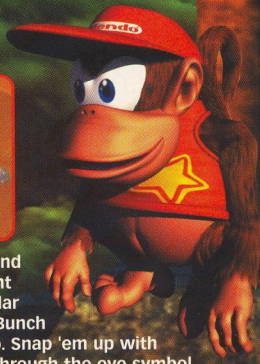
Near the Bananaport 3 and 4 Pads,stairs form to a Diddy Barrel. Climb up and jump on in.



Fly to the tall tower Diddy raised by banging the four gongs. A Golden Banana waits on top. If you can, snatch it while you're airborne. It saves you a trip back.



Get to the Diddy Barrel and take off again. Fly straight toward the Aztec Eye Pillar and aim for the Banana Bunch in the eye symbol on top. Snap 'em up with some fancy flying. Soar through the eye symbol twice in the same flight to start the race.



Flying Ace

Diddy must follow the Buzzard and thread the needle through the rings it leaves behind. If the bird gets too far ahead, you'll have to try again.



The key is to press Ⓐ in short, controlled bursts. This should help you keep Diddy on a level course.



If you miss a ring, you *can* go through it the other way. However, going back loses you a lot of time.



You *must* go through the rings in the order the Buzzard drops them.



It may take many tries, but once you master the Jetbarrel course you'll receive a Golden Banana as a reward.

TIP THAT'S IT! DIDDY HAS COMPLETED HIS GOLDEN BANANA PART OF ANGRY AZTEC. HOWEVER, HE STILL HAS AN IMPORTANT TASK TO PERFORM—THE BOSS BATTLE! YOU CAN COMPLETE IT NOW OR MOVE ON TO TINY KONG. WHENEVER YOU DECIDE TO TAKE ON THE BIG BADDIE, FOLLOW THE STEPS BELOW.



Dogadon

The little bug Diddy takes on doesn't seem like much at first. But look out! Here comes the big momma! This fiery beast is a sight to behold.

The boss is keen on using fireballs. Run like mad! The fireballs also have splash damage. A ring of fire spreads from the point of impact. *Ouch!*

Now and then the dragon lands to scold Diddy. That's your chance. Grab a TNT Barrel and heave it!



Don't count the beast out, though. It will come screaming back from the lava to blast at Diddy again. Remember to run in straight lines and change direction between shots. Be careful of splash damage, though. If the boss flies to another corner, make sure Diddy runs parallel ahead of it.



When you hit the boss with a third TNT Barrel, it doesn't come back from the flames, leaving behind the second key to K. Lumsy's cage. Grab it and celebrate.

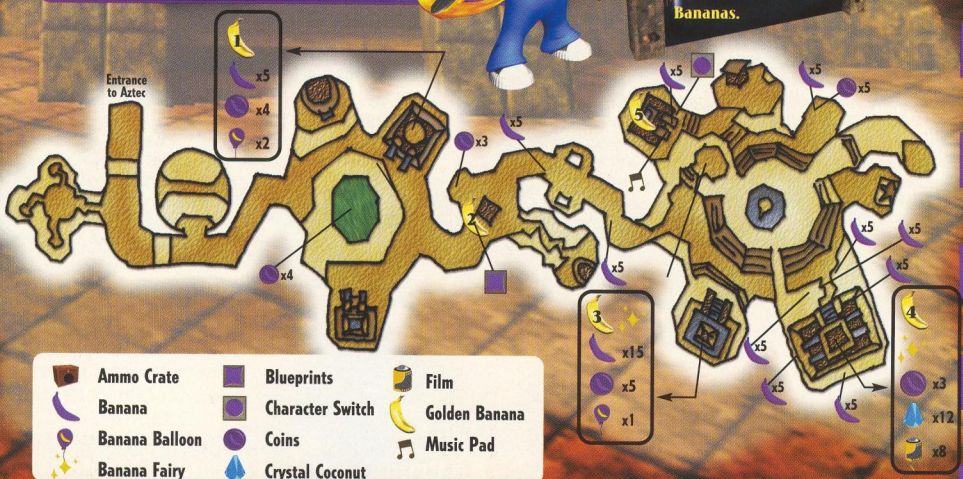


The prize

Tiny Kong



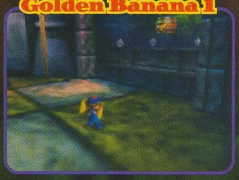
NOTE If you haven't yet, this is a good time to go back to Jungle Japes with Tiny and find her five Golden Bananas.



It's time for Tiny to take on the Angry Aztec level. Is she up to the task? Are you? Of course you are! Step up and into Angry Aztec with the precocious Tiny to get her Golden Bananas.

TIP

PAY A VISIT TO CANDY. SHE'LL SELL YOU AN EXCELLENT HORN—THE SAXOPHONE SLAM. LIKE THE OTHER INSTRUMENTS, THIS CAN KNOCK OUT KREMLINGS.



Golden Banana 1

Use the Feather Switch to get in, and then go to the far right-hand corner to an alcove with a Tiny Barrel. Grab the Crystal Coconuts, if you need them, and hop on in.



Have Tiny take a dip. One of the pool walls has a tiny hole in it with Purple Bananas inside. Swim on in.

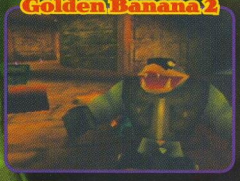


Pop up in the room with a colored floor. When you run to the other side, a door opens, releasing four Klaptraps. Bop them all to bits.



1

Once the Kremling critters are gone, a Golden Banana appears. That wasn't so hard, was it?



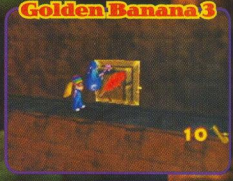
Golden Banana 2

Go through the big tunnel connecting the two open areas. You'll encounter a purple-haired Krusha. Attack! He'll give up Tiny's Blueprint piece.



2

When you step into Snide's H.Q. for a visit, he's got something for you—a Golden Banana.



Golden Banana 3

Turn right and go to the back of the Llama Temple. A Feather Switch just waits to be shot.



Head down the ramp to Tiny's left. Activate Bananaport 2, just next to the ramp. Pass the first alcove and climb a ramp. Enter the next room on Tiny's left.



A Banana Fairy! First, pick up the three Bananas, and then jump into the Tiny Barrel. Take the Mini-Monkey and run her into the overturned vase.

TIP

DON'T TAKE THE BANANA FAIRY'S PICTURE JUST YET. WAIT UNTIL AFTER YOU COME BACK OUT OF THE VASE, BECAUSE SHE FILLS YOUR INVENTORY AFTER YOU DO.



You'll find several Bananas to gather just inside the vase. Cancel the Mini-Monkey and take down the Krusha. Activate Bananaport 2 and Simian Slam the Tiny Switch.



A series of pedestals appears in the lava. Tiny must leap from pedestal to pedestal to make it to the platform.

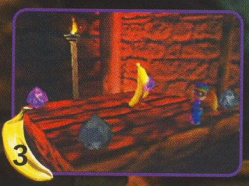


TIP

BACKFLIP TO GET ACROSS THE PEDESTALS. IT GIVES YOU MORE TIME TO CORRECT ANY ERRORS.



On the first platform, grab the Banana Bunch and Crystal Coconuts. Then Simian Slam the Tiny Switch. More pedestals rise from the hot depths. Hop over them in the same manner and slam the next switch.



Even more pedestals! You know the drill. This time, though, it's the final platform and it has your reward—Tiny's third Golden Banana. However, now you must get *back* by pedestal-jumping.



Inside the five-doored temple, grab the Coin and shoot the Feather Switch. Take the left hallway and—if you have Film Rolls for your Fairy Camera—jump into the Tiny Barrel.

TIP

IF YOU NEED FILM ROLLS, TAKE THE RIGHT-HAND HALL AND JUMP INTO THAT TINY BARREL. THE SMALL DOOR NEXT TO IT LEADS TO A ROOM WITH A BUNCH OF FILM ROLLS.



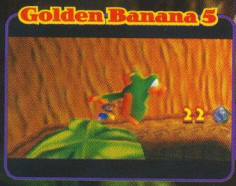
Run through the small door to find the Banana Fairy. She's a bit flighty, so take your time getting a picture. After you do, run out and cancel the Mini-Monkey. Then go to the middle of the hall and find the next Feather Switch.



Grab the Coin and shoot the Switch. To the right you'll find another Coin and a trio of Crystal Coconuts. To the left lies a valuable prize...



...a Golden Banana! Snap it up, then run! *You have 25 seconds to leave the temple.*



Jump into the Tiny Barrel near the tall tower, and then run up the stairs. Stand on the Saxophone Music Pad and let loose a Saxophone Slam. Tiny will ascend to the top of the tower and drop in.

Scarab Slide

This is a *hard* race. You must steer Tiny down the slide, collect 50 Coins, avoid smacking into your foe, and finish in first place. Whew! Remember that pulling back on the Control Stick will slow Tiny down. This is important for keeping the little Kong on the slide.



The key to this race is a little underhanded. As soon as the counter says "GO!" run and press Ⓑ to attack your opponent. It gives you the lead right off the bat and makes the race easier.



At the end of the race, don't be shy about kicking the bug. It will help you cross the finish line first.

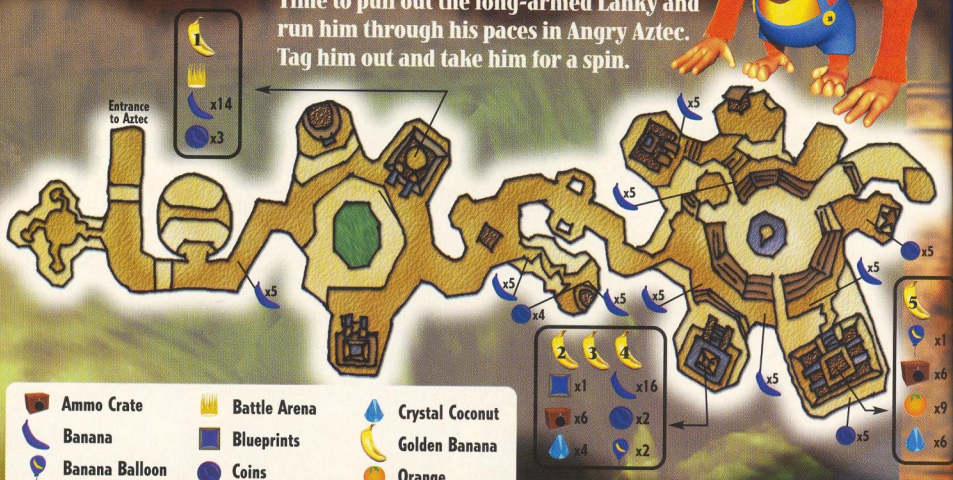


After you win the race, the bug cries bitter tears and gives up a Golden Banana. You earned it!

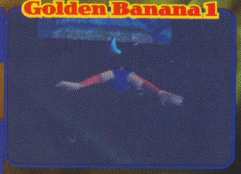
That's it for Tiny on Angry Aztec! Only two more Kongs to go on this sandy level.

Lanky Kong

Time to pull out the long-armed Lanky and run him through his paces in Angry Aztec. Tag him out and take him for a spin.



Golden Banana 1



In the temple, splash into the pool. Swim into the water and swim into the next room and travel straight ahead. You'll find three Bananas on the incline. Sweep them up and swim around the dais to collect five more. Then hop onto the dais.



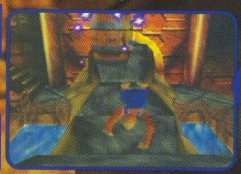
Jump to the top where a Lanky Switch awaits you. Slam it: a Buzzard appears with a Golden Banana. Use your Grape Shooter to bring down the bird. You must hit it five times.



The Golden Banana drops! Swim to it and pluck it up. The water drains to reveal another place to play. Press Ⓐ to transport.

Kritter Karnage

Kritter Karnage is much like Beaver Brawl. The trick is stay in the center of the ring and press Ⓑ to attack, attack, attack!



Watch the Snakes rise from the water and join. Use an OrangStand to climb to the top of the Snake Bridge. Jump in the Banana Barrel there and accept the challenge.

Golden Banana 2



Go clockwise around the Llama Temple. In the first alcove, you'll find a Trombone Music Pad. Hop on and let loose with a Trombone Tremor.



Remember, the Kremlings will drop Melon Slices when defeated, so defense isn't your prime concern. Staying on the platform is more important.



The *winnah!* A Crown is Lanky's prize for a battle well fought.

Teetering Turtle Trouble!

Welcome to the first shooting game. *You must keep the Turtles safe for 45 seconds*. If any of the Snakes get too hungry, they'll make a snack of the Turtles on their tails.

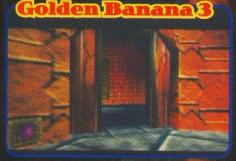


Reload often. Running out of Melons without realizing it will be the end of you.



When the stage is clear, you'll get Lanky's second Golden Banana for Angry Aztec.

Golden Banana 3



Find the huge doors with the Grape Switch next to them. Fire a shot and enter the new room.



Smack the Kremlings around: Hover Vines appear at either end of the lava pool. Swing over to pick up the loot, and then head back to the Lanky Switch.



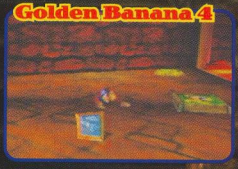
Simian Slam the switch and watch the puzzle appear. Each stone head makes a sound that another head duplicates. You must shoot those matching heads. (Refer to the diagram.)





After you match all the stone heads, Lanky gets his next Golden Banana.

Golden Banana 4

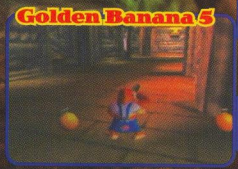


Still in the Llama Temple, take Bananaport 2 into Tiny's vase area. A Krusha waits there for Lanky, and he's got something the ape needs. Put the smack down on him and grab the Blueprint. That's it for Lanky's adventures in Llama land.



When you work your way around to Snide's H.Q., trade the Blueprint piece for another of Lanky's Angry Aztec Golden Bananas.

Golden Banana 5



Enter Lanky's five-doored temple. Inside, splat another Grape Switch and take either the left or right hall. A Banana Balloon floats rapidly from one end to the other. Pop it for 10 Bananas.



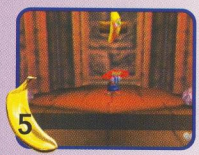
Go to the next Grape Switch and blast it. Oranges and Crystal Coconuts lie to the left, and a Banana Barrel to the right. Jump in and get ready for another challenge.

Big Bug Bash!

The idea is simple: Squash the bugs! You have control of a big swatter and *60 seconds to splat four bugs*.



Try to lead the bugs just a bit. Swat just *before* they're under the swatter.



And for the fearless fly-swatter, a Golden Banana! Now get out! *You have 30 seconds*.

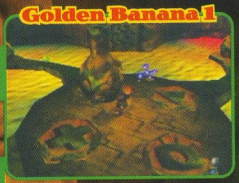
That's it for Lanky and his Angry Aztec travels. Only Chunky's quest remains for this level.

Chunky Kong



Now the big, bashful Chunky must prove himself in Angry Aztec. You'll have to come back with him after you free him from the next level.

Golden Banana 1



In the first area, head to the center platform and press A to pick up the vase.

TIP

SHOOT DOWN THE FLIERS BEFORE RUNNING AROUND ON THE PATHS TO MAKE THIS TASK EASIER.



Stand on the matching symbol in the center platform—the one that looks like an eye—and press Z to set down the vase.



Repeat the process with the vases at the end of each path. They spin when you place them on their matching pads. After you place all four, the first of Chunky's Golden Bananas appears.

Golden Banana 2



To Chunky's left inside the Temple, a trio of Coins waits under the Tag Barrel. Pick 'em up and head down to the first alcove, following the trail of Green Bananas down the ramp.



Be wary of the Kremlings hiding in the barrels. Toss Oranges at them and then stand on the Triangle Pad. Perform the Triangle Trample to open the door.

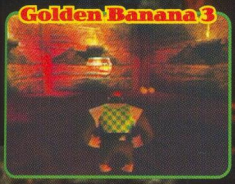


The Golden Banana slides out of Chunky's grasp and Klaptraps swarm into the room. Smash them all and the room turns. Another swarm of Klaptraps!



The room rotates 360 degrees, and Klaptraps attack after each 90-degree turn. After Chunky bops them all, the Golden Banana reappears. Pick it up and watch Chunky dance!

Golden Banana 3



Run into the tunnel near the Llama cage. In the first alcove to Chunky's left you'll find a Chunky Barrel. Leap in to get big. Continue down the hall and enter the alcove with the boulder. Press B to pick up the huge rock, and then carry it back to the platform in the first room.



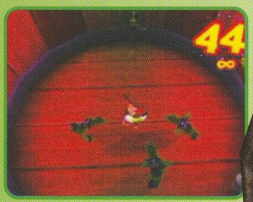
Jump onto the platform and watch the cage rise in the other room. Press Z to set the boulder on the platform. Then cancel Chunky's special ability (to save Crystal Coconuts). Now run to the newly opened cage and jump into the Banana Barrel.

TIP

CHUNKY MUST STAND ON THE EDGE OF THE PLATFORM, FACING THE CENTER, BEFORE HE CAN SET THE BOULDER DOWN.

Busy Barrel Barrage!

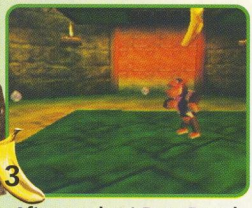
This shooting game takes a bit of skill. There's a trick to it, though, that will help you win. You need only survive for 45 seconds without getting hit by the Kremlings.



First, you needn't "roll" the Control Stick to move Chunky. Simply shift it to the up position to point Chunky toward the top of the screen.

NOTE

Of course, just rolling and firing like crazy can get you out of it, as well.



After you beat Busy Barrel Barrage, another Golden Banana appears. Jump to get it.

Golden Banana 4



Open Chunky's door and enter. Shoot the Pineapple Switch and go either left or right. (Both lead to the same place.)



In the middle of the hall with barrels at both ends, climb the stairs to find a Coin. Grab it and go either left or right.



Pop the two Green Banana Balloons, and then dig out the DK Dirt Pile for another Multi-Coin. Now head up the stairs.



You'll find a Coin and a Pineapple Switch. Pop a Pineapple into the Switch and go left. A Krusha awaits you.



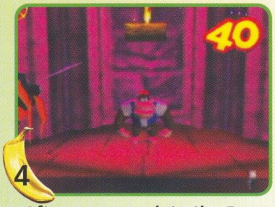
Defeat the Krusha for Chunky's Blueprint piece, and then climb the stairs for another Coin. Hit the Pineapple Switch and then backtrack. Traverse the hall to the right of the switch and pick up a Coin. Climb the stairs and jump into the Banana Barrel.

Kremling Kosh!

The Kosh is another shooting game. *You have 60 seconds to hit 18 Kremlings*. The green ones are worth one, the red ones two.



The middle barrel is your reload barrel. Aim at it and press Ⓐ to reload. Remember, if you simply *let go* of the Control Stick, the gun will center on the reload barrel automatically.

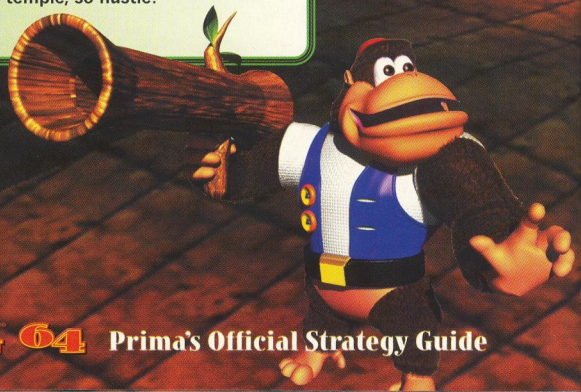


After you complete the Barrage, Chunky gets another Golden Banana. Only one more to go for Angry Aztec. You have 40 seconds to get out of the temple, so hustle!

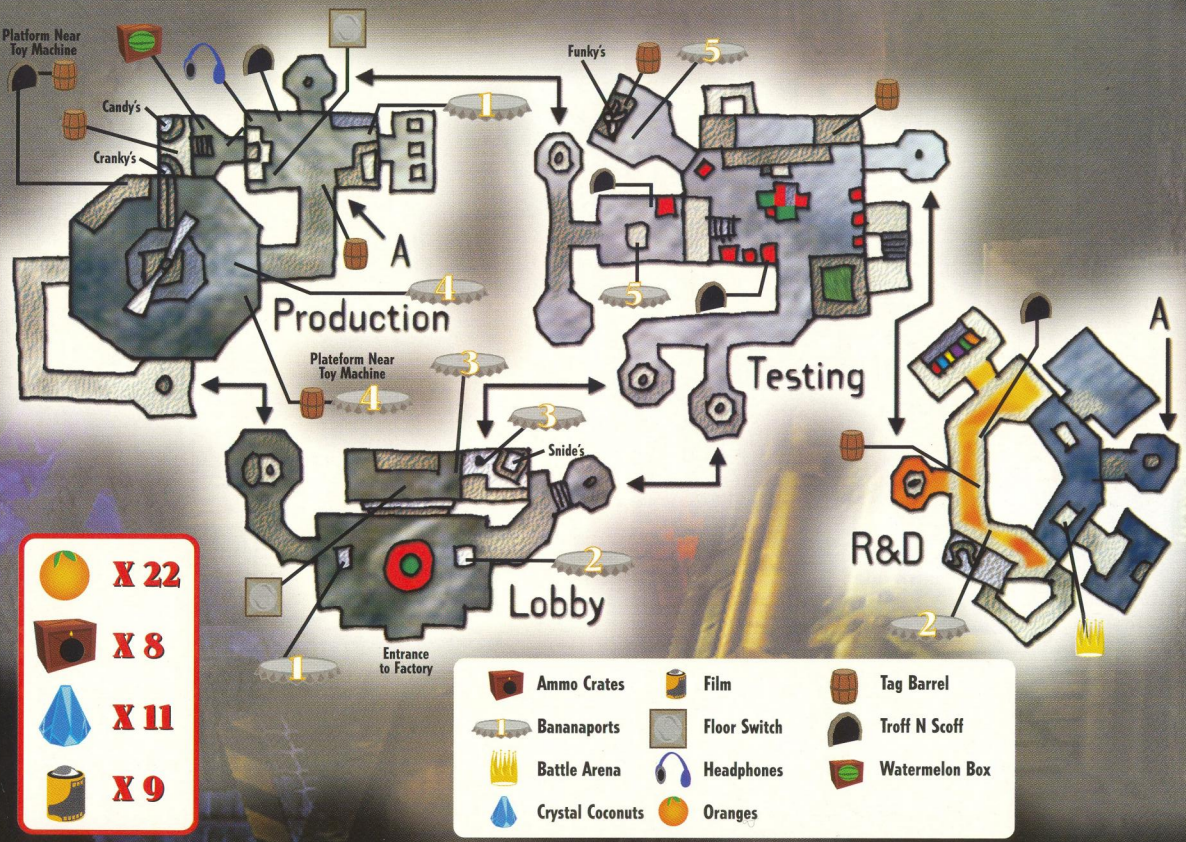
Golden Banana 5



Remember that Blueprint piece you got in the five-doored temple? Talk to Snide and he'll give up another Golden Banana. That's all five for Chunky. And that's it for Angry Aztec.



FRANTIC FACTORY



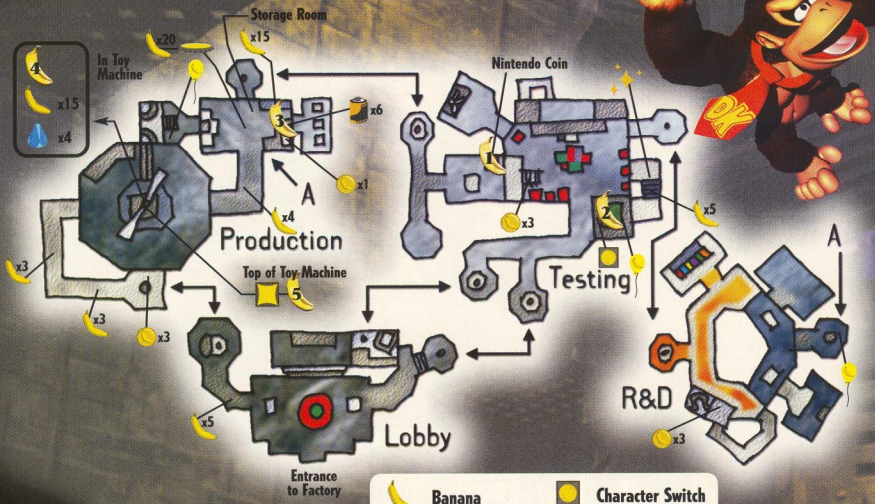
X 22

X 8

X 11

X 9

Donkey Kong



Banana	Character Switch
Banana Balloon	Coin
Banana Fairy	Crystal Coconut
Blueprints	Film
Character Pad	Golden Banana

Take the second key to K. Lumsy's area. Again, the giant Kremling's happiness opens another level—two, in fact. The DK crew has enough Golden Bananas by now to open either B. Locker, but let's do this in order, shall we? Climb to the top of K. Rool's Fortress.

Golden Banana 1

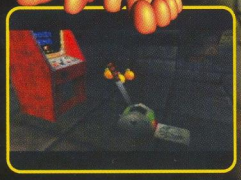
Activate the Character Switch in the first room to open the hatch that leads to the Production level and Storage Room. Find the Donkey Pad in the Storage Room. This should be familiar to you by now. First, send DK around the course and pick up Bananas. At one point, you'll see a bunch of Bananas and a ring above them.



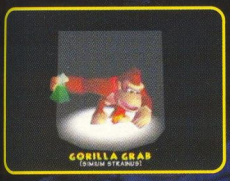
Aim for the Bananas first. DK will shoot into a barrel and then be looped through a series of automatic barrels. A few more shots bring you right back to the ring.



Aim at the ring and fire Donkey through it. He'll sail over the first Barrel and land in another aimed at the DK Star. Fire the Kong into it.



A lever appears in front of an old-school Donkey Kong arcade machine. What could that be for?



Go to Cranky's. For seven Coins he'll give up a potion for DK. The elixir grants Gorilla Grab (*Simium strainus*) to Donkey: now he can work levers.



Go to the room with Bananaport 5 in the Testing Department. Then look at the Donkey Kong game. Time to test your 2-D abilities. Stand on the footplate and use the lever to travel into the past.

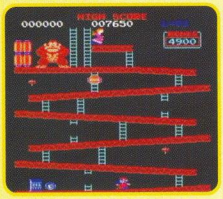
Arena Ambush

On the R&D level, pull the DK lever, to open two grates. Under one is a Battle Arena Pad. Jump on and fight for the level's crown.

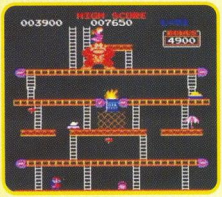
Donkey Kong



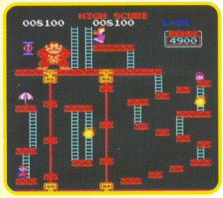
This is a riot! You get to experience the beginning of the DK legacy. Play as many times as you want, but you get only one life to begin with. You must beat all four levels once to get a Golden Banana and twice to gain a special prize. The strategies below are universal, but keep in mind that patterns change a bit the second time through.



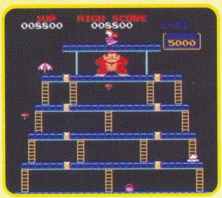
In the first level, just get to the top as fast as you can. Jumping over a million barrels only increases your chance of getting hit. Concentrate on reaching Mario's sweetheart.



In the second level, be prepared for the conveyer belt to change directions. Leap to either small platform under the extension ladders and then climb up to them. If you're on an extenuation ladder that is lowered, don't panic, you're safe. Just wait for it to extend.



The hardest part of the third level is Donkey Kong's platform. Climb to the top of the ladder and wait there. As a piston bounces over you, run *past* the final ladder and wait for another piston to bounce over. Then climb the final ladder.

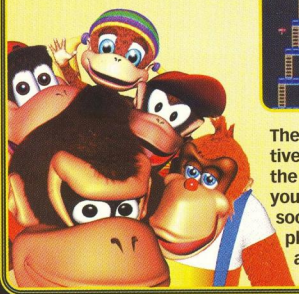


The fourth level is relatively easy. Remember, the flames can't follow you across a gap. As soon as you kick out a plug, you're safe from any pursuing flames.

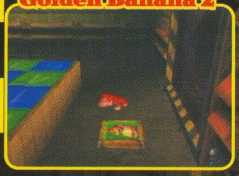




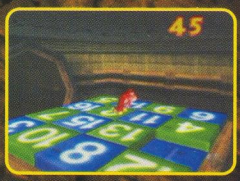
Finish the original Donkey Kong once and you get a Golden Banana. Finish twice and you get the mysterious "Nintendo Coin."



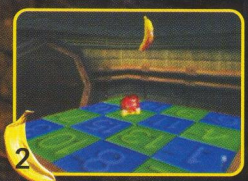
Golden Banana 2



Go to Golden Banana #2 on the map. Then Simian Slam the Donkey Switch to start the puzzle.



The challenge is to Simian Slam the buttons in order, from 1 to 16, within 60 seconds. Take care not to fall off the edge. Try to look ahead so you know where your next target is located.



After you've pounded the buttons, a Golden Banana appears. Jump for it, and then return to the main Testing Room.

Golden Banana 3

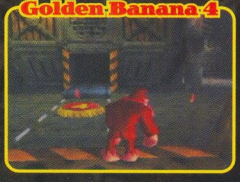


Go to the R&D level. Fall down the shaft to land back in the Storage Room. You'll find a Coconut Switch in the corner of this platform. Blast it to open the high-voltage shack. Enter the room.



Collect three Banana Bunches, three Coins, and nine Film Rolls. Then step up to the lever and pull it. The Toy Machine starts up, revealing a Golden Banana in the shack. Grab it!

Golden Banana 4

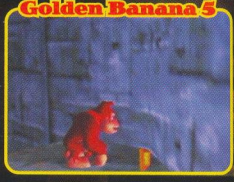


Go to the Production Room. Run straight ahead, over Bananaport 4 and into the Toy Machine. You'll see a Donkey Barrel. Jump in, and then run down the conveyer belt.



Pick up the Banana Bunches you encounter (three of them). Collect Crystal Coconuts and grab the Golden Banana at the end.

Golden Banana 5



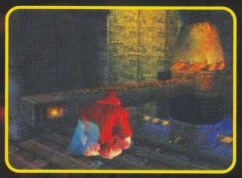
Exit the Toy Machine and go to DK's left. Find the elevator platform next to the Lanky Switch and the red-haired Krusha. Jump on it and ride up.



Jump onto the conveyer belt, and from there to the platform. Follow the platform to a duct. Jump onto the grate and *slowly* walk along the pipe to the Toy Machine. It may take a few tries.



Circle the platform to DK's left and climb the ladder pole. Watch out for those sweeping bars! Run along the platform in the direction the bars are turning. You must cross a long rotating cylinder. It slows, stops, and then speeds up again.



Once you're on the platform, run to the other edge and watch the long, flat arms that spin past you. Guess what: you must jump onto one of them.



Stay on the end of the arm. When it comes around to the platform with a Tag Barrel on it, jump off. Activate Bananaport 4—it will save you some climbing.



Now for a trio of elevators. Clear them and get to the next platform. Ignore the conveyer belts—they're for Tiny—and get to the two rotating cylinders.



Jump onto and scamper across the cylinders to the next platform. Run to the next edge, leap to the duct grate, and drop the Krusha on the small ledge with the Coconut Gun.



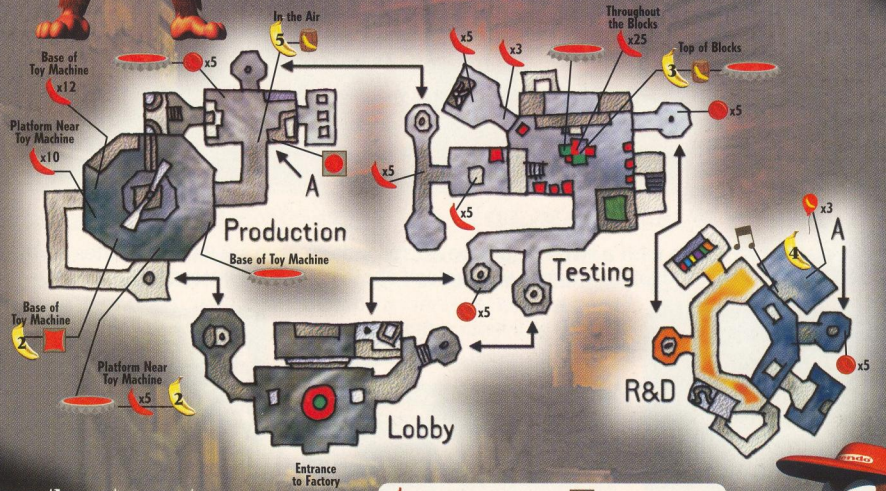
Jump to the Krusha's ledge to pick up the Blueprint piece. Do it quickly, before the piece disappears.



Go to the Clock Room and use Bananaport 3 on the right-hand wall. Visit Snide and get the fifth Golden Banana. You've completed Donkey Kong's Frantic Factory tour.



Diddy Kong

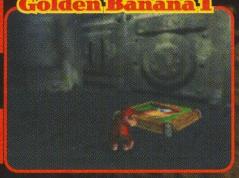


From the entryway to Frantic Factory, get Diddy from the Tag Barrel. It's time for DK's nephew to take a turn in this demented toy shop.

- Banana
- Banana Balloon
- Banana Barrel
- Blueprints
- Character Pad
- Character Switch
- Coin
- Golden Banana
- Music Pad



Golden Banana 1

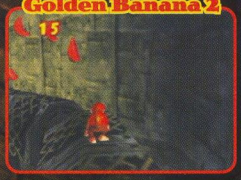


Go to the Production Room. Pick up the loose Bananas circling the Toy Machine—there should be 12—and defeat the Krusha for a Blueprint piece. Hit the Character Switch so you can get Golden Banana 2.



Visit the weasel and he'll kick down a Golden Banana.

Golden Banana 2



In the Production Room, use Bananaport 4 and make your way to the rotating cylinders. Scamper across, picking up two Banana Bunches on the way. Another Banana Bunch hangs over a Diddy Pad.



Simian Spring to get the Banana Bunch and launch up to the alcove with a Golden Banana in it.

Golden Banana 3



Go to the Testing Department and head for the Diddy Pad. Simian Spring to the ledge on the block stack, grabbing a Banana Bunch as you spring. Then backflip to the next ledge, and the next Bunch.



Now send Diddy to the left ledge, and then up to another Banana Bunch. Hop up the next set of ledges to a Banana Bunch near the top, floating over the red "1" block face.



You'll find one more Bunch on the purple "Q" block face below Diddy. Make your way to it, and then return to the top of the stack.



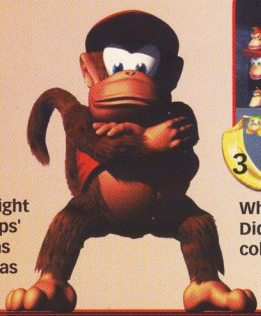
A Diddy Switch waits at the peak. Simian Spring into a Banana Barrel.

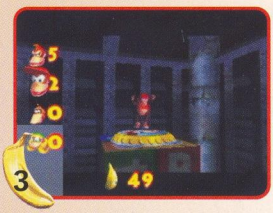
Peril Path Panic!

Here's a shooting game with a twist: You have 60 seconds to save six Banana Fairies as they fly across the rows of Klaptraps. Again, your reload spot lies in the center of the screen.



The trick: Shoot across both rows from left to right as soon as the game starts to close the Klaptraps' big mouths. Then keep firing from left to right as the game continues. You can ignore the Fairies as long as you keep the Klaptraps fed.





When the Fairies are safe, Diddy can Simian Spring to collect a Golden Banana.



Go to the number 4. Head left. Climb the ladder pole and locate a Guitar Music Pad in the first alcove. Bust out a Guitar Gazump to open the glass wall.



The door across from the room's entrance reads "3124." Chimpy Charge the number buttons in that order. The door will open and thugs will charge out at Diddy.



Defeat the trio, picking up Melon Slices as you need them. Then look at the 4231 door. Chimpy Charge that code into the buttons and get ready: it takes a few Oranges to knock down the pair of baddies who emerge.



Now check out the third door. Chimpy Charge 1342 into the buttons. Another attack! These foes are tough. Take out the ground threat first, and then draw the Popguns to halt the aerial assault.



After the battle royal, Diddy receives a Golden Banana. Celebrate and move on!



As you exit the room where you got the fourth Golden Banana, turn to Diddy's left and head through the unmarked door near the Krusha. Pick up the five Coins, and then jump down the pipe.



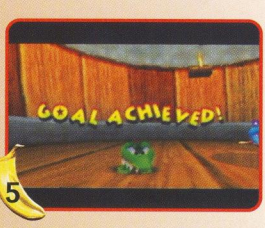
Diddy lands next to a Diddy Switch. How convenient! Slam it and Hover Vines will descend. Swing over to the Banana Barrel before your 20 seconds are up.

Beaver Bother!

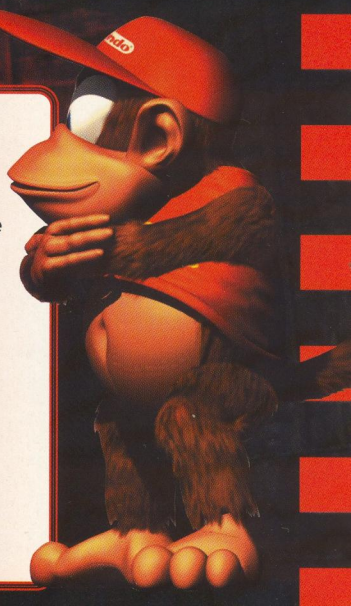
Get ready for a challenge: you must chase a dozen Beavers into the pit in a minute. Being a Klaptrap helps, because the Beavers are scared of them. They won't be too cooperative, however. Try running around the barrel in tighter and tighter circles to herd the Beavers closer to the pit.



Press Ⓑ constantly to keep scaring the Beavers. Avoid the edge of the pit, though. You could easily stumble in yourself.

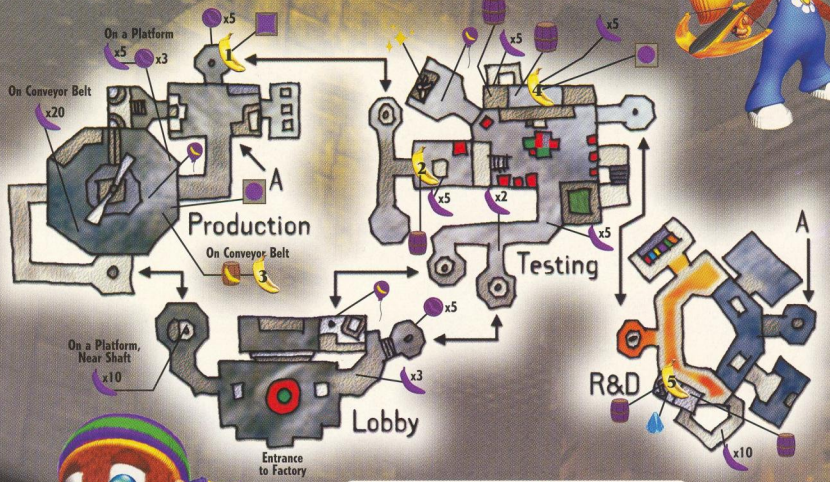


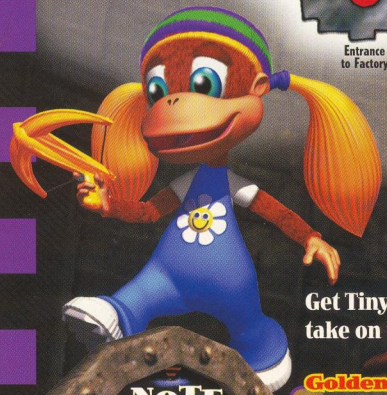
After you round up all the Beavers, Diddy drops to the Storage Room floor and the Golden Banana descends.



Tiny Kong







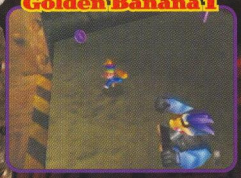
Banana	Character Barrel
Banana Balloon	Character Switch
Banana Barrel	Coin
Banana Fairy	Crystal Coconut
Blueprints	Golden Banana

Get Tiny from the Tag Barrel in the entryway. She'll take on the insane Toy Factory with a giggle and a smile.

NOTE

Go to the Storage Room door and proceed to the boxes to visit Cranky. Cranky will give you a potion for the Pony Tail Twirl (*Roundum roundus*). This allows you to spin through the air for a period of time.

Golden Banana 1



From Cranky's, go through the left passageway to defeat the Krusha holding your Blueprint piece.



Go to the Lobby and take Bananaport 3 to Snide's. Give him the Blueprint piece to acquire a Golden Banana.

Golden Banana 2



Go to the room with the Donkey Kong arcade. Jump into Tiny's barrel and climb to the small entrance atop the stacked boxes. This takes you to your second Golden Banana.

Golden Banana 3



Backtrack to the Production Room and head left to Tiny's switch. Activate it: you'll notice a Golden Banana Barrel somewhere up top. Take Bananaport 4. Look over the edge to spot a balloon. Pop it and proceed up the floating platforms.



Climb onto a series of conveyor belts. At the top, use your new Pony Tail Twirl to get to the barrel.

Krazy Kong Klamor!

The challenge here is to shoot Golden Bananas, not your friends. You must hit 10 Golden Bananas in 60 seconds. Press Ⓐ to shoot watermelons. Don't forget to reload!





There's your prize! After grabbing your third Golden Banana, Pony Tail Twirl to the platform on your left to collect some Coins and a Banana Bunch. Make your way to the floor below.

Golden Banana 4



Proceed to the main Testing Room. Move to the back and climb the crates.



Enter the Tiny Barrel on your left and go through the small opening. Activate Tiny's switch and prepare yourself for a little puzzle.



The board on the right displays a picture of an item. Match the picture to the wheel and shoot away! Achieve this, and you get a Golden Banana.



A Banana Fairy appears over Funky's Armory. Hunt it down and take its picture.

Golden Banana 5



Go to the R&D Room. Take the right-hand path through the door. Follow the Bananas to Tiny's barrel. Use the barrel and enter the small passageway.

Slot Car Race

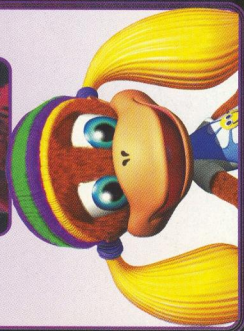
To win, you must race two laps and collect 10 Coins. It's not as easy as it sounds: TNT Barrels get in your way, and your opponent can hit you.



Use the DK symbols for a boost. Press Ⓐ to fire a missile down your lane.



Hooray! At the end of the race you get the fifth and final Banana.



Quack in the Box

Tiny isn't quite done with this level. She still must defeat the Frantic Factory boss. It's a tough, tough battle.



This is the dastardly duck. After Tiny feeds Scoff 200 Bananas, she can pass through the door and fight the boss. The arena suits Tiny's Pony Tail Twirl. She must use it constantly to stay ahead of the boss.



First, the box chases you around the arena. Tiny can move diagonally from platform to platform, but the box can't. Use that ability to keep Tiny safe. The creature that pops out of the box has two attacks.



It shoots standard fireballs and fires a laser blast at Tiny Kong. Move off the platform as soon as the attack launches. You don't want to be in the air when the boss fires.





TIP

IF TINY FALLS, DON'T DESPAIR. SHE WON'T LOSE ANY HEALTH.

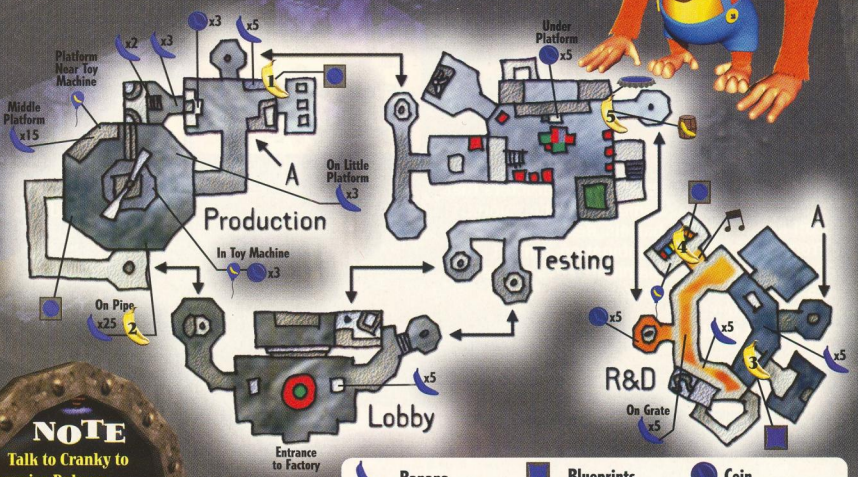


When the boss is attacking out in the open, find a switch on a platform of the same color as the one the Boss is on. Simian Slam it to shock the bad guy. The box will disappear after four Slams. But now an energy beam comes after you! It's harder to see, but it comes after you just as the box did. When it attacks, find another switch and stomp it to rid yourself of the boss and take its K. Lumsy key.



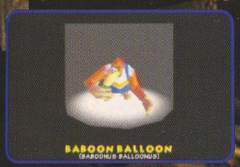
You've earned it.

Lanky Kong

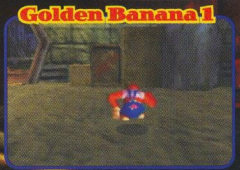


NOTE

Talk to Cranky to acquire Baboon Balloon (*Baboonus balloonus*). Exit and return to the Production Room.



Golden Banana 1



Go to the Storage Room, grab the Coins to your left, and walk to the pipe on the rear wall. Use your OrangStand to collect the trail of Bananas up the pipe.

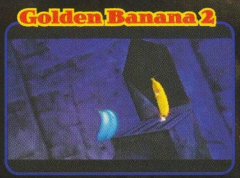


Activate the Lanky pad at the top of this pipe to free your big buddy Chunky!

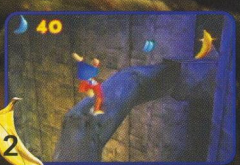


Chunky thanks you profusely and will wait for you in the Tag Barrel. Grab the Golden Banana and head over to Cranky's.

Golden Banana 2

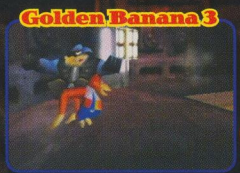


Go to the Production Room. Look for Lanky's switch. Activate it and a Golden Banana will appear. To be sure you get all the Bananas, take the long route up the Toy Machine to Bananaport 4, near the Tag Barrel.



Travel across the floating platforms and look for a balloon. Pop it and continue. Jump to the pipes and OrangStand to the Golden Banana. Careful, or you could become monkey pancake!

Golden Banana 3



Go to the R&D Room. Walk around collecting Bananas, and then climb the ladder. You'll encounter a Krusha with the Blueprint piece.



Trade Snide the Blueprint piece for your third Golden Banana.

Golden Banana 4



From the R&D Room, head to the room opposite the Troff and Scoff Room. Use Trombone Tremor to open the door. Pop the balloon and Simian Slam the switch. Now put on your thinking cap and get ready for a puzzle.



Watch the characters that come out of the colored barrels. Repeat the color combination, Simian Slamming keys of the appropriate color.

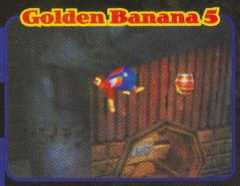
TIP

IF YOU GET STUCK, THE COMBINATION IS C-B-C-D-E-C-A.



The reward for your hard work is a Golden Banana!

Golden Banana 5



Make your way to the main Testing Room. Hop up the stack of boxes on the right to the Lanky Pad. Press Z to float Lanky over to the Banana Barrel for another game.

Batty Barrel Bandit!

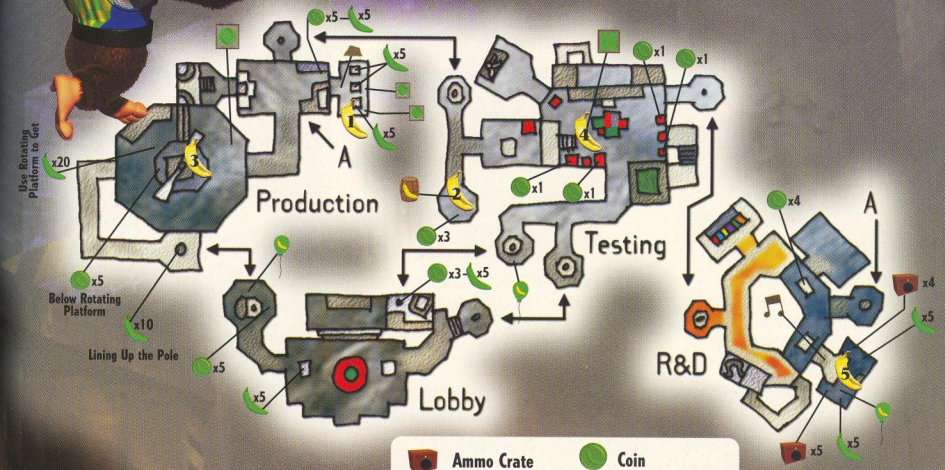
You have 45 seconds to line up the Bananas three times. As a Banana comes into view, press A to stop it in the center. Do this three times, and the Golden Banana is yours.





Jackpot! Now get that Golden Banana.

Chunky Kong



- Ammo Crate
- Banana
- Banana Balloon
- Blueprints
- Character Switch
- Coin
- Dirt Pile
- Golden Banana
- Music Pad

Last, but not least—Chunky! The big guy may be the last one to finish this level but, like the others, he's just as valuable.

Golden Banana 1

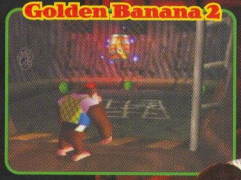


Go to the Storage Room. Primate Punch the steel fence. Walk to the corner and Simian Slam the box with the question mark on it. *Aha!* A switch. Activate it and a Golden Banana will appear.

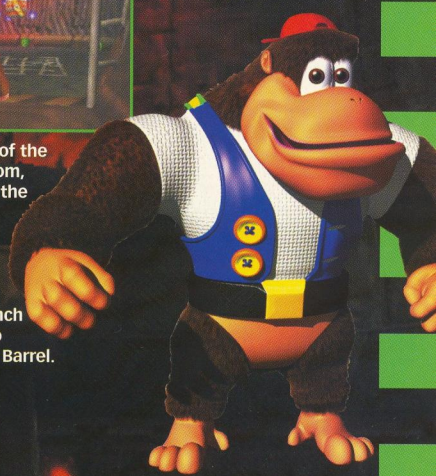


Primate Punch the Chunky switch on the rear wall. Now moving platforms are all that lie between you and your precious Golden Banana. Hop across and collect your first Golden Banana.

Golden Banana 2



Go to back of the Storage Room, shimmy up the pole, and head straight to the steel fence. Primate Punch your way to the Banana Barrel.

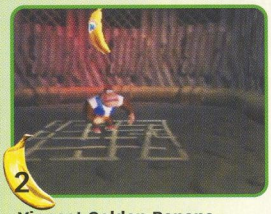


Stash Snatch!

You have 60 seconds to collect all six Coins—while avoiding Krushas.



Try not to backtrack for Coins; this only wastes your time. If any Krushas pick a fight with you, you're better off running.



Yippee! Golden Banana number two.

Golden Banana 3

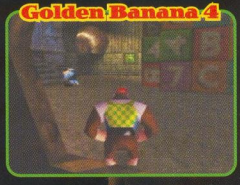


Return to the Production level and go to the Toy Machine. On the right, you'll find Chunky's floor switch. Activate it to reveal your next goal.



You have 99 seconds to reach the Golden Banana. Take Bananaport 4 and hop onto the rotating walkway. Carefully walk across and get your Golden Banana.

Golden Banana 4

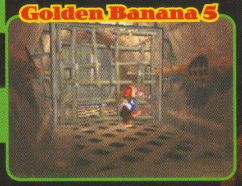


Go to the main Testing Room. Find and defeat the Krusha with your Blueprint piece (on the left side the room).



Visit Snide and get your fourth Golden Banana for Frantic Factory.

Golden Banana 5



Go to the R&D Room. Head to the right and climb the ladder pole. Climb the next ladder pole to your right. Primate Punch and use your Triangle Trample to open the door. Pop the balloon and collect the 10 loose Bananas from against the wall.



Primate Punch the switch on the chest and get ready for a fight. Knock out the small toys as they come after you.



Other toys combine to form a huge enemy. Run to the Chunky Barrel and dive in to match its size.



Use hit-and-run techniques to send this monster to meet its (toy)maker. Run toward it, press Ⓑ for a quick strike, and then run away. Repeat until you defeat the creature to collect your last Golden Banana.


GLOOMY GALLEON
Ammo Crates
Headphones
Bananaports
Oranges
Battle Arena
Tag Barrel
Crystal Coconuts
Troff N Scoff
Canon
Watermelon Box
Film
Candy's
Funky's
Cranky's
Snide's
Entrance
X 20
X 34
X 43
X 13

Donkey Kong



Ahoy and avast. It's time to take a dip. First check in on K. Lumsy and see what he has to say about the third key—not much, apparently. Swim through the gate at the base of K. Rool's Fortress, and off you go.

- Ammo Crates
- Banana
- Banana Balloon
- Blueprints
- Character Barrel
- Character Switch
- Coin
- Crystal Coconut
- Dirt Pile
- Film
- Golden Banana
- Orange
- Watermelon Slice



If you've diligently collected Bananas in the other three levels, you should have 15 Banana Medals. When you first reach Cranky's Lab, he'll grudgingly let you play a game on his computer.



It's *Jetpack*, another blast from the past. The controls are simple. Press Ⓐ to fire the jetpack and fly. Press Ⓑ to fire your laser. Collect ship parts, and then fuel the ship.

TIP

STAY ON THE FIRST LEVEL AND WAIT FOR GEMS AND GOLD TO FALL. PICK THEM UP, BUT *DON'T GET INTO YOUR SHIP* UNTIL YOU'VE HIT 5,000. THEN GRAB THE RAREWARE COIN SYMBOL.

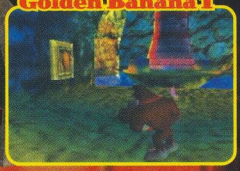


Get 5,000 points, and Cranky will give you the Rareware Coin.

NOTE

Now that you have both Nintendo and Rareware Coins, you may wonder what they do. Nothing, yet. But they'll come in very handy at the end of the game.

Golden Banana 1



To open the Lighthouse area, shoot the Coconut Switches on either side of the gate. Take a dive and swim to the pillar in the center of the water.



Find the switch with the green "up" arrow on it. Bump it, and the water level will rise, allowing Donkey to climb onto the Lighthouse platform. Clamber up and find the Donkey Pad on a block. Blast off!



This course has a lot of choices. Hit them all to collect all the Coins and Bananas, and to get the DK Star. You'll have two choices right away.



Hit the star to free a seal. Now you must find it.



You'll need Diddy's help for this. Grab him from the crossroad Tag Barrel and take him to the gate with Peanut Switches. Pop them, and then switch back to DK.

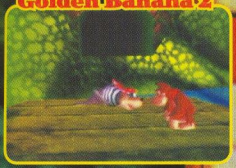
TIP

VISIT CANDY. SHE'LL UPGRADE ALL THE INSTRUMENTS TO HOLD 15 CHARGES.



At the Golden Banana 1 spot, near Candy's area, the grateful seal gives you a Golden Banana as a reward for freeing it.

Golden Banana 2



The seal challenges you to a race. If you win, you get a Golden Banana. Sounds like a deal. Head into the cave to start it up.

Ship Ahoy



You must race between the floats. Every time you miss a set, a red check mark appears in the boxes. If you miss more than five, the race ends.

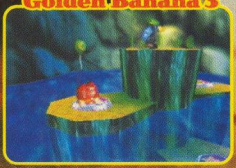


Hitting the seal doesn't make you lose Coins. Hitting the floating Crates, however, will knock Coins loose.



After you outrace the seal, it forfeits another Golden Banana.

Golden Banana 3



Swim to Funky's area and stand on the nearby Music Pad. Hit a little Bongo Blast to open a gate in the Sunken Galleon out in the main open area.



You have 60 seconds—plenty of time to reach the ship. Swim around inside and collect the loot. A Banana Barrel lies to the left as you enter the main area. Swim on in.

Krazy Kong Klamor!



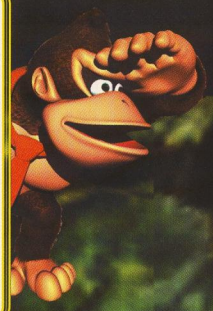
It's time to fire at the Golden Banana—not at the Kongs. Fire quickly, because the arena blacks out and switches your target's position. You must hit the Banana 15 times in 60 seconds.

TIP

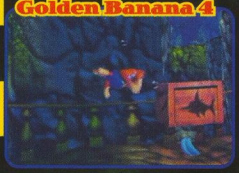
REMEMBER, LETTING GO OF THE CONTROL STICK POINTS YOUR GUN AT THE RELOAD MELON AUTOMATICALLY.



After you've smacked enough Golden Bananas, you get to keep one!



Golden Banana 4



Grab Lanky from the underwater Tag Barrel next to the Animal Crate. Then pop him inside to become Enguard the Swordfish.



Maneuver Enguard to jump through the DK Star three times. This opens the gate to the Coin Room. Change to Diddy now.

TIP

ENGUARD MUST SMASH A BUNCH OF CHESTS ON THE FLOOR OF THIS MAIN AREA. THEY HIDE CHARACTERS' BANANAS AND COINS. MORE LIE IN THE LIGHTHOUSE AREA. IF YOU'RE MISSING BANANAS, TAKE ENGUARD FOR A SPIN AND BUST SOME CHESTS.



This is a little odd. Go to Diddy's walkthrough for this level and complete Golden Banana 1. This activates Bananaport 4 that DK can use to get his Krusha.

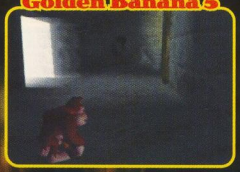


Use Bananaport 4 to reach the Krusha on the Coin stack. Beat him down and grab the Blueprint piece.



Drop in on Snide and hand over the Blueprint piece to get your fourth Golden Banana.

Golden Banana 5



Simian Slam the Donkey Switch outside the Lighthouse and climb inside. Once you're in, check around the base, and then climb the ladder pole in front of the door.



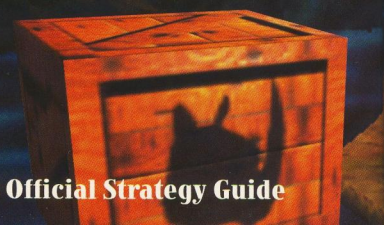
Work your way up the platforms that spiral around the column. Backflips are highly recommended. Yank the lever at the top and watch the ship come in.



Leap back down to the bottom and gather the Golden Banana. That's it for DK.

NOTE

If you're shy of the 100 Banana mark, remember to take Enguard out and break some sunken chests.



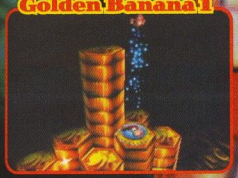
Diddy Kong



Banana
Banana Balloon
Banana Barrel
Blueprints
Character Barrel
Character Pad
Character Switch
Coin
Crystal Coconut
Golden Banana
Music Pad
Orange
Watermelon Slice

Now it's time to get the chimp into the water. He's got his own Golden Bananas to collect.

Golden Banana 1



In the Coin Room, launch up from the Diddy Pad. Climb the Coin pile and use the second Diddy Pad to reach the Banana Barrel.

Stealthy Snoop

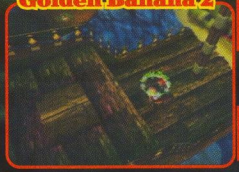


Another snoop! You have 70 seconds. You must sneak past the guards on your own, but remember: at the first choice, make a left; second choice, go straight; third choice, go right. That will get you to the finish.



Your reward is a Golden Banana *and* a Bananaport 4. Get his Blueprint piece.

Golden Banana 2



Go to the Lighthouse area and get Diddy into the Diddy Barrel. Jetbarrel onto the circling ship. Simian Slam the Diddy Switch and a Golden Banana is shot on top of the Lighthouse.



TIP

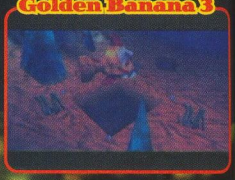
TO SLAM THE SWITCH, HAVE DIDDY STAND RIGHT NEXT TO IT (NOT ON IT), BETWEEN THE SWITCH AND THE MAST. BECAUSE THE SHIP IS MOVING, HE'LL LAND ON THE SWITCH.



2

There it is. Take another Jetbarrel ride and swoop in to grab it. *Land on the Music Pad.*

Golden Banana 3



Bust out a Guitar Gazump atop the Lighthouse to release a mechanical fish in the other water-filled area. You have 93 seconds to reach it.



Use Bananaport 5 to snap you into the fish's area quickly. Swim into its mouth and you'll get to another puzzle.



Stand on one of the wooden planks and draw your weapons. Go into Aim mode and face the heart with a fan on it. Notice those three lights? You must shoot each light three times in 100 seconds.

TIP **SHOOT THE ZINGER FIRST, SO IT DOESN'T GET IN THE WAY.**



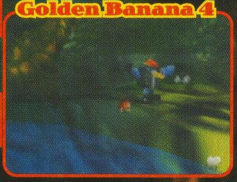
The fan alternates: it will stop covering the two upper lights and then stop covering the lower light. Time it so you can break the lights in the time you have.



3

When you stop the mechanical fish's heart, it coughs up a Golden Banana.

Golden Banana 4



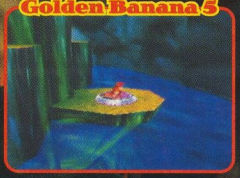
In the Lighthouse area, hit the red "down" switch on the Lighthouse pillar to lower the water. Find the area where the Krusha is stomping around, defeat it, and take Diddy's Blueprint piece.



4

Raise the water level again and swim to Snide's for your Banana.

Golden Banana 5



Lower the water again, and then head out to the open area with the Sunken Galleon. Swim out to Funky's alcove and the cluster of Music Pads. Stand on Diddy's Music Pad and let loose.



Another door opens on the Sunken Galleon. Race over to it before time expires. Poke around for loot, and then enter the Banana Barrel.

Splish-Splash Salvage!



You have a minute to gather eight Coins. (This can be frustrating because you can't change camera views.) Grab the seven Coins in the water.



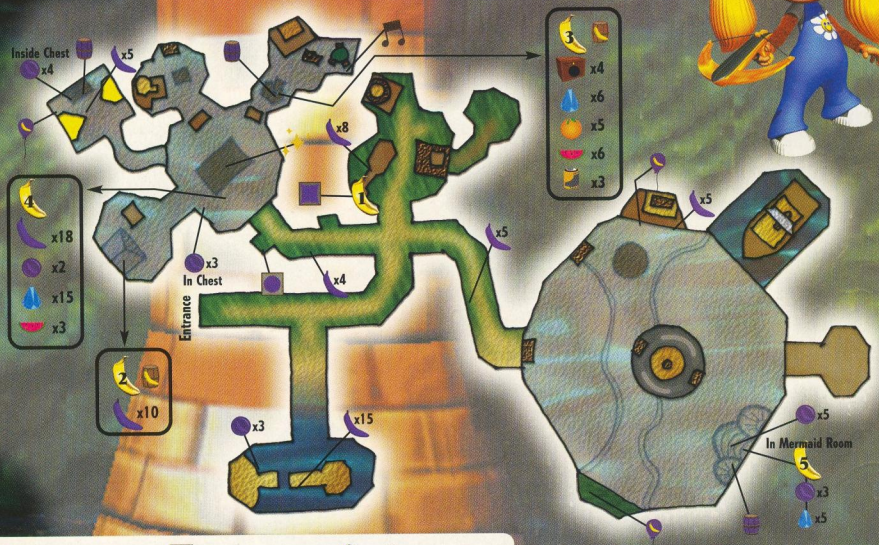
When you get the seven Coins in the water, Hover Vines descend. Swing on them and grab the last Coin.



Back out in the Sunken Galleon, you can snap up Diddy's final Golden Banana for the level. Remember, chests may conceal more of his Red Bananas. Use Enguard to break them.

Tiny Kong

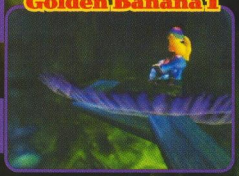




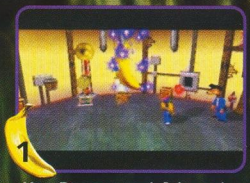
- Ammo Crate
- Banana
- Banana Balloon
- Banana Barrel
- Banana Fairy
- Blueprints
- Character Barrel
- Character Switch
- Coin
- Crystal Coconuts
- Film
- Golden Banana
- Music Pad
- Orange
- Watermelon Slice

Even underwater, Tiny can make friends and offer help. She'll encounter another maiden in distress and gather another five Golden Bananas.

Golden Banana 1



Use the cannon to fire up to the Hover Vines; then swing across to the Bananaport 3 platform. Find and bash the Krusha holding Tiny's Blueprint piece.



Use Bananaport 3 to get to Snide the weasel, who gladly exchanges the Blueprint piece for a Golden Banana. That was easy!

Golden Banana 2



Slam the Tiny Switch near the entrance to the Sunken Galleon area. A door in the vertical wreck opens; you have 30 seconds. Swim like crazy!



Inside the Sunken Galleon, pick up some Bananas and swim through the wall opening. Head left as you enter the room and swim into the Banana Barrel.

Kremling Kosh!







You have 60 seconds to hit 22 Kremlings. Remember, green Kremlings are worth one and red ones are worth two. Your cannon snaps back to the Reload Barrel automatically if you let go of the Control Stick. Fire away!

Once you've Koshed enough Kremlings, Tiny receives her next Golden Banana.

Golden Banana 3



Swim to the Sunken Submarine and jump into the Tiny Barrel to get small. Then head for the opening in the "snout" of the metal structure.



Scour the compartment for loot, and then swim into the Banana Barrel near the control panel.

Big Bug Bash!





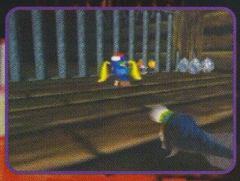


It's another Fly Swatter mini-game! You must smash six bugs in 60 seconds. Remember to lead the bugs a bit: that is, press Ⓐ just *before* the fly gets under the swatter.

When the flies are all gone, Tiny gets another Golden Banana. That's three.



On the Music Pad "tree" near Funky's Armory, Tiny can find a Saxophone Pad. Blare away to open a door in the Sunken Galleon.



Again, plumb the murky depths of the Sunken Galleon for Bananas and other prizes. There's a lot of stuff in there.



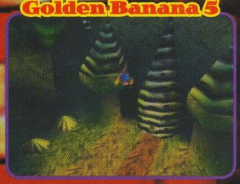
Then find the Banana Fairy behind bars. You must photograph her when she's *between* the bars. It's not easy, so take your time to line up a good shot.



Now find and grab the Golden Banana. The big starfish and top-down perspective may give you grief, but take it easy, and you'll get it.

TIP

TO EXIT, FIND THE BONE ARROW ON THE FLOOR. IT POINTS THE WAY OUT.



In the Lighthouse area, you must find the Mermaid Village on the ocean floor. Make Tiny small and swim inside.



The Mermaid is terribly distraught! What could be the matter? Her pearls are missing. Will Tiny help? Of course she will.



A giant treasure chest lies in the Coin room in the Sunken Galleon area. Guide Tiny into the Tiny Barrel, and then swim through the keyhole.



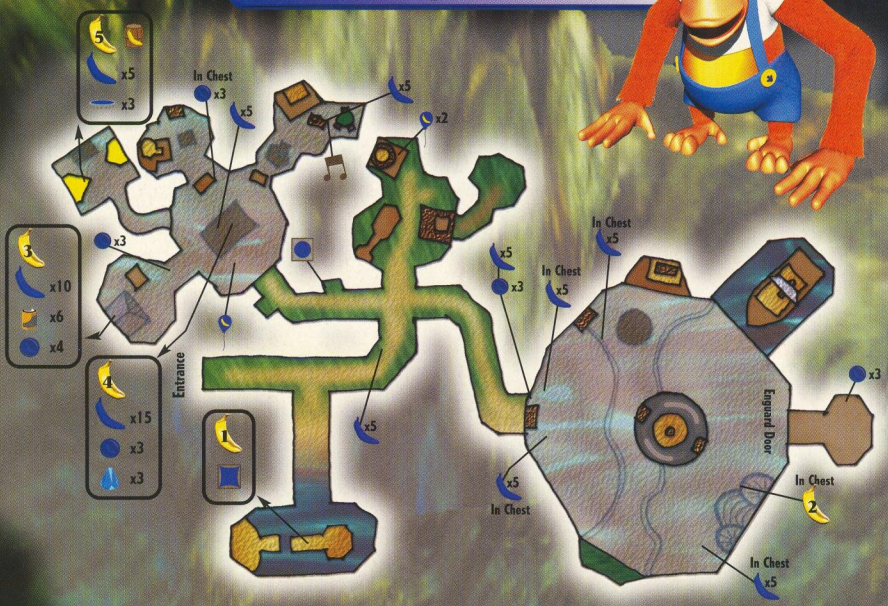


Five evil oysters hold the Mermaid's pearls. Swim in and grab the pearls when the oysters' mouths are open. Don't panic if a mouth shuts with you inside. Just wait and leave when it opens again.



Go back to the Mermaid and return her pearls. She's so happy that she gives you a Golden Banana.

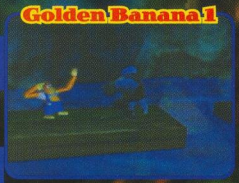
Lanky Kong



Time to take out Lanky and see what he can do. You already know he gets a chance to change form, but what else? Five Golden Bananas, of course.

Banana	Character Pad	Film
Banana Balloon	Character Switch	Golden Banana
Banana Barrel	Coin	Music Pad
Blueprints	Crystal Coconuts	Orange

Golden Banana 1



In the small room near the main entrance you'll find Lanky's Krusha. Bop him on the noggin and take your Blueprint piece.

TIP

IF YOU HAVEN'T ALREADY, GRAB CHUNKY AND BLAST THE PINEAPPLE SWITCHES TO OPEN THE GATE TO THIS ROOM.



At Snide's H.Q., you'll find the weasel ready to trade a Golden Banana for the Blueprint piece.

Golden Banana 2



In the Lighthouse area, swim into the Animal Crate and speed down to the Mermaid Village. Smash into the chest nearby to reveal...

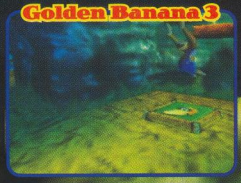


...a Golden Banana! You must change back to Lanky before picking it up.

TIP

BEFORE CHANGING BACK, SMASH THE ENGUARD DOOR BETWEEN THE MERMAID VILLAGE AND THE DOORS THE SHIP CAME THROUGH.

Golden Banana 3



Hit the Lanky Switch near the entrance to the Sunken Galleon area. A door opens in the vertical wreck. You have 30 seconds, so get moving.

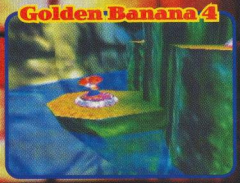


Swim about and find the items. Then use the Animal Crate to change to Enguard. Use his tough nose to smash the four chests. One reveals a tunnel.



Change back to Lanky—press and hold Z, and then ◎◄—and swim through the tunnel. The Golden Banana is waiting.

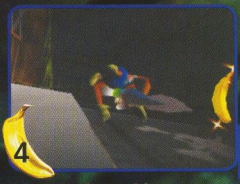
Golden Banana 4



Because the water level is lowered, go to the Music Pad "tree" near Funky and stand on Lanky's Music Pad. Give a little concert.

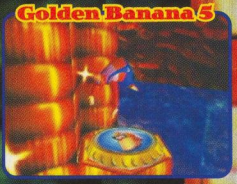


A door opens in the Sunken Galleon. You know the drill: you have 60 seconds to get in there. Once inside, paddle around and snatch the goodies.



There's the Golden Banana. Pick it up and get out.

Golden Banana 5



Raise the water level again, and then make your way to the Coin Room. Find the Lanky Pad and activate the Baboon Balloon to float up.



Climb to the second Lanky Pad and use that one, as well.

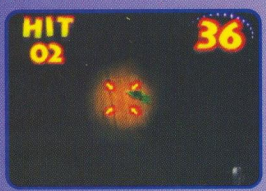


Use the *third* Lanky Pad. Then float and climb the rest of the way up the Coin stacks to find a Banana Barrel. Hop in.



Searchlight Seek!

It's simple: hit four Klaptraps in 60 seconds. Try to lead them a little: aim at their nose and (if they don't change direction) they'll walk into your shots.



This isn't a bad shot. Fire away.



After you splat the four Klaptraps, you get Lanky's fifth Golden Banana.

TIP IF YOU'RE STILL SHORT OF BANANAS, TAKE ENGUARD OUT FOR A CRATE-SMASHING SPIN. ALSO CHECK THE BATTLE ARENA PAD. A COUPLE OF BLUE BANANA BALLOONS FLOAT AROUND THERE.

Blowfish Baddie



This bad guy suits the Gloomy Galleon stage. It's an angry blowfish who hates monkeys.

Lanky has only a large Coconut Shell with an outboard motor to battle with. Press Z to accelerate, and A to jump.

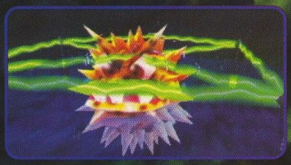


Hit the DK Stars.



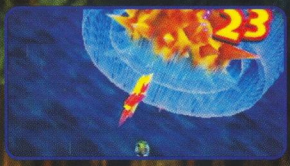
Use these lightning rods for weapons.

Keep circling the beast and looking for DK Stars. Each time you hit one, a lightning rod rises. Raise five of them within the time limit and the boss will get quite a shock. The key is to keep circling as you look for DK Stars: never stop moving.



This is what happens to evil fish.

The boss has two attacks—a standard fireball and a shock wave. You can outrun the fireball by *not* changing directions. Don't try to juke the fireballs. They may rain down from the sky, as well, but again, just keep moving. Jump over the shock wave, or ride it out in one of the small coves in the area.



The shock wave can rock your boat. Try your best to stay calm.

After each successful shock, you have less time to find the next DK Star and raise another rod. Once you zap the boss five times, it gets blown away, leaving behind another key.



This boss was just full of hot air.



The Prize



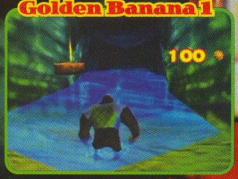


Chunky Kong



He's not the bravest Kong, but he's the biggest! Let's see if he can float. Don't worry about Chunky. He'll have a great time splashing around and collecting his five Golden Bananas.

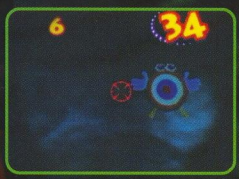
Golden Banana 1



Just inside the main door, turn right toward the gate with two Pineapple Switches. Open it, if you haven't already, and slide on in.



Take out the Krusha—preferably with the cannonball. Pick up the cannonball and jump over to the cannon. Touch it, and you'll see a target appear. Shoot it.



Cannonballs are affected by distance and gravity. The more distant the target, the more you must lead it. You have six shots and 37 seconds to hit three targets that move in crazy ways.



To hit the third target, aim above where the target reaches its highest point. Fire when the target is just past the highest point. Your cannonball should hit it at the *lowest* point of the target's circular path.

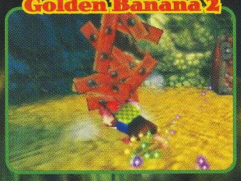
TIP

IF YOU FAIL, JUST GO BACK AND RELOAD THE CANNON WITH ANOTHER CANNONBALL. PRACTICE MAKES PERFECT.



For your excellent marksmanship you get a Golden Banana.

Golden Banana 2



In the room with three large chests in it, have Chunky do what he does best—*smash!* Primate Punch all three chests to splinters.



Each box holds a goodie. Chunky reveals a pair of Headphones, a Banana Fairy, and a Golden Banana.

TIP **DON'T FORGET TO TAKE A PICTURE OF THAT BANANA FAIRY.**

More Kritter Karnage

This Battle Arena is located in Cranky's Lab. Remember this? Stay on that platform and bash away. The worst part is the sheer number of your foes. They spawn four at a time and keep coming after you. Keep your head and keep swinging.

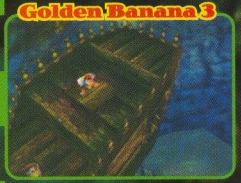


Sure, there are a lot of them, but they drop Melon Slices for you.

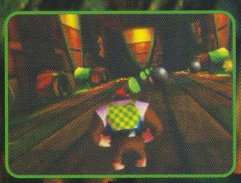


And yet another crown for the Kongs. Will these Kremlings ever learn? No, they won't.

Golden Banana 3



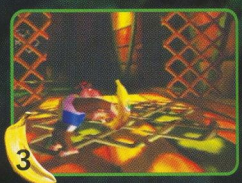
In the Lighthouse area, long-jump off the block with the Diddy Barrel on it to get onto the ship. Locate the trap door in the back and slam it to drop inside.



Time your cannon blasts to get through this first gauntlet safely. There's no limit, so take your time.



Bust down the gate, and then smack each barrel with a Primate Punch to the picture of Chunky. It's tough to time it right, but you'll get there.

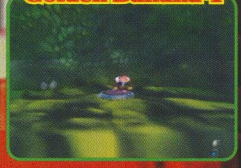


The final barrel yields a Golden Banana! Your job isn't done, though. Chunky gets sick! Your controls are all messed up. Carefully walk him back to the exit.

TIP

THE CONTROLS SEEM WACKY, BUT THEY'RE PERFECTLY OPPOSITE: BACK IS FORWARD, FORWARD IS BACK; LEFT MAKES CHUNKY GO RIGHT, AND VICE VERSA. TAKE A MOMENT TO GET COMFORTABLE WITH THE CONTROL STICK BEFORE YOU ATTEMPT TO CROSS THE CANNON LINE.

Golden Banana 4



Lower the water level and go to the alcove over the Mermaid Village. Bop the Krusha and stand on the Triangle Pad. Let loose with a tune.



The Triangle Trample opens a gate in the top of the Sunken Galleon. You only have 60 seconds to get there! Swim over. Then jump up and use Bananaport 5.



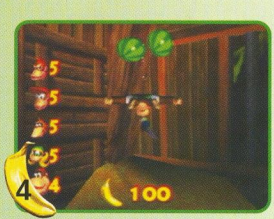
You're in the Sunken Galleon one final time. Swim about and pick up the Coins. Then get into the Banana Barrel.

Batty Barrel Bandit!

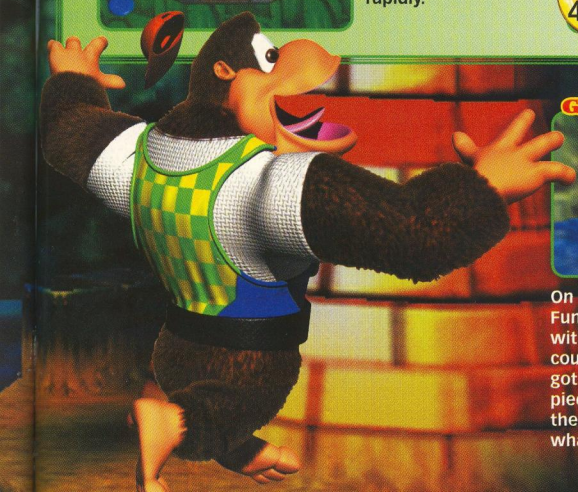
You need quick reflexes for this game. The object is to line up the reels to show four Bananas. You must do it three times in 45 seconds.



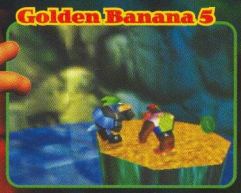
This is what you're shooting for. Now do it twice more. Remember to anticipate and hit Ⓐ a little early if the reels are spinning rapidly.



When you win, you hit the jackpot—a Golden Banana.



Golden Banana 5



On the Music Pad tree near Funky, you'll find a Krusha with green hair. Now what could it be holding? You got it—Chunky's Blueprint piece. Take this Kremling to the cleaners, and then take what you need.



Nip back to Snide's H.Q. to get Chunky's final Golden Banana for Gloomy Galleon. Now get the water out of your ears, and move on!

FUNGI FOREST

Donkey Kong



Now that K. Lumsy's romps have uncovered a cannon, it's time to take a ride to the next level. Shoot up to the cabin that will lead the DK crew to Fungi Forest. You'll need 50 Golden Bananas to get past B. Locker.

Golden Banana 1

TIP

VISIT CRANKY IMMEDIATELY. HE SELLS YOU THE SUPER SIMIAN SLAM POTION. YOU'LL NEED A SUPER SLAM TO OPERATE ANY CHARACTER SWITCH WITH A BLUE BACKGROUND. THE SUPER SIMIAN SLAM JUST REPLACES THE SIMIAN SLAM; IT'S THE SAME BUTTON COMBINATION.



Inside the Mill, find and slam the Question Mark Box to reveal a Donkey Switch (and five Bananas). Super Simian Slam that switch to open the gated areas with three suspicious levers.

TIP

NOTICE THE SIGN HANGING OVER THE GOLDEN BANANA ON THE CONVEYER BELT: IT SAYS "21132." WHY? YOU'LL SOON FIND OUT.



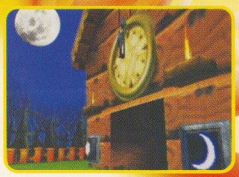
Rush into the gated area and face the switches. See those dots in front of them? Pull the lever with two dots first, then the one with one dot. Pull the one-dot lever again, and then the three-dot lever, and finally the two-dot lever—21132. Get it?



The conveyer belt starts to move and places the Golden Banana in a cage outside. That's no help. DK still can't get at the prize. But there's a moon on the cage.

TIP

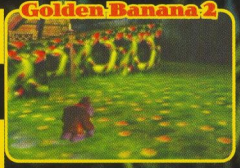
FUNGI FOREST FEATURES A CLEVER, LEVEL-WIDE PUZZLE. SOME DOORS AND GATES WILL BE OPEN ONLY DURING THE NIGHT. TO CHANGE FROM DAY TO NIGHT—AND BACK AGAIN—USE THE CANNON IN THE MAIN AREA TO REACH THE GIANT CUCKOO CLOCK. SHOOT THE MOON SWITCH TO CHANGE TO NIGHT AND THE SUN SWITCH TO LIGHT UP THE LEVEL.





Slam the Donkey Switch to exit the gated area. Use the clock to change the level to nighttime and collect your caged Golden Banana.

Golden Banana 2



Because it's night, make your way to the rosebush gate in the Mill area. Saunter in and around to the back of the building there.



Look, a yellow-haired Krusha. Poke it really hard until it gives up the Blueprint piece.



Visit Snide—when it's light outside—and he'll kick down the next Golden Banana.

Golden Banana 3



Return to the house surrounded by rosebushes in the Mill area. (You can get there only at night.) Follow the path to the house and find the Donkey Barrel on the left. Jump in.



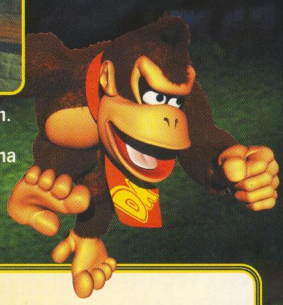
Now that Strong Kong is active, run to the back of the house and slam the Donkey Switch there to open the door to the house. Race around inside.



Collect loot and climb the ladder to find the Question Mark Box upstairs. Slam it to release a Banana Fairy. Capture her and then drop down to the Question Mark Box on floor level. Smash it.

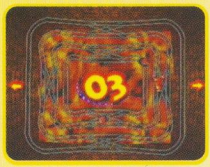


Slam the Donkey Switch. You have 25 seconds to swing over to the Banana Barrel. Get going!

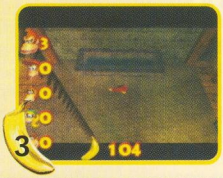


Minecart Mayhem!

This time you must avoid *two* mine carts for 45 seconds. Keep switching tracks to stay away. Hold the Control Stick toward the direction you want to move well before the crossing comes up.



Don't forget to slow down if you need to waste the last few seconds.

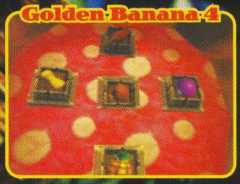


Victory! A Golden Banana awaits your furry hands.

TIP

IF YOU'RE ITCHING FOR A WEAPON UPGRADE, USE TINY AND CHUNKY TO OPEN THE GREEN TUNNEL IN THE CUCKOO CLOCK AREA AND FIND YOUR MILITANT PAL, FUNKY. HE'S GOT A SWEET NEW ADDITION—HOMING AMMO! NOW YOU CAN PICK UP THE RED SUPPLY CRATES TO FIRE AND FORGET.

Golden Banana 4



For this one, you'll need the help of *every* member of the DK crew. Find the switches above the main entrance to the Giant Mushroom. Hit each with the appropriate ammo.

TIP

A TAG BARREL SITS JUST INSIDE THE GIANT MUSHROOM. SWITCH CHARACTERS, SHOOT, AND SWITCH AGAIN.



After you press all the switches, a series of cannons shows up. Now find the Donkey Switch against the wall—on the same level as the entrance.

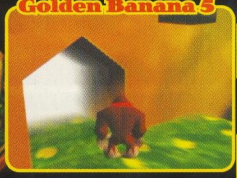


Slam the switch and a Golden Banana will appear atop the mushroom. Jump into the cannon nearby.



Donkey Kong will launch through the air, picking up Bananas as he flies. He lands and skids right into the Golden Banana. Take a bow.

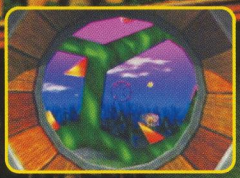
Golden Banana 5



From the bottom of the Giant Mushroom, climb the ladders to the first opening you see. Take DK through to the platforms outside.



Head to the right of the door and find the next ladder up. Climb up and find the Donkey Pad next to a Tag Barrel. Press Z to blast off.



Fire when the crosshairs pass over a Banana Bunch.

TIP

WHEN YOU COME TO THE CIRCLING BARREL, ITS SIGHTS WILL PASS OVER TWO BARRELS. THE SECOND BARREL APPEARS RIGHT AFTER THE FIRST. AIM FOR THE FIRST BARREL.



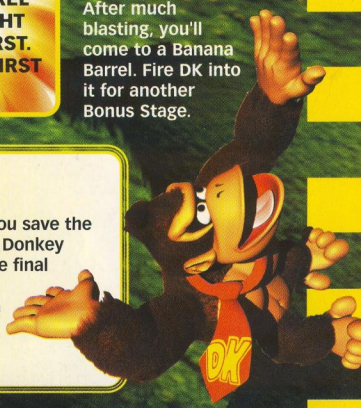
After much blasting, you'll come to a Banana Barrel. Fire DK into it for another Bonus Stage.

Peril Path Panic!

Save the Fairies! As with the first Peril Path Panic, start by feeding both levels of Klaptraps from left to right. Then keep feeding. Don't focus on the Banana Fairies, just keep those Klaptraps fed.



Once you save the Fairies, Donkey gets the final Golden Banana for the level.



Kamikaze Kremlings



Find this hatch at the top of the Giant Mushroom and climb down to find the Battle Arena Pad.

This battle adds Krushas—lots of them. You must try to prevent them using their blast move, and use *your* blast as much as you can. Fight off the first group, and then charge up the blast by pressing and holding Ⓑ. Let loose when the baddies swarm.



The blast is great for taking out multiple enemies.



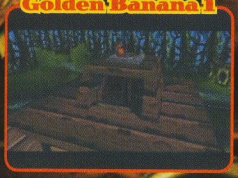
There's the crown. Take a victory lap and get back to the Fungi Forest.

Diddy Kong



It's Diddy's turn to do some forest-hopping. Grab him and get the lead out.

Golden Banana 1



At night, climb the winch rope to the top of the Mill. At the highest peak you'll find a Diddy Switch. Slam it to open the doors to the loft. Scramble in.

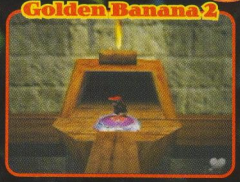


Shoot the On Switch at the top of the winch. Then Chimpy Charge the green "up" arrow to reveal a caged Golden Banana and a Music Pad. Exit the loft.



Get to the Music Pad—just inside the rosebushes—and fire up a Guitar Gazump. You've freed the Golden Banana!

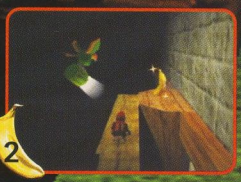
Golden Banana 2



Climb the boxes against the house near Snide's H.Q. Use the Diddy Pad to enter the loft and play a tune on the Music Pad.

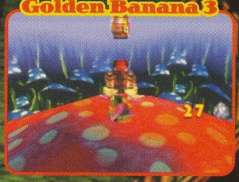


A helpful bird shows up to light your way. Follow the rafters and boards to several Bananas. Take it slow, so you don't fall into the house's shadowy depths.



When you grab the Golden Banana, a Banana Fairy shows up. Snap her picture, and then make your way *back* just as carefully.

Golden Banana 3

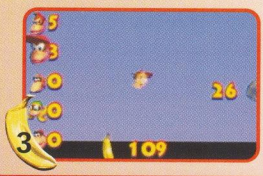


In the Giant Mushroom area, find a small mushroom that bounces you into a Diddy Barrel. Jetbarrel to the top of the mushroom—the very tip-top. Fly into the Banana Barrel there.



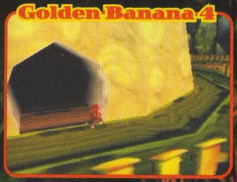
Teetering Turtle Trouble!

This is a familiar game: feed the Snakes so they don't drop the Turtles. Like the Peril Path Panic game, feed them left to right and keep feeding. Don't even wait for them to slow down. Reload and shoot, reload and shoot. You need only last 45 seconds. Easy!



And for your efforts in terrapin rescue, a shiny new Golden Banana. Onward!

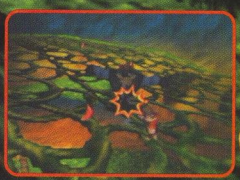
Golden Banana 4



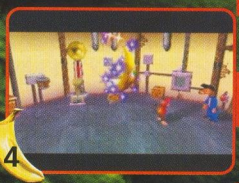
Climb the ladders inside the Giant Mushroom. Go through the first opening to the platforms. Head to Diddy's right as soon as you exit.



On the platforms, climb the first ladder you come to, pass the Donkey Pad, and climb the next ladder. Head to Diddy's left and reenter the Giant Mushroom.

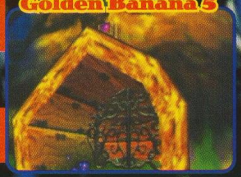


Step onto the vine netting that has a red-haired Krusha on it. Beat up the Krusha and take the Blueprint piece. You know what to do next.



Visit Snide for another Golden Banana.

Golden Banana 5



You'll need a bit of help from Lanky for this final Golden Banana. Grab him from the Tag Barrel and find the gated tunnel in the Giant Mushroom area.



Climb the mushroom in front of the gate and fire at the Grape Switch. Now grab Diddy again and bring night to the Fungi Forest.



In the dim evening light, go through the newly opened tunnel. Run through the tree to reach a stump with a Music Pad on top. Rip out another smokin' guitar riff.

Hoo's the Fastest?

It's another Jetbarrel test. This Owl is a little stuck up. It won't even talk to you until you can fly. Jump into the Diddy Barrel and buzz the Owl. It challenges you to a ring course.



This Owl needs better manners. Show it what you can do.



Remember to use brief presses of the Ⓐ Button to keep Diddy under control. The Owl is *fast*, so try to hit those rings right on the first pass.



When you beat the course, the Owl gives you—a Banana Barrel. You haven't earned that Golden Banana yet!

Busy Barrel Barrage!

Same as the first—blast like crazy to survive for 45 seconds. Try to direct Diddy so he hits the targets rather than waste ammo "rolling" the Control Stick.

TIP

FIRE PEANUTS RAPIDLY. THE KREMLINGS NEED A FEW HITS BEFORE THEY GO DOWN. POUR A FEW SHOTS DOWN THEIR THROATS BEFORE MOVING TO THE NEXT ONE.



If you have homing ammo, you'll use it first, so aiming isn't as critical. Once it's used up, though, start directing Diddy more carefully.



And there's Diddy's fifth Golden Banana for Fungi Forest.

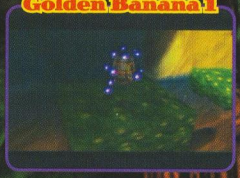
Tiny Kong



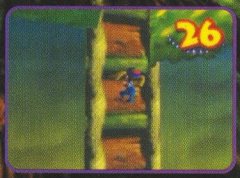
The smallest Kong is no slouch when it comes to frolicking in the flowers. This isn't just a walk in the park, though. Tiny will kick butt as she glides through the fields with grace.

Ammo Crate	Blueprints	Golden Banana
Banana	Character Barrel	Music Pad
Banana Balloon	Character Switch	Orange
Banana Barrel	Coin	Watermelon Slice

Golden Banana 1



Inside the Giant Mushroom, slam the Tiny Switch to reveal a Banana Barrel. You have 37 seconds to reach it.



Don't use the cannons. The Banana Barrel is close by. Climb the ladder and move along the ledge counterclockwise. Climb the next ladder and keep moving counterclockwise.



Pony Tail Twirl across to the Banana Barrel and enter.



Speedy Swing Sortie!

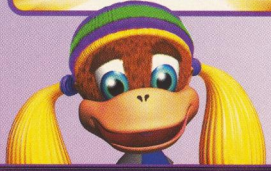
We haven't seen this one in a while. Use the small mushroom to bounce up to the vines. Then it's just a quick swing race. Hit Ⓐ when you're as close as you can get to the next Hover Vine.



It's not all Hover Vines. You must clear some gaps using a Pony Tail Twirl. Press and hold Ⓡ to stay directly behind Tiny as she leaps.

TIP

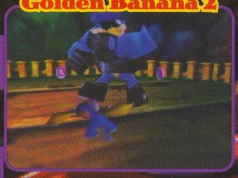
IF YOU DROP DURING A TWIRL, CLIMB THE TREE YOU MISSED. YOU SHOULD HAVE ENOUGH TIME.





After you swing through the trees with the greatest of ease, you receive a Golden Banana.

Golden Banana 2

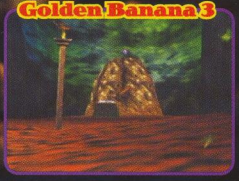


In the Giant Mushroom, go out the first opening to the platforms. Head to Tiny's left and find the Krusha surrounded by Purple Coins. Take the Krusha to the mat and grab the Blueprint piece.



The weasel exchanges another Golden Banana for the Blueprint piece.

Golden Banana 3



In the Big Tree area—where Diddy raced the Owl—find the Klaptrap nest directly opposite the area entrance. A Music Pad sits just in front of it.



First use the Tiny Barrel in the back of the nest to get small. Then leap to the Music Pad and blare away. A bird comes to carry you to the top of the nest. Jump in!

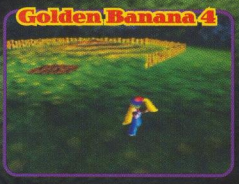


Have Tiny use Oranges to clear out the nest. Blast all the Klaptraps. A Golden Banana appears, as well as a Magic Bean. Make sure you pick up the Bean.

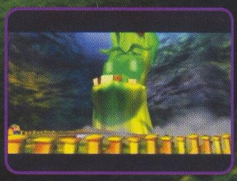


When you have the Magic Bean, jump to the Golden Banana and snap it up. Use the cannon to blast back out of the nest.

Golden Banana 4



Head to the area with Funky's Armory. You'll notice a patch of dirt with a fence around it. Step up to the low mound.



Because Tiny has the Magic Bean, a giant beanstalk erupts from the ground. It invites you to collect your reward.

Golden Banana 5



A Tiny Barrel sits on the other side of the fence. Jump in, and then run back to the Music Pad near the beanstalk.



4

Blow the horn. A very helpful Parrot lifts you to the Golden Banana.

TIP

TO ACQUIRE THIS GOLDEN BANANA, FOLLOW THE WALK-THROUGH FOR CHUNKY'S FIRST GOLDEN BANANA. TAKE HIM OUT OF THE TAG BARREL, AND THEN COME BACK WHEN HE HAS GOLDEN BANANA 1.



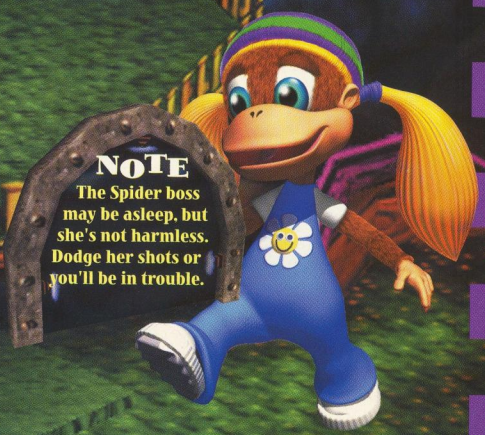
Make night happen. Once it's dark, head to the Mill. Locate the Tiny Barrel around back. Jump in, and then go through the small hole at the base of the wall.



Inside the Mill, you'll see a hole with a moon over it. Brace yourself and go inside.



Walk onto the web (yes, really) to wake up a nasty old Spider. She sends a trio of her kids to take care of you while she naps.



NOTE

The Spider boss may be asleep, but she's not harmless. Dodge her shots or you'll be in trouble.



When you make the three little spiders curl up, the Spider boss awakens and glares at you with her one eye. Fire a Feather into that eye and she'll reel back—and send more baby Spiders after you.

TIP

USE YOUR BLAST MOVE AGAINST THE THREE SPIDERS. RUN AROUND UNTIL THEY'RE ALL NEARBY, AND THEN LET LOOSE. QUICKLY DRAW THE FEATHER BOW AND GO INTO AIM MODE. BE READY TO SHOOT THE SPIDER BOSS'S EYE AS SOON AS IT OPENS.



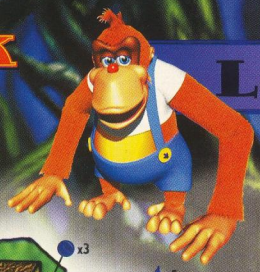
After you hit that eye five times, the Spider boss shrinks and chases after you. Blast again to take her down.



5

After all that, you deserve a Golden Banana. And here it is. That's all for Tiny's Golden Bananas in Fungi Forest.

Lanky Kong

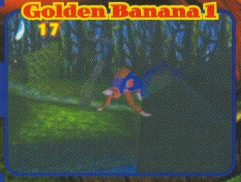




Banana
Banana Balloon
Banana Barrel
Blueprints
Character Pad
Character Switch
Coin
Golden Banana
Music Pad

And now for your favorite funny ape—Lanky! He's ready and able to gather his five Golden Bananas in Fungi Forest.

Golden Banana 1



Switch to night, if it isn't already, and go to the Mill area. Use the Lanky Pad near Bananaport 1 (or just climb the winch rope) and get to the roof of the Mill.



You'll find a door into the Mill attic just above Bananaport 1. Hop in.



Slam the Lanky Switch. Three Bats start flapping about wildly. Use the homing ammo to "skeet" shoot them.

TIP

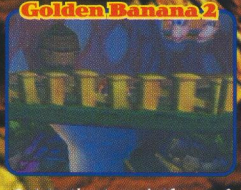
OCCASIONALLY, THE BATS WILL ROOST IN THE RAFTERS—UPSIDE DOWN, PERFECTLY STILL, PERFECT TARGETS. BUT IF YOU SHOOT FROM A CORNER USING HOMING AMMO, THEY WON'T STAND A CHANCE EVEN WHEN THEY'RE MOVING.



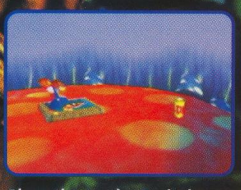
1

After you defeat all three Bats, Lanky receives a Golden Banana.

Golden Banana 2



Get to the top platform of the Giant Mushroom. Find the wooden door next to the Tag Barrel. OrangStand and climb straight up to the tip-top of the Giant Mushroom.



Slam the Lanky Switch up there, and then run back down the way you came. You have 10 seconds to go through the door.



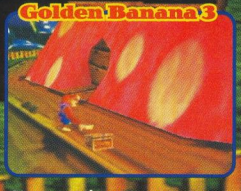
2

Now you must bounce Lanky on the two red mushrooms and try to snatch the Golden Banana from the air.

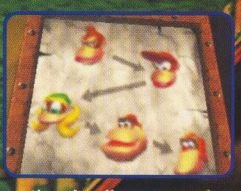
TIP

ELIMINATE THE ZINGERS BEFORE YOU JUMP AROUND TO MAKE YOUR LIFE MUCH, MUCH EASIER.

Golden Banana 3



Now work your way to the wooden door opposite the one with Golden Banana 2. Pull the same stunt: OrangStand up to the switch, and then slide back down to the open door.



Notice the diagram on the wall—Donkey, Diddy, Tiny, Chunky, and Lanky. Remember the color associated with each character?



Simian Slam the mushrooms in this order: yellow, red, purple, green, blue. A Banana Barrel appears. Jump in.

Krazy Kong Klamor

This should hold no surprises. You've done it before. Shoot the Golden Bananas, not the Kongs. But you must shoot five Golden Bananas in 60 seconds, and the lights go off and on *quickly*. You need lightning reflexes to move the Control Stick and hit Ⓐ at almost the same time.

TIP

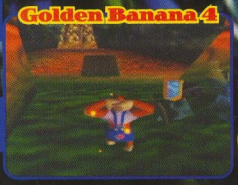
KEEP YOUR MELON GUN CENTERED BETWEEN SHOTS. THIS KEEPS IT AT THE SHORTEST DISTANCE FROM ALL TARGETS AND CUTS DOWN ON THE TIME YOU TAKE TO AIM.



3

If you managed not to hurt the Kongs, Lanky can collect a Golden Banana.

Golden Banana 4

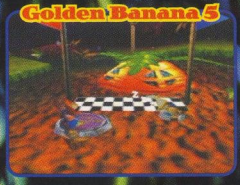


In the Big Tree area—where Diddy raced the Owl—find Lanky's Krusha and beat him up. Take the Blueprint piece and haul yourself over to Snide's.

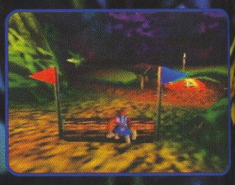


The engineer dispenses another Golden Banana for your efforts on his behalf.

Golden Banana 5



See that Rabbit asleep outside its house? What might wake it up? A Trombone Tremor perhaps? Blow your horn and listen to the hare.



An obstacle race? Sure, why not? You can beat this Rabbit easily. You may need to run a few times to learn the route, but if you follow the arrow, you should be fine.



Kind of a sore loser, isn't he? Well, try racing again. Use another Trombone Tremor to wake up Mr. Rabbit.

NOTE

You'll lose. Badly. Race once, and then don't try again. You'll only get frustrated.



Here's what you have to do: complete the rest of Fungi Forest (or at least the boss fight) and *move on to the next level* (yes, really). You need only enter Crystal Caves and then head back to Cranky's Lab for your potion.

NOTE

You could simply go through Crystal Caves and get the potion from Cranky there, but this is so much more orderly, don't you think?



Now you're ready for the Rabbit. Wake him up and run the race. Jump into the Lanky Barrel right off the mark and you'll race around in an OrangSprint.

TIP

THE ORANGSPRINT USES CRYSTAL COCONUTS DURING THE RACE (UNLIKE THE INFINITE AMOUNT YOU GET IN OTHER RACES). FILL UP BEFORE THE RACE.



Be careful of the Krusha and other baddies loafing around. They can break your stride.

TIP

PRESS AND HOLD R SO THE CAMERA STAYS RIGHT BEHIND LANKY.



This time, Mr. Rabbit can't deny you your trophy. Be a good sport and accept the Golden Banana with grace.

Chunky Kong

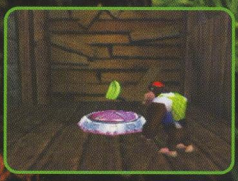


Banana
Banana Balloon
Banana Barrel
Blueprints
Character Barrel
Character Pad
Character Switch
Coin
Film
Golden Banana
Homing Ammo

Chunky has some mind-bending puzzles in this level. Well, mind-bending for Chunky, anyway.



It must be daylight for this to work. So, punch the clock (shoot it, actually) to make the sun rise. Use Bananaport 1 to get to the Mill and find the wall with cracks in it. That's the one.



Primate Punch the cracked doors to open them, and then saunter in to find two Question Mark Boxes. Bust the one in the stall to reveal a Triangle Music Pad and a Banana Bunch.



Primate Punch the other Question Mark Box to open Tiny's entrance.

NOTE

This enables Tiny to get her fifth Golden Banana. You can switch back to her now, or finish off this Chunky section first.



Play a quick Triangle Trample as you stand on the Music Pad. The song starts the Mill wheel turning and the conveyer belt moving.



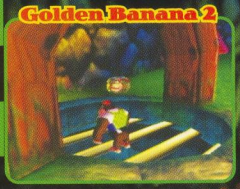
Grab the steel barrel and make your way around the Mill to the entrance next to Bananaport 1. Head in and face the conveyer belt.



Jump onto the belt and press Z to set the steel barrel on the belt. Then watch it explode on the grind wheel! Repeat the process with the two steel barrels in the room.



After you blow up all three barrels against the grind wheel, a Golden Banana floats gently to the floor. Grab it.



In the well in the Cuckoo Clock area, Super Simian Slam Chunky onto the bars to break through.

Mine Cart Race

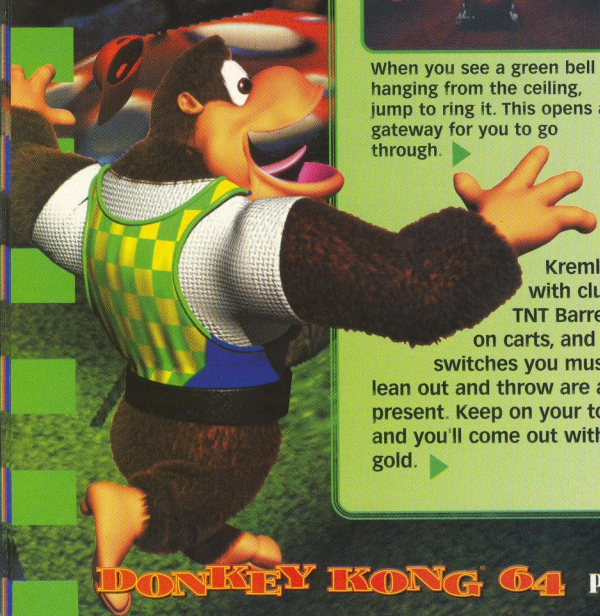
This race is similar to the first mine cart race, with a few major differences. Chunky can lift the whole cart when he jumps. And you need to know about some dangers and tricks.



When you see a green bell hanging from the ceiling, jump to ring it. This opens a gateway for you to go through.



Boulders, trees, and girders will fall to block your path. Jump them or speed under them. Jumping is usually more reliable.

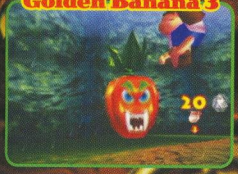


Kremlings with clubs, TNT Barrels on carts, and switches you must lean out and throw are all present. Keep on your toes, and you'll come out with the gold.



After you make it through the track with 50 Coins—no easy task—Chunky gets another Golden Banana.

Golden Banana 3



In the area with Funky's Armory, use the Chunky Barrel and get big. Clobber the evil Tomatoes to make the area safe again. You must Super Simian Slam the fanged plants to squash them.



Mr. Worm isn't very grateful. He wants you to move him. Stay big and pick up the apple. Carry it back to the main Cuckoo clock area.

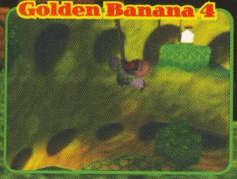


Place the giant apple in the area just below the cannon, where you see a picture of an apple. Mr. Worm will reward you.



Your prize—a Golden Banana. Cancel the Hunky Chunky to save Crystal Coconuts.

Golden Banana 4



Shoot the Moon Switch to bring night to Fungi Forest. Then get to the Giant Mushroom. Halfway up the inside of the mushroom you'll come to a trio of Hover Vines.

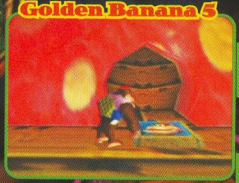


Battle the Krusha and gather the green Blueprint piece.



Snide the weasel has something for Chunky—a sparkling Golden Banana. Say thank you.

Golden Banana 5



At the top of the Giant Mushroom you'll see a Chunky Switch in front of a wooden door. Slam it to open the door, and then walk right in.



Here's another puzzle to challenge Chunky. As always, shoot the annoying Zinger first to get it out of your way. Then slam the switch.



You have a mere 60 seconds to shoot the blocks and generate a picture of our pal Chunky. There's not much strategy involved. Just remember that Chunky has a lantern jaw and a small forehead.



This Golden Banana represents the end of Chunky's adventures in the Fungi Forest—except, of course, for the Boss Battle!

Dogadon



Uh-oh, it's back! You'll need 350 Bananas to see this boss again. Chunky doesn't seem to be in the best spirits for this fight. In fact, he's downright petrified. He shouldn't be, though. This Boss has a few new tricks, but Chunky can get *big*! Check it out.



Get up, Chunky. Fight like a



The ol' fireball attack. Keep juking to stay out of range. The splash of fire is damaging for only a few seconds. After that time, Chunky can run safely through the wide ring of fire left behind.



The boss can rock the world with a slam. If you can, grab a TNT Barrel as the Dogadon lands. Then jump over the blast ring and throw the barrel at the same time. You can get the barrel after the blast passes, as well.



A fire wall roars across the arena at Chunky. Backflip fo your life! The timing is hard this one.

After a few passes, the beast jumps onto the battle-ground and it starts to sink into the lava—phase two of the fight. You still must evade thrown fireballs, but now when the creature lands you have a new attack. Throw a TNT Barrel to send the baddie reeling.



A Chunky Barrel appears. Jump in and Primate Punch the Dogadon. You must get in a bunch of Primate Punches while you're Hunky Chunky. Don't move toward your foe; just start swinging from where the large Chunky appears.

TIP

MAKE SURE YOU'RE NOT STANDING *ON* THE PAD THAT GENERATES TNT BARRELS. IF YOU ARE, THE CHUNKY BARREL WON'T APPEAR.

Enough punches on the beastie's bean will knock it for a loop. If you wait too long, the lava will gobble you up.



The Knockout



The Prize

CRYSTAL CAVES

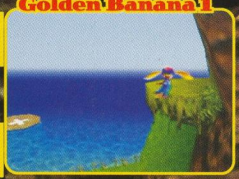


Donkey Kong



K. Lumsy's romping and stomping has opened a level door and revealed an ominous looking cannon. The cannon is for Creepy Castle, so take Bananaport 2 to the Angry Aztec door and walk farther along the path.

Golden Banana 1



You need Tiny for this leap. Pony Tail Twirl from the end of the path and curve around to the cave in the "ear" of DK Island.

NOTE

When you first enter the Crystal Caves, you'll see the bad guy smashing his club around near the ceiling. His tantrums are making it rain stalactites that will harm your characters. Watch for the shadows on the floor as you run around. If you want, you can check out "Tiny's Special Section" to discover how to stop those annoying rocks from falling.



Up on the platforms, you meet a Krusha with dazzling yellow hair. Pounce on it and take back the Blueprint piece.

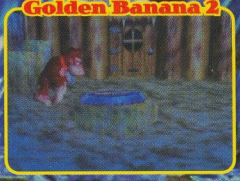


With a little help from the big bruiser, Chunky, you can gain access to Snide's place. Primate Punch the ice sheet to bust it. In fact, run around and bust all the ice sheets you can find.



Bop over to Snide's H.Q. and receive a Golden Banana.

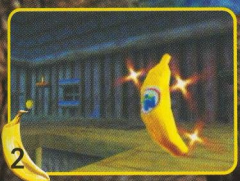
Golden Banana 2



Swim to the Big Cabin and find the DK Music Pad on the ground floor. A quick Bongo Blast will open the door in front of the pad. Lope on in.



This room is treacherous, but not impossible. Grab that homing ammo if you need it. Tuck DK into a corner and go into Aim mode. Pick off the six Zingers.



With all enemies cleared, a Golden Banana appears. Time the trap-doors to run out and grab the other loot right after they close. Then jump off quickly.

Golden Banana 3

TIP

VISIT CANDY TO GAIN TWO IMPORTANT UPGRADES: THE INSTRUMENTS NOW HOLD 20 CHARGES, AND ALL KONGS NOW HAVE THREE HEALTH MELONS! SCORE! PAY UP AND TAKE OFF.



A smaller cabin waits on the platforms near Candy's. Stand on the Music Pad and hit the drums to enter.



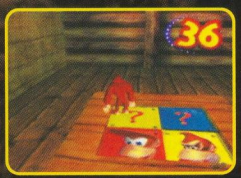
Before you dive into this room's puzzle, slam the floor switch to Donkey's left. This turns the room to make the Battle Arena Pad accessible. Use it!

Plinth Panic

As in the last Battle Arena, you have lots of Krushas to deal with. Use the same tactics, smashing the first wave, and then using the Blast move to knock the Kremlings out. The clock is set for 70 seconds this time.



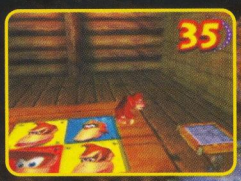
You've survived another grueling match of strength and dexterity.



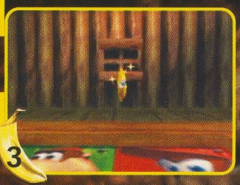
This is a matching/memory game. You must match up the images under the tiles. For example, you reveal Diddy's face under one. The next tile you hit must be the matching Diddy tile.

TIP

THE TILES ALSO MATCH BY COLOR, WHICH YOU CAN SEE WITHOUT FLIPPING THEM. FOR INSTANCE, THE YELLOW TILES HAVE MATCHING IMAGES UNDERNEATH; HIT THEM ONE RIGHT AFTER THE OTHER.

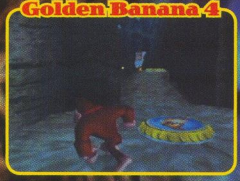


To save time (you have 50 seconds, and it's going to be tight) start with the Diddy tile. Slam the floor switch on the left. Slam the matching Diddy tile, and then the two yellow tiles. Flip the blue tile to complete that tile set; then turn the room back.

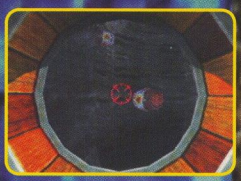


After that room-turning exercise, a Golden Banana floats down for you to grab.

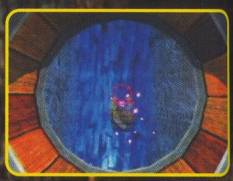
Golden Banana 4



The Donkey Pad is near Cranky's. Step aboard and blast off.



There are Coins and Bananas to be had around the course. If you want the quickest route to the Banana Barrel, though, shoot for the left-most barrel amongst the three at the beginning.



And there's a Banana Barrel. Fire away and try your hand at the Bonus Stage.

Busy Barrel Barrage!

You remember this one, don't you? Fire that Coconut Cannon fast and furious. Avoid rolling the Control Stick; try to aim just at the oncoming Kremlings.



There's a lot of these guys. Fire fast. You must get through a full minute of attacks.



When you're done Kremling-conking, a Golden Banana descends upon you.

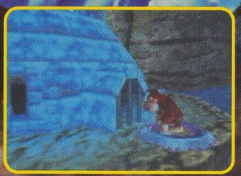
Golden Banana 5



For this last DK Golden Banana, you'll need Diddy. Grab him and jump into the Diddy Barrel floating next to Cranky's Lab.



Fly over to the Igloo and jet through the DK Star floating above so the characters can enter it. Now change back to Donkey.

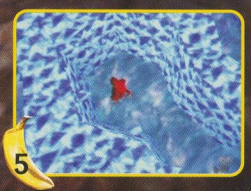


Find the Bongo Music Pad outside the Igloo and have DK give a concert. Walk into the chilly house when the gate opens.



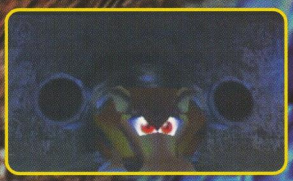
Inside the Igloo is a nasty labyrinth. You must guide DK through the moving ice-spike walls to get at the Golden Banana.

TIP THE LABYRINTH ISN'T THAT LONG BUT THOSE SPIKY WALLS TAKE AWAY A *WHOLE* MELON FOR EACH HIT. IT'S A TERROR TO BEHOLD. YOU MAY HAVE TO RUN THIS GAUNTLET A FEW TIMES.



That was a harrowing experience, but now you've got the fifth of Donkey Kong's Crystal Caves Golden Bananas. Now you must get back *out* of the maze. Save before you try.

Army Dillo II



Out comes Army Dillo after you feed Scoff a whopping 350 Bananas. It's up to Donkey Kong to put this overblown armadillo back in its place.

You face some familiar attacks: fireballs come at you, so dodge. Easy, right? And then there's the rolling attack, where he tries to flatten DK. When he pops his head out to gloat, roll a TNT Barrel down Army Dillo's throat.



Remember this part?

Uh-oh. Dillo's improved its shell. New rockets let him slam on the ground, giving off a force wave that can knock DK on his keister. Jump to avoid the blast.



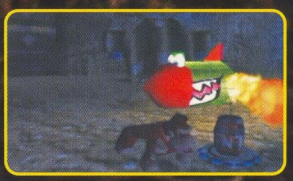
Here it comes! Jump over the blast if you value your Melons.



Ah, ha! That's the stuff. Army has lost his cannons.



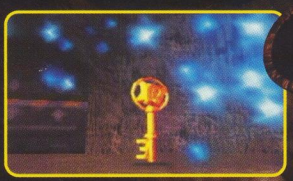
Army Dillo comes up with another surprise: a cannon on its back shoots multiple fireballs at you. Duck and weave to stay healthy.



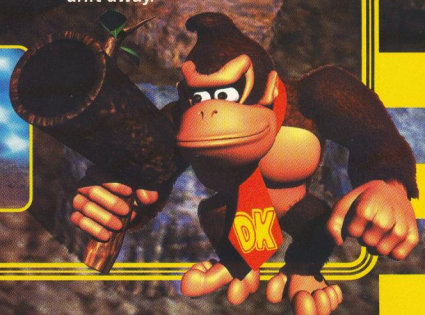
Next is a homing missile that can hit DK. Try to get a TNT Barrel between you and it. Smack Army Dillo as soon as you can with a TNT Barrel, and the boss critter will fold up and drift away.



The Victory



The Prize



Diddy Kong



It may be the Crystal Caves, but Diddy will have a couple of chances to try his wings. The little chimp must pull some tricky maneuvers to get through this level.



After a quick visit to Funky (who has a new Ammo Belt for the Kongs), go to the Diddy Barrel nearby. Jump in to fire up the Jetbarrels.



Next to Funky's, floating in the air, is a Banana Barrel. Fly in and take the Bonus Stage challenge.

Mad Maze Maul!

It's a race against time—and the bad guys. Diddy must bonk the beasties in the maze and reach the checkered area in 60 seconds. This isn't too hard, because in this Bonus Stage, Diddy has unlimited supplies. The Blast move comes in handy against those tough Krushas.

TIP

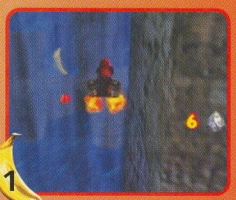
DON'T RUN AROUND WITH THE BLAST MOVE CHARGED UP. IT SLOWS DIDDY *WAY* DOWN. CHARGE IT ONLY WHEN YOU SEE A KRUSHA.



Take the first left to find *two* Krushas. Don't miss the one in the corner. If you're lucky, you can take both out with one Blast move.

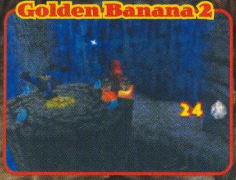


The rest is a quick run through the maze. Don't waste time blasting regular Kremling grunts, just hit them and watch them fold.



The Golden Banana awaits you in the waterfall. Don't forget those five Red Bananas.

Golden Banana 2



Take the Jetbarrel again and fly to the tall pillar that bears a Krusha. Activate Bananaport 5 and use it. Diddy will appear at the Big Cabin.

NOTE

Diddy can complete the Bananaport 5 link Lanky needs to get all five of his Golden Bananas. (That Krusha on the pillar holds Lanky's Blueprint.) Lanky can also float from the top of the Ice Castle.



You'll find a Diddy Music Pad on the same landing as Bananaport 5. Blast the Guitar Gazump to open the door and slide on in.



First, blast the two Kremlings in the cabin. They'll just get in your way. Their defeat reveals a Diddy Pad. Hop on and use it to reach the airborne Diddy Barrel. You must angle Diddy's jump to hit the barrel.



Now fly Diddy around the room to collect the Banana Bunches atop the large candles. Each time you grab a bunch, the candle ignites.

TIP

TRY NOT TO LAND ON A CANDLE, OR YOU'LL HAVE TO GET BACK INTO THE DIDDY BARREL AGAIN.

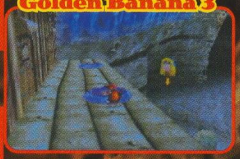


When all three candles are lit, a Golden Banana rises from the floor. Grab it.



After you collect the Golden Banana, a Banana Fairy appears. Snap her picture and off you go.

Golden Banana 3



Drop down a level on the Big Cabin and find the second Diddy Music Pad. Play it again, Diddy, and enter the next room.



This is a hard test. You have 50 seconds to blast *all* the bad guys in the room. Find the Diddy Barrel around back of the central platform and jump in.



First, head for a corner with a Tubby. Buzz the center platform to move the barrels toward the center. Land *behind* the Tubby and toss an Orange at its belly. Then face the central platform and toss Oranges to blast the barrels.

TIP

WORRY ABOUT THE PICK-UPS LATER. AFTER YOU COMPLETE THE GOLDEN BANANA PART, GO BACK INTO THE ROOM AND COLLECT THE BANANAS AND COINS.



Now jump to the center platform and Orange the second Tubby. Then draw the Popguns and plug the two Kremling grunts.

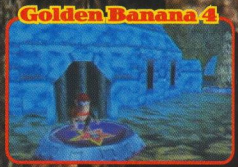


After that grueling match, a well-earned Golden Banana appears.

TIP

IF, AFTER A FEW TRIES AT THIS, YOU'RE LOW ON CRYSTAL COCONUTS, YOU CAN EXIT THE LEVEL AND REENTER. THE STANDARD PICK-UPS (SUCH AS CRYSTAL COCONUTS AND ORANGES) WILL REGENERATE.

Golden Banana 4



At the Igloo, find the Diddy Music Pad and use it to open the gates in front of it. (The Music Pads were released in the Donkey Kong walkthrough.)



Inside, barrels sit on pads numbered one to six. Press Ⓑ to pick up each barrel from each pad *in order*. (See the diagram.)





A Golden Banana floats down after you clear the barrels.

Golden Banana 5



You'll need Tiny's help for this last one. A Tiny Barrel sits on a ledge near Funky's Armory. Jump in, jump back, and go through the Tiny door on the path.



Activate Bananaport 4, and that's it! You can continue Tiny's activities later. For now, go back out and grab Diddy from the Tag Barrel.



Return to Cranky's Lab. Jump into the Diddy Barrel nearby and jet over to the pillar just under the path to Cranky's Lab. Land on it and use Bananaport 4.



You'll find Diddy's red-haired Krusha here. Beat it and grab the Blueprint piece—along with any Bananas you find.



Visit Snide the weasel and he'll bestow another Golden Banana on Diddy. Good work.

Tiny Kong

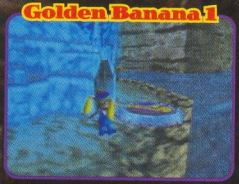




There are several areas in Crystal Caves only Tiny can get to. She must shrink several times to complete this level.

- Ammo Crate
- Banana
- Banana Balloon
- Banana Barrel
- Banana Fairy
- Blueprints
- Character Barrel
- Character Pad
- Coin
- Crystal Coconuts
- Golden Banana
- Music Pad
- Orange

Golden Banana 1



Dive into the water and follow the trail of Purple Bananas to the Igloo. Find Tiny's Music Pad and blare away.



The object of this puzzle is to slam that target. After the first slam, however, it starts to slide. You must hit it once to start it, and then three more times in 30 seconds.



Start in front of the target so it will be under Tiny when she comes down to slam. Try to keep the bad guy out of the picture with Saxophone Slams.

TIP

YOU CAN HAVE TINY RIDE ON THE TARGET, AS WELL. STAND HER ON THE EDGE AND, WHEN THE TARGET SLOWS TO CHANGE DIRECTIONS, SLAM IT.

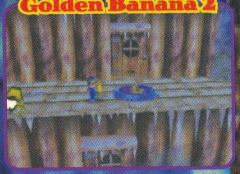


After you solve that puzzle, you get a Golden Banana.



Look who's here! A Banana Fairy for you. That's two for this level.

Golden Banana 2



Go to the Big Cabin and find Tiny's Music Pad on the second level. Play the horn and enter.



You must blast all the Klaptraps in this room without falling into the gaps. No problem! Press ◎▲ for a good view and start lobbing Oranges at the first group. Move through the room to blast the others.



When the area is clear, grab the Bananas, pop the Purple Balloon, and pick up the Golden Banana.

Golden Banana 3



In the platform network with Bananaport 2 and the smaller cabins on either side, you'll find the Krusha with Tiny's Blueprint piece.



Pummel the Krusha for the Blueprint piece and pop the Balloon. Then head to Snide's.



At Snide's, the engineer gives you another Golden Banana.

Golden Banana 4

Now you must visit Cranky. He has a special potion for Tiny—Monkeyport. You'll need it to complete Golden Banana 5, so you might as well get it now. Kick down the seven Coins and drink up.



After visiting the old ape, head down to the nearby Tiny door. Use the Tiny Barrel and run into the cavern.



You'll find a Banana Barrel. Jump right in.

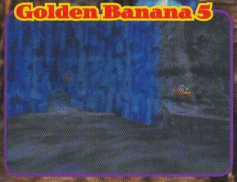
Krazy Kong Klamor!

Again you must shoot Golden Bananas, *not Kongs*. You must hit five Golden Bananas within a minute. This one cycles extremely fast, going from light, then dark as the targets rearrange, and then light again—all within seconds. You must fire almost before the lights come up.



With all the Kongs safe, you'll get another Golden Banana. Jump for it and the Bananaport 3 Pad appears (it helps Chunky later).

Golden Banana 5



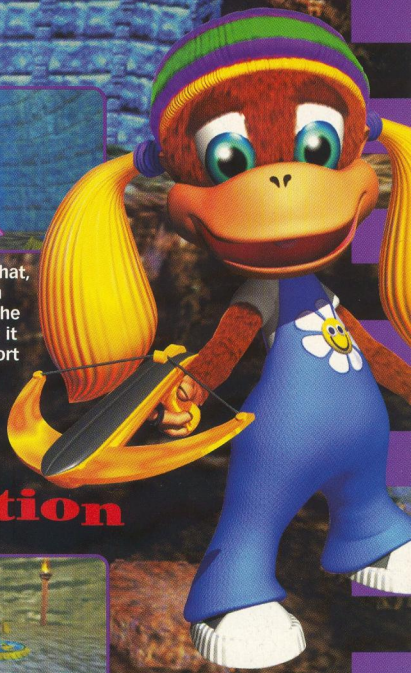
Now go to the other Tiny door—the one directly across from Funky's Armory. Pony Tail Twirl to the Tiny Barrel on the ledge to get through the small opening.



Stand on the Tiny Pad in the center of the cavern and press Z to use the Monkeyport.



And just like that, there's Golden Banana 5 for the plucking. Grab it and Monkeyport out. You're done with Tiny!



Tiny's Special Section

Tiny has a chance to stop those pesky stalactites from falling on the Kongs. Follow the walkthrough for Chunky's Golden Banana 4 to open a Tiny Pad that leads to the very farthest reaches of the Crystal Cave's ceiling.

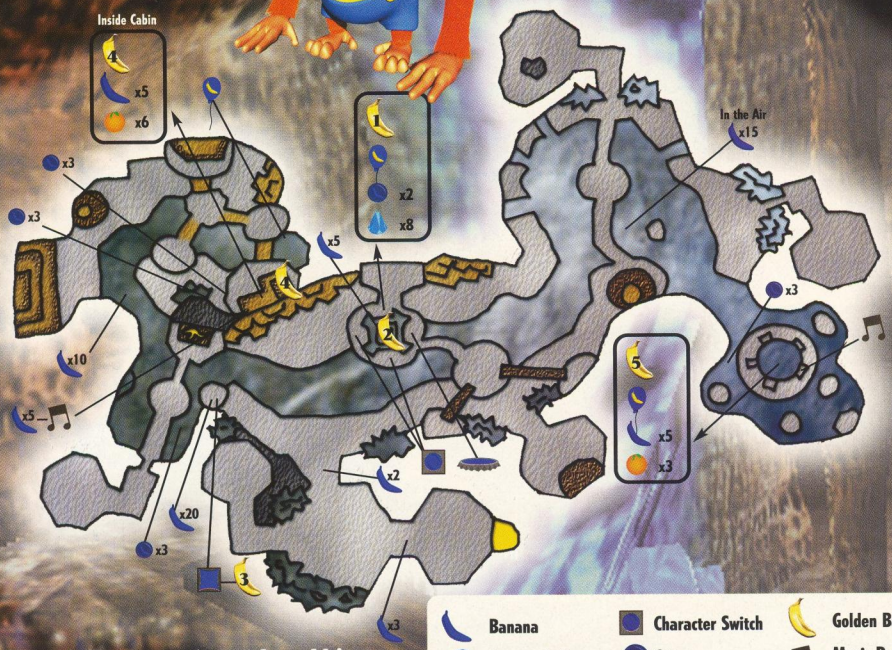


Use the Monkeyport ability from the Igloo area, and Tiny will find herself in the topmost part of the Crystal Caves.



Use the Blast move on that club-wielding maniac, and he'll fall. There. No more falling rocks to worry about.

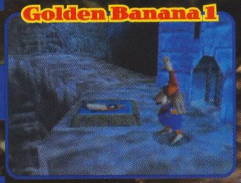
Lanky Kong



Banana
Banana Balloon
Blueprints
Character Pad
Character Switch
Coin
Crystal Coconuts
Golden Banana
Music Pad
Orange

Dust off the orangutan and send him out to play. Lanky has one of the toughest races in the game, so get pumped and ready.

Golden Banana 1



You'll find two Lanky Switches at the Ice Castle. Press this one to open the gated door in front of it. Lope in to the castle.



This one's tough: you must slam the tiles to flip them so they show the "DK" side. The Blue Tomato, however, pounds them to show the K. Rool side.

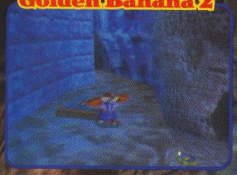
TIP

YOU MUST STAY ON THE TOMATO'S TRAIL. SLAM A TILE BACK TO DK RIGHT AFTER THE TOMATO FLIPS IT TO K. ROOL. BY DOGGING YOUR OPPONENT'S EVERY STEP, YOU CAN STAY AHEAD WHILE IT MAKES NO PROGRESS.

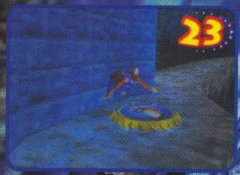


Defeating the Tomato makes it a bit peevish, but it will give up the Golden Banana.

Golden Banana 2



Now for the aforementioned race. Go to the other Lanky Switch next to the Ice Castle and slam it. The tower top flips back. You've got 30 seconds to make it up there.



Race over to the Lanky Pad on the other side of the Ice Castle and press Z. Lanky floats up to the ramparts.



Once he deflates, use the Lanky Pad on the ramparts and float over the open tower. When he deflates again, Lanky will fall right down the spout.

TIP

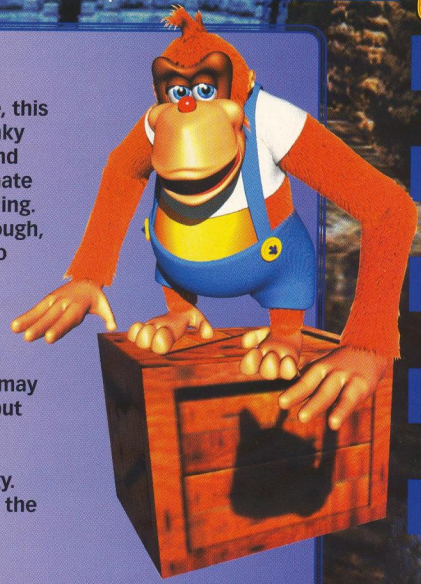
THE WORST TROUBLE HERE IS THE CYCLICAL BARRAGE OF STALACTITES. HITTING THE LANKY SWITCH JUST AS THE STALACTITES STOP SHOULD GIVE YOU ENOUGH TIME.

Scarab Slide II



And look who's here! It's that bug again. A rematch? Well... all right.

Like the first Scarab Slide, this is a hard race. Hit the Lanky Barrel at the beginning and *run!* On this course alternate between running and sliding. The biggest surprises, though, are the jumps you have to make over lava. Yikes!





Hit that Lanky Barrel right away to keep up with the quick beetle.

At first, concentrate on learning the course. You may get lucky the first time, but chances are you run this race again. Knowing the track is your best strategy. Try to pass the beetle on the first jump.



Watch out for lava. It's not something you want to fall into.

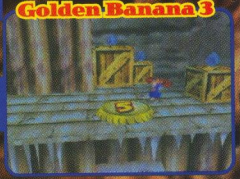


On the second lava-jump landing area, you must scrape along the edges of the landing platforms. Lanky must hit the one right in front of the door, then one of the two on the sides. Then he should angle in to the door.

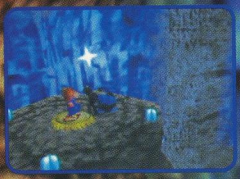


After humbling the beetle a second time, Lanky receives another Golden Banana.

Golden Banana 3



Bring Lanky to the Big Cabin. At the top floor, you'll find Bananaport 5 (remember it?). Step aboard and use it.

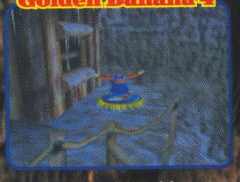


Fight! A Krusha waits to knock you down if you don't get it first. Smack it around and take the Blueprint piece.



Again, head for Snide's H.Q. and get a Golden Banana for your trouble.

Golden Banana 4



Now go to the cabin near the waterfall. A Lanky Pad lies at one end. Inflate the funny-faced ape and float to the cabin's roof.



On top, you'll find a Music Pad. You know what to do. Blast away with the slide Trombone to open the door. Jump down and go inside.



Here's the drill: first, get those baddies out of the way; then use the Lanky Pad to reach the Lanky Barrel.

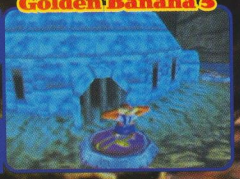


Once OrangStand is in effect, step on the blue floor switch to make a Golden Banana appear for *three seconds*.



Race to the Golden Banana and snatch it before it disappears.

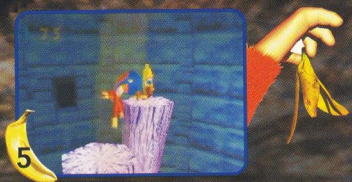
Golden Banana 5



It's Igloo time. Use Lanky's Music Pad outside the Igloo to open the door. Sidle on in and take your chances.



You must get the top of this odd structure. Defeat the Beavers, and then the Kremlings, to generate several Lanky Pads. Use them to make your way up the "tree."



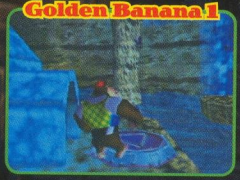
A Golden Banana waits at the top for the orange ape. That would be Lanky's fifth and final Golden Banana.

Chunky Kong

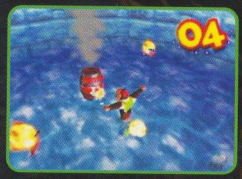


Chunky, like Tiny, must visit Cranky right away. The cantankerous coot sells Chunky the Gorilla Gone potion for 7 Coins—a bargain.

Golden Banana 1



From Cranky's Lab, go to the Igloo. Use the Triangle Music Pad there to gain entry to the frozen domicile.

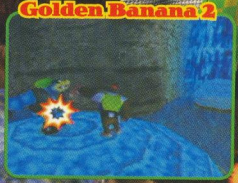


Mr. Rabbit is in a fix. Snuff the fire beasts walking toward him and save that bunny's tail!

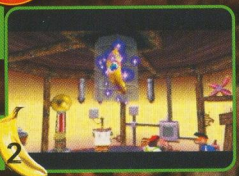


The racing Rabbit gives Chunky a Golden Banana to show his gratitude.

Golden Banana 2

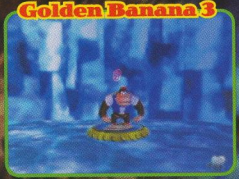


A green-haired Krusha waits atop the Igloo: have Chunky jump up and play a little chin music on the Blueprint thief.



Meet with Snide to grab a Golden Banana.

Golden Banana 3

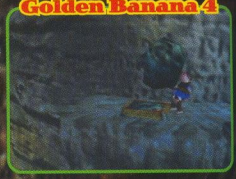


Return to the entryway and find the Chunky Pad in the small cave. Stand on it and press Z to test Gorilla Gone.

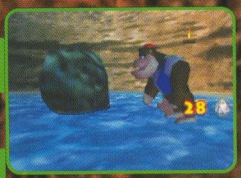


Poof! Chunky disappears and the Golden Banana appears. Grab it quickly before it fades.

Golden Banana 4



Near the Ice Castle you'll find a boulder. Heft it up and carry it to the switch with a boulder picture on it. Set it down gently and watch.



Make your way to the cave directly across from Cranky's Lab. The ice shield is broken now. Jump into the Chunky Barrel and seize the giant boulder.



When you place the boulder on the raft with the boulder switch on it, the ice shield near the Igloo explodes.

TIP

MOVE CHUNKY IN FRONT OF THE MOVING RAFT. HE'LL GET PUSHED AROUND BUT YOU NEED ONLY PRESS Z TO PLACE THE BOULDER PERFECTLY.

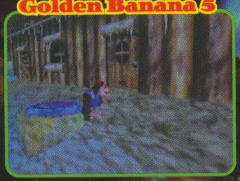


Go to the Igloo and grab the Golden Banana.

NOTE

This frees up a Tiny Pad that proves very worthwhile. Check "Tiny's Special Section" for details.

Golden Banana 5



Chunky has his very own Music Pad outside the Big Cabin's ground floor. Tingle a tune on the Triangle and step inside.



In this room, the object is to slam the targets without getting caught in the swinging lights. Take it slow, there's no time limit.

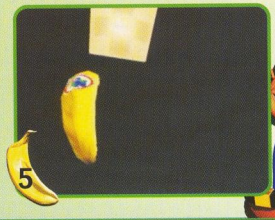


After you slam all three targets, a Chunky Pad shows up. Use it to become invisible, and then jump into the Banana Barrel.

Searchlight Seek!

You must shoot eight Klaptraps in 60 seconds. In the dark. With only a flashlight to see.

You've done it before, so do it again. Remember to aim for the Klaptraps' noses to lead them a bit. The big trick is finding them. New ones usually spawn near the last one you splatted, so stay sharp.



You've earned the final Golden Banana, oh fearless hunter.


CREEPY CASTLE
X 32
X 47
X 30
X 6
Funky
Crypt Box
Skull Crypt
4
A
B
1
Museum
Snide's
Behind Snide's
Ballroom
Cranky
C
Candy
3
2
On top
5
Library
Entrance
1
2
3
4
5
Ammo Crates
Oranges
Bananaports
Tag Barrel
Crystal Coconuts
Troff N Scoff
Dirt Pile
Watermelon Box
Headphones

Donkey Kong





Visit with K. Lumsy for a quick peek at where you might end up. Creepy Castle is already unlocked, however. Jump into the large cannon near K. Lumsy's prison to shoot into the spooky level. B. Locker needs 80 Golden Bananas to open up. If you're following this walkthrough, you should have 151—just enough to squeak by.

Golden Banana 1

TIP

BEFORE GOING AFTER THE GOLDEN BANANAS, GET TO THE TOP OF THE CASTLE USING THE WALKWAY THAT WINDS AROUND IT. ACTIVATE ALL THE BANANAPORTS YOU FIND. THIS WILL MAKE TRAVEL A LOT EASIER.



A big tree stands near the entrance. A Donkey Pad lies right next to it. Wonder where it goes? Step aboard and press Z.



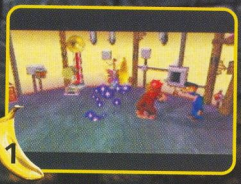
To get to the DK Star, shoot for the ring above the barrel.



There's the goal—a DK Star. Send DK hurtling through it.



A gate opens in the tree. Walk through to see what lies behind it—a Coconut Switch. Shoot it to reveal a Krusha. Smack it down to get your yellow Blueprint piece.

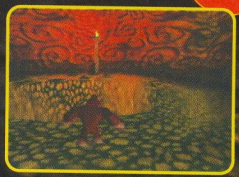


Even in this eerie place, Snide has an H.Q. Check in and get a Golden Banana.

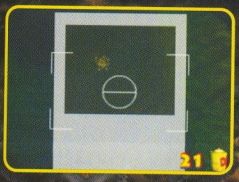
Golden Banana 2



Visit Funky. He has something for the Kongs—Sniper mode. It makes your shots deadly accurate. For only 7 Coins, you can't go wrong.



Back in the big tree, pass the Krusha to find a big pit. It's not very inviting, but get in there anyway.



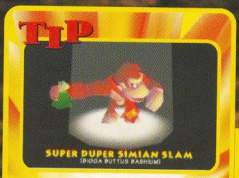
Swim to a floating platform and you'll see a target moving on the wall. A Banana Fairy is in here, too. Take a moment to take her picture. It can't hurt.



Now try out your new Sniper mode. Train your crosshairs on the target and nail it with a Coconut. The water rises and another target appears.

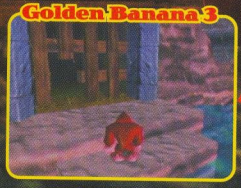


After you hit three targets, you can reach the Golden Banana. Nice shootin'.



Hike to Cranky's Lab and purchase the final all-Kong potion—the Super Duper Simian Slam ability. This allows the DK crew to operate the red Character Switches. It's the last help you'll get from Cranky.

Golden Banana 3



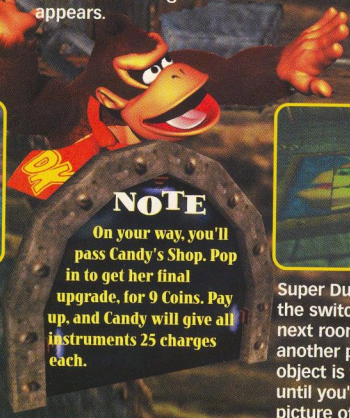
Pass through the broken portcullis gate ("C" on the map). Work your way to the section with three alcoves. A Donkey Switch to a gate lies in front of one alcove.



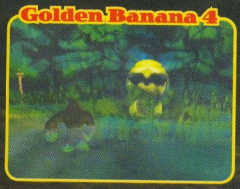
Super Duper Simian Slam the switch and enter the next room. You'll find another picture puzzle. The object is to slam the tiles until you've formed a picture of DK.



When that famous mug appears on the floor, a Golden Banana appears for the taking.



Golden Banana 4



On the lowest level of the castle grounds, you'll find a door ("A" on your map)—the one that leads to Funky's Armory. Slide in and find the Skull Crypt.



Shoot the Coconut Switch to the right of the Skull Crypt to enter. Run down the ramp and activate Bananaport 1, 2, and 3 pads.

TIP YOU CAN EXPLORE THE ENTIRE AREA AND ACTIVATE THE BANANAPORTS' MATES, BUT THERE'S NOT MUCH TO SEE.



From the set of three Bananaports at the beginning, take DK left and then right at the next T intersection. You'll end up in front of a door with a Coconut Switch on it.

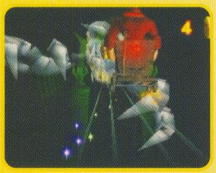


In this next room, you'll find six levers. DK need only pull three of them. The diagrams on either side of the door give you a clue. Pull the upper-left (nearest the locked door, on DK's left as he faces it), upper-right, and then lower-left switches.

Mine Cart Ride

This time you need only collect 25 Coins. Doesn't sound too hard, does it? But the hard part is hanging onto them.

Note that, at the end of the track, the cart slows down and then goes *back*. You must run the track again in the opposite direction.



DK can hop the mine cart from track to track. Simply move the Control Stick in the direction you want to travel; you needn't jump.



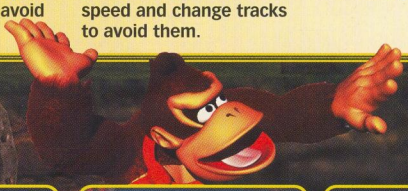
You might also notice a ghostly skeletal Kremling looming over you. It will grab and punch at you. Change tracks to avoid its strikes.



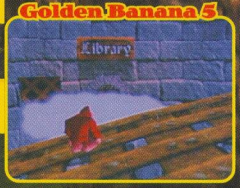
Sometimes that big ghost will spew out flaming skulls that chase you down. Pour on the speed and change tracks to avoid them.



Once you finish the spooky mine cart ride with 25 Coins, a Golden Banana is yours.



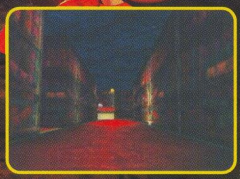
Golden Banana 5



Now it's time to hit the books—literally. Take DK up the walkway to the Library. The door lies behind a cloud. A little farther up is a Donkey Switch. Slam it: you have 20 seconds to enter the Library.



Inside, go left at the T intersection and into the book-filled room. The door slams shut behind you. Trapped! After you defeat the enemies there, a Donkey Switch appears on the pile of big books.



The switch opens a new hallway. Avoid the books flying back and forth as you make your way down the hall.

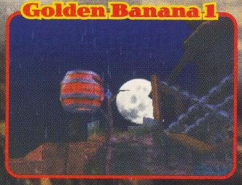


A Donkey Barrel sits in the alcove to the left. Jump in and run down the hall to the Golden Banana. Shoot the Coconut Switch to open the exit.

Diddy Kong



Can Diddy survive the horrors of Creepy Castle? Will the little chimp be overcome by the ghouls and ghosts? No. Diddy isn't one to frighten easily.



Find this Diddy Barrel and jump in. It's time to fly like a bat. Blast all the way to the top of Creepy Castle.

NOTE

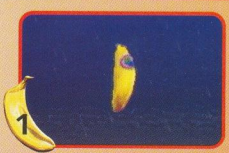
Diddy can reach several Red Bananas and Coins only with the Jetbarrel. Take an aerial tour to find them when you can.



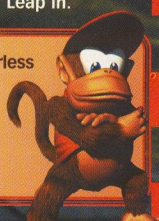
A Banana Barrel only Diddy can reach floats on the tower directly opposite Snide's H.Q. Does anyone smell a Golden Banana? Leap in.

Big Bug Bash!

Swat 10 flies in 60 seconds. As before, try to press Ⓐ a second before the fly passes under the swatter. There's a brief delay before the swatter smacks down, so lead the flies a bit.



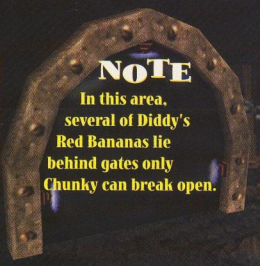
For the fearless fly-basher, a Golden Banana.



Golden Banana 2



Slam the Diddy Switch to the right of the entrance in the three-alcove area (the dungeon) near Candy's Shop. Then walk into the next area.



NOTE

In this area, several of Diddy's Red Bananas lie behind gates only Chunky can break open.



Note the faint yellow line just past the sand ramp leading down from the door. Diddy must stay behind it and shoot the Peanut Switch above the throne. Hint: use Sniper mode.

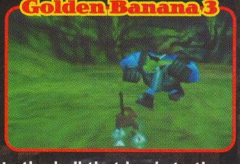


Chains are just metal vines. Swing across the room to collect the prize.

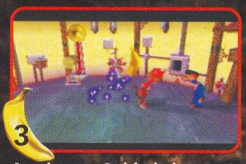


After he shoots the switch and swings on the chains, Diddy receives a Golden Banana.

Golden Banana 3

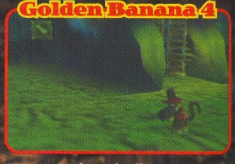


In the hall that leads to the dungeon and Funky's Armory, you'll find an old friend—the red-haired Krusha. Put the smack down on it *again* and grab the Blueprint piece.



As always, Snide is happy to see you. He gives you a Golden Banana.

Golden Banana 4



Next to the Skull Crypt, you'll find a Peanut Switch. Fire away and run inside.



Go left at the first intersection and then left again to reach Diddy's door (or use Bananaport 1, if you activated it with DK). Shoot the Peanut Switch there.



Chimpy Charge the buttons on the tomb in order: 1, 2, 3, 4.

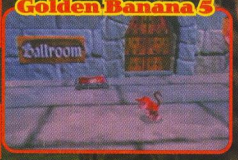
TIP

IF YOU HIT THE BUTTONS IN THE *WRONG* ORDER, THE COFFINS OPEN AND YOU MUST BATTLE A BUNCH OF BADDIES. ON THE UPSIDE, YOU REVEAL A RED BANANA BALLOON AND THREE COINS.



For all that, you get another Golden Banana.

Golden Banana 5



The Ballroom lies just a bit farther up the walkway from the upper Bananaport 4. Slam the switch and enter the dance hall.



Pummel all the enemies in the Ballroom to make a Diddy Barrel appear. Jump in and blast off.



Fly around picking up Bananas and lighting candles (they light when you fly over the wick). A Banana Barrel appears once the flames are lit. Go in.



Minecart Mayhem!

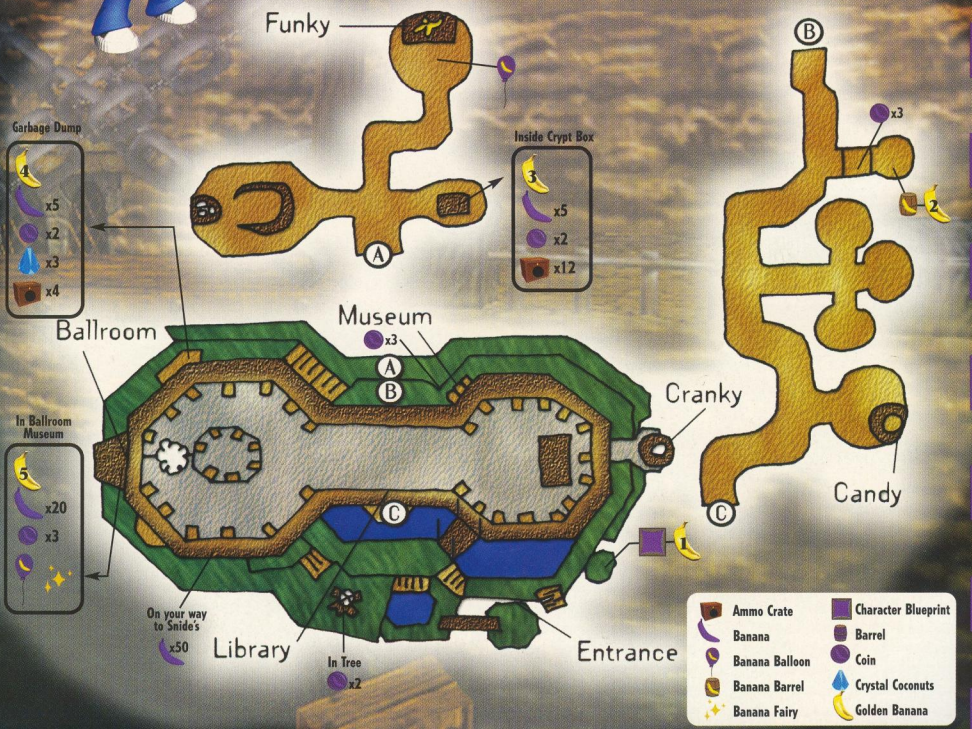
This game should be familiar. You must survive for 60 seconds. Accelerate and brake judiciously to stay away from the TNT. Going as fast as you can the whole time is a sure way to get hit.



And after the longest minute ever, Diddy gets another Golden Banana—his last for Creepy Castle.



Tiny Kong



Take out the littlest monkey and pitch her into the Creepy Castle. Don't worry, by now you know she can take care of herself.

Golden Banana 1

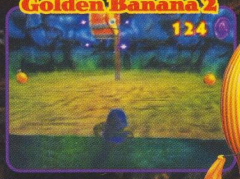


At the lowest level around the base of the castle, Tiny's Krusha waits on an outcropping. Zap it with the Feather Bow, and then leap across to collect the Blueprint piece.



Nip up to Snide's H.Q. and drop in on the weasel. He's got something just for Tiny—a Golden Banana.

Golden Banana 2



Just past the dungeon area in Candy's tunnel you'll come to a gap only Tiny can cross—but just barely. Pony Tail Twirl by jumping from the very edge of the pit. Then jump into the Banana Barrel.



Teetering Turtle Trouble!

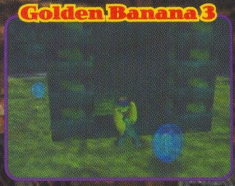
As before, keep those Snakes happy so the Turtles stay safe. Feed them to their hearts content for 60 seconds and you'll prevail!





Here's that Golden Banana you were looking for. Now jump *back* over the pit.

Golden Banana 3



In the alcove opposite the Skull Crypt you'll find a box with a Feather Switch on it. Shoot the Switch and get into the large box.



At the first T intersection, turn to Tiny's right and follow the hall. Jump the small pit of green glop, and then find the room full of the same stuff. Slam the Tiny Switch in the doorway.

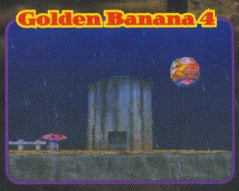


Jump from one ghostly hand to another. You can't jump from the palm of a hand *over* the curled fingers. Instead, jump to a hand on the left side, and then to the one directly in front of the Golden Banana.



From there, go to a hand on the side, and then to the Golden Banana. Now you must get back.

Golden Banana 4



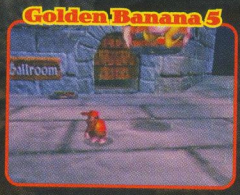
Backflip to get Tiny into that Tiny Barrel. Then use the red mushroom to bounce onto the top of the garbage dump and into the hole in the top.



The flies in here are vicious. Grab the homing ammo, if you need it, put Tiny's back to a wall, and go into Sniper mode. Shoo the flies away.



After you clear out all the flies, a Golden Banana appears. Snap it up and exit this dump.



You need Diddy's help for this. Grab him and head to the Ballroom. Slam the Diddy Switch to open the door. Then jump into the convenient Tag Barrel and get Tiny.



Bring Tiny into the Ballroom and step onto the Tiny Pad. Press Z to monkeyport away.



You arrive in the Museum. Behind the model of the factory you'll find a Banana Fairy. Snap a photo.



Use the Tiny Barrel atop the factory model, and then run into the model's small door. You're back in Frantic Factory!

The No-Slots Slot Car Race

It's your old racing buddy from Frantic Factory. He's done away with the track and gotten hold of another Golden Banana. You must beat him in the race, collect 10 Coins, and pass through the checkpoints to get the prize.



The boxes marked "Toys" are explosive and will knock away your Coins. Dodge them.

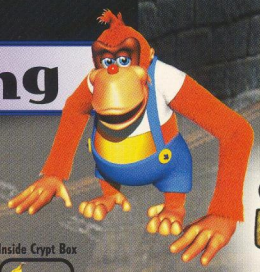


Remember, you don't have to hit *all* the checkpoints. You can miss as many as five. Cutting a corner or two might put you in the lead.



You triumph again, and again the car must give up its Golden Banana trophy.

Lanky Kong





All right, it's Lanky time. Pull him from the Tag Barrel and jump into the spooky level.

Golden Banana 1

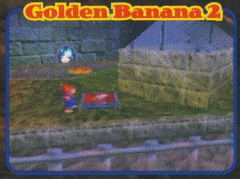


As you proceed up the walkway, you'll find a Krusha with blue hair. Defeat it and grab the Blueprint piece.



Snide's Blueprints are coming along nicely. Here's Lanky's Golden Banana.

Golden Banana 2



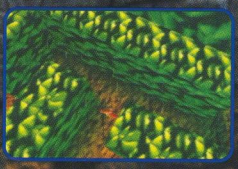
Take Lanky to the Greenhouse—right next to Bananaport 4 on the walkway. A Lanky Switch awaits a Slam. So slam it.



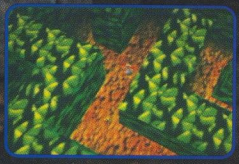
Lanky has only 40 seconds to get through this maze. A Golden Banana waits at the end. He'll need an edge.



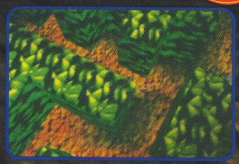
Luckily, a Lanky Barrel sits nearby. Jump in, and then head back. To start, go to the right of the entrance.



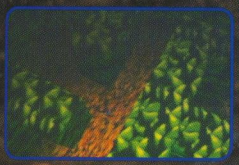
At this first intersection, go to Lanky's left.



Move straight past the opening to Lanky's right.



Jog left, and then immediately right, to follow the path shown in this screenshot.



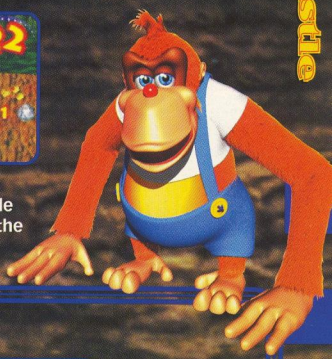
Move to the path on Lanky's left and follow it to the Golden Banana.

TIP

RUN THROUGH THE MAZE SEVERAL TIMES TO EXPLORE EACH BRANCH AND PATH. BANANAS AND OTHER PICK-UPS LIE SCATTERED THROUGHOUT.



At the end, grab the Golden Banana. A Battle Arena Pad appears in the maze.



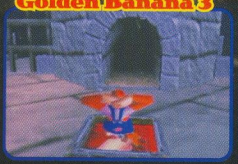
Pinnacle Palavar!

It's another race against the clock. Survive a monstrous 80 seconds in the arena with some of the toughest Kremlings around. Use all the techniques you learned in earlier Battle Arenas: specifically, use the Blast move against the Krushas before their blast knocks you off.



Once more you stand victorious. Jump up to collect the crown, and you're done.

Golden Banana 3



You'll find a Lanky Switch outside the tower atop of the castle, directly across from Snide's H.Q. Slam it and walk into the tall edifice.



Blast all the Ghosts in the tower and a Lanky Pad will appear. If you stand in the middle of the grate, the spirits in dirty sheets can't get you as you pick them off.



Now use Sniper mode to hit the three Grape Switches up on the tower walls. A wind will blow fiercely from the grate.



Use the Lanky Pad to inflate the ape and use the wind to float up and into the Banana Barrel.

Beaver Bother!

This race can pose a challenge. You must chase 15 Beavers into the pit in a minute. Being a Klaptrap helps, because the Beavers are scared of them. However, this also means they won't cooperate. Try running around the barrel in tighter and tighter circles to herd the Beavers close to—and then into—the pit.

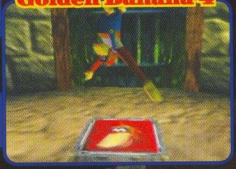


Press Ⓡ to keep scaring the Beavers. Avoid the edge of the pit, though; it's easy to stumble into it yourself.



After you've rounded up all the Beavers, Lanky drops to the floor and the Golden Banana stays up there. Use the Lanky Pad to float back up and grab it.

Golden Banana 4



In the dungeon area, Slam the Lanky Switch to open his door.



Stand on the Music Pad and play a tune to raise four Lanky Pads from the goo. This may be tricky.



Use the Lanky Pads to float from pad to pad. Hit that Banana Barrel and it sucks Lanky into the next Bonus Stage.

TIP

SOME CEILING CHAINS HANG NEAR THE LANKY PADS. FIGURE OUT WHICH ONE TO AIM FOR BEFORE YOU FLOAT AWAY.

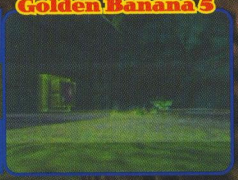
Kremling Kosh!

Remember this one? The green Kremlings are worth one hit and the red Kremlings are worth two. You have 60 seconds to hit 25. Fire like mad and remember that the reload is the center barrel.



Once you've thoroughly koshed the Kremlings, Lanky gets his fourth Golden Banana. Now float back over the goo.

Golden Banana 5



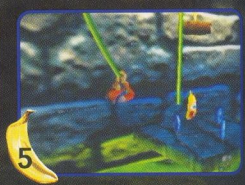
Shoot the Grape Switch on the side of the crypt, and then lope inside.



Stand under the Lanky Barrel near the entrance and shoot the Grape Switch. You have 13 seconds to reach the gate. Jump into the barrel and head to Lanky's left.



Beyond the gate, stand on the Music Pad and let loose with a brassy blast from Lanky's Trombone. Hover Vines lower from the ceiling.



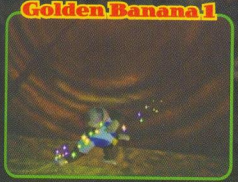
Swing around to the Golden Banana and pick it up. That part was relatively easy. Lanky's done!

Chunky Kong



How do you think Chunky will handle the scary, spooky confines of Creepy Castle? Given his track record, the big fraidy-cat will have some trouble.

Golden Banana 1



The big tree stands near the entrance. Walk Chunky inside and find the cracked wall. Primate Punch it to make a new passageway.



The Pineapple Switch down the hall flips over when Chunky gets too close. Go into Sniper mode and shoot it. The gate rises to reveal a Banana Barrel. Jump in.

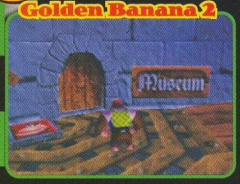
Beaver Bother

Lanky had to deal with this one a few sections ago. You must chase 15 Beavers into the pit in a minute. Being a Klaptrap helps, because the Beavers are scared of them. However, this also means they won't cooperate. Try running around the barrel in tighter and tighter circles to herd the Beavers close to—and then into—the pit.

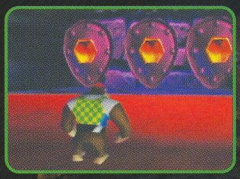


And there's Chunky's first Golden Banana for Creepy Castle.

Golden Banana 2



Chunky doesn't seem like the cultivated type, but take him to the Museum and slam his Switch to get inside.



Take the baddies out with some Oranges, and then examine the shields left of the entrance. Don't they look like nice, big buttons?



Primate Punch the shields from *left to right* to reveal a rock. Pick up the boulder and place it on the platform in the center of the room.

TIP

REMEMBER TO STAND ON THE EDGE OF THE PLATFORM AND PLACE THE ROCK IN THE CENTER.



The stone head opens to show the Golden Banana within. Grab it and lumber out.

Golden Banana 3



Next to Lanky's Greenhouse is a ramshackle shed with a cracked door. Primate Punch it. That'll do the trick. Then step inside.



Primate Punch the Question Mark Box and you'll find a Chunky Pad. Notice how those Bats seem to disappear? Maybe you should make Chunky disappear. Stand on the pad and press Z.

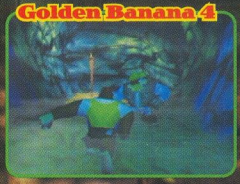


Now you can see the Bats. They can see—and attack—you, too! Hug a wall or corner and use homing ammo to shoot them out of the sky.

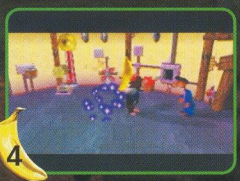


After you ground all the Bats, a Golden Banana spirals out of the sky. Snatch it and exit the shed.

Golden Banana 4



Right outside the alcove near Candy's Shop, a Krusha stalks back and forth. Knock him out and take the Blueprint piece.



Snide has a Golden Banana for Chunky. The weasel must be running out of them by now.

Golden Banana 5



Outside the Skull Crypt is a Pineapple Switch only one Kong can shoot. You guessed it—Chunky! Blast it and head into the skull.



Take a right at the T intersection and shoot the Pineapple Switch on the door.



Primate Punch the four cracked planks; one of them holds a Banana Barrel. Jump in.

Searchlight Seek!

You must splat 10 Klaptraps in 60 seconds. The key, as always, is to lead a bit. Aim at the Klaptrap's snout as it walks into the light. Find the next one as soon as you can.



Once the Klaptraps are safely splatted, Chunky can pick up the final Creepy Castle Golden Banana.

Cardboard K. Rool



Feed Scoff a record-breaking 400 Bananas and then gird yourself for some strange action. It seems the Kremlings are attempting to fool the DK crew with a paper tiger—namely, a fake K. Rool.

You start with Lanky, but all five Kongs are available as backup. You must use the apes as ammunition in the four cannons. When *faux*–K. Rool pops up, jump into the cannon that faces it and the Kong will bonk into the boss.



Apes away!

Hit him twice, and an arm falls off. Miss and that's it for that Kong. Another ape will be dispensed from the Tag Barrel and you can continue. K. Rool shoots lasers during this time, so watch yourself.



Banged-up, but not beaten...yet.

Then a dastardly scheme develops. *Two* fake K. Rools pop up at the same time. One is in shadow, the other is somewhat lighter. Shoot at the lighter one. If you aim at the shadow, you'll lose an ape.



The dark side of an evil fake lizard.

TIP

USE THE BADDIE ON THE ISLAND TO REPLENISH YOUR HEALTH. A SIMPLE HIT KNOCKS IT DOWN.

It takes a few more hits to remove the second arm. Hit him again and watch for a pattern: The boss speeds up, but it becomes more predictable, as well. The fake K. Rool will appear at walls in a counterclockwise rotation. That is, if it pops up at a wall and then disappears, it will appear next at the wall on the left.



No arms, but you must watch for lasers all the same.

Be wary of this stage of the action. This K. Rool is *quick*. Stand next to a Cannon. Watch for K. Rool to come up behind the wall one *before* the wall your cannon is aiming at. As soon as it disappears, jump into the cannon. You should hit the fake K. Rool as soon as it comes up. (If you jump into a cannon while the false K. Rool is firing lasers, you'll get shot out of the sky. Don't do it.)

Hit it until its head falls off, and you win!



The Prize

HIDEOUT HELM

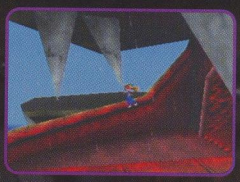


The Entrance

It takes a little doing to get into Hideout Helm. Check out the following tips.



Use the Tiny Pad at the back of K. Rool's Fortress. Monkeyport to the top. Then run to either side.



Pony Tail Twirl into the mouth of the fortress, and then step into the door. You're not done yet.



Grab Chunky from the Tag Barrel. Activate Bananaport 1, and then use the Chunky Pad. Hover Vines appear for Chunky to use. Swing down the center row of vines to the door with K. Rool's face on it. Activate the second Bananaport 1, and you're in!

NOTE

Unlike the other levels, in Hideout Helm you must use all the characters to stop K. Rool's mad scheme.

The Beginning

Chunky encounters B. Locker first and presents the 100 Golden Bananas. Looks like K. Rool is ready to fire that infernal machine.



Snide proves his worth by blocking the Blast-o-Matic for 50 minutes. That's how long you have to deactivate the thing.

NOTE

The amount of time you get depends on how many pieces of the Blueprint you've given Snide over the course of the game. You get 50 minutes if Snide has all the pieces.



Run over the Bananaport 1 Pad to activate it. Then make a beeline for the Tag Barrel. Jump in and tag out Lanky.



Some steep slopes lie just up the hall. Use the OrangStand to climb them as quickly as possible. Then jump into the nearby Tag Barrel and grab Chunky again.

TIP

IGNORE THE BADDIES YOU MEET ON YOUR WAY UP THE SLOPE. DEALING WITH THEM ONLY SLOWS YOU DOWN.



Use the Pineapple Launcher to shoot the Pineapple Switch near the Tag Barrel. A section of the wall slides away to reveal another hall.



Hover Vines hang suspended over hot lava. Use the vines to save Chunky from burning his feet. Now find the Tag Barrel to Chunky's left as he enters the next room.



Tag out Tiny and continue running clockwise around the room. Pass a pipe in the wall (for now) and find the Tiny Barrel in the small alcove. Jump in and get small.



Hop into the pipe you passed a second ago and run down it to the next room—it's automatic. The clock is ticking!



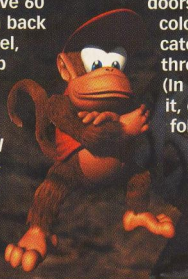
Dive into the Tag Barrel and yank out Donkey Kong. Run around to the side opposite the Tag Barrel and find the lever. Pull it to reveal a bunch of DK Stars and a Diddy Barrel.



The timer is there for a reason. You have 60 seconds to run back to the Tag Barrel, get Diddy, jump him into the Diddy Barrel, and then fly him through *all five* DK Stars—60 seconds for all that. Good luck.



When you succeed, five doors open. Each is color coded to indicate who goes through which door. (In case you missed it, check the following table.)



Hideout Doors

Door	Character
I	Donkey
II	Chunky
III	Tiny
IV	Lanky
V	Diddy



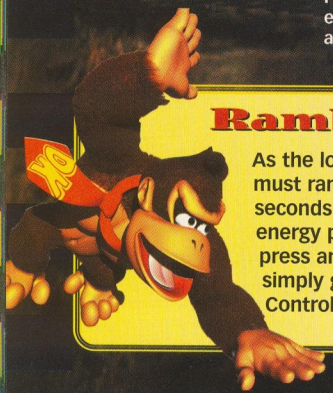
Get Chunky from the Tag Barrel. Run to doors I through IV and Primate Punch the gates in front of each. (Door V is in the air and doesn't have a gate.)



Get DK and take him to Door I. Play the Bongos to slide back the glass barrier.



Jump into the K. Rool oil drum to DK's right as he enters.



Rambi Bash

As the lovable rhino Rambi, DK must ram 18 Kremlings in 30 seconds *without* hitting any energy pylons. You needn't press any buttons to ram; simply guide Rambi with the Control Stick.



Bash away, little rhino.



Now jump into the other K. Rool oil drum for another game.

Target Shoot

You must use DK as ammo in the blast barrel to hit three targets in 30 seconds. Take care as you get into the blast barrel. If you rush, you may Long Jump instead of Backflip and miss the barrel entirely.



Doesn't this look familiar? Use your Barrel Blast skills.



Completing the K. Rool oil drums cuts the power to the energy beam protecting the Banana Medal. Now that it's off, grab the medal.



Chunky's Music Pad appears. Grab the big ape from the Tag Barrel and play his tune on the Music Pad in Door II.



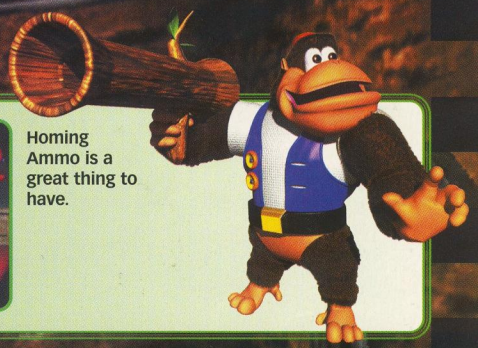
You'll find two oil drums in here, as well. Jump into the one on the right first.

Sniper!

Use Sniper mode to hit five enemies. If you have homing ammo, all the better. Do *not* step off the podium or the game will end.



Homing Ammo is a great thing to have.



Hide-and-Seek

In the second of Chunky's K. Rool oil drums, you have 20 seconds to find and bash the Kremling. Jump into the Chunky Barrel, and then Primate Punch the Crates. When the Kremling scurries out, run it over.



When you're big, you don't need to hit. Just step on the bad guy.



Now that the green energy beam is defunct, grab the Banana Medal. Tiny's Music Pad shows up, so take off for the Tag Barrel.

TIP

REMEMBER, THE ENEMIES AREN'T WORTH THE TIME IT TAKES TO BEAT THEM UP. AVOID THEM, DODGE THEM—DO WHATEVER YOU MUST DO TO SAVE TIME.



Get Tiny and head for her Music Pad upstairs. Use the Saxophone to open the glass wall, and then jump into the K. Rool drum on the right.

Star Leap

Use the mushrooms to leap high into the air. Then Pony Tail Twirl through the DK Stars. You must hit three Stars in 30 seconds.



Spin high and far to hit the Stars. Then head to the next oil drum.

Star Hopping

You must Pony Tail Twirl through all the DK Stars and end up on the switch. Jump from podium to podium without touching the floor. You have the usual 30 seconds in which to complete this.



Keep your finger on the Ⓐ when you twirl, or you'll fall.



Now that Tiny's job is done, grab the Banana Medal. Watch Lanky's Music Pad materialize. Shake your tail over to the Tag Barrel and get the orange ape.



You know the drill: run to the Music Pad upstairs and play a Trombone Tremor to open the glass. Then jump into the K. Rool oil drum for another test.

Zinger Zapping

Blast three Zingers in 30 seconds. Again, homing ammo is a major asset. Seek high ground up on the stack of boxes and fire away.



If you're out of homing ammo, fire rapidly as you move the shooter to cover a bigger area.

Maze Madness

In 25 seconds, you must hit the floor switch and then reach the checkered finish line. In the maze, pass the first passageway. At the T intersection, take a left, and follow the path to the switch. Then run back down the path, ignoring the passage to the right (where you came from) and you'll hit the finish line.



Go to Lanky's left at this intersection.



Another Banana Medal is yours for the taking and another Music Switch shows up. It's Diddy's turn, so get him from the Tag Barrel.



Use the Diddy Barrel to fly to his door. Play the Guitar Gazump and the wall will open for you. Guess what? That's right, jump into the oil drum on the right.

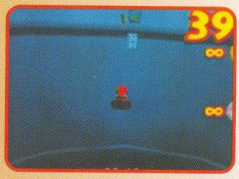
TIP

DIDDY'S DOOR LIES DIRECTLY UP FROM THE DIDDY BARREL.



Fire Flight

Strap on the Jetbarrel and take off! You must smack four Peanut Switches high on the walls to open the cage in the center of the room. When it's up, slam the Floor Switch to win.



Press Z to hover at the correct height. Then simply turn to fire at each Peanut Switch.

Who's Who?

In Diddy's second oil drum, hitting a Kremling activates the switch. You don't know *which* Kremling, however. Bash them until you hear the chime: you got it. Again, don't hit the energy pylons in the room, or you'll lose instantly.



Not that you can hear it, but this is the right Kremling. You should have time to hit them all, if you need to.



With the final energy beam shut down and the fifth Banana Medal in your possession, the K. Rool door opens for you. No more time limit!



Go ahead and take Diddy through the newly opened door. You'll reach the bridge of K. Rool's Fortress. Activate Bananaport 1 and head for the Crown door.

NOTE

You need four Battle Arena Crowns to get through the door. If you don't have 'em, go back into the relevant levels and get 'em.



With the final energy beam shut down and the fifth Banana Medal in your possession, the K. Rool door opens for you. No more time limit!



Up in K. Rool's control room there's a special door marked with Rareware and Nintendo Coins. Aren't you glad you have them already? Open it up.



The last two Banana Fairies! And the last K. Lumsy Key! Score.



First, capture the Fairies. This time, you must capture them both in one picture—not easy with these flighty creatures.



Grab that key and leave the hideout. Find K. Lumsy and show him what you've found.

Shockwave Showdown

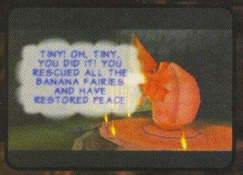
But wait! Before you go, take care of a little unfinished business. Use the Diddy Barrel to fly to the top of the Blast-O-Matic. There's a Battle Arena Pad up there. Battle for 90 seconds (yikes) and survive to earn the final Crown. Use all the techniques you've picked up throughout the game and take out the competition.



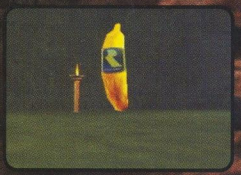
Last of the Crowns



The Middle of the End



Exit the Hideout and drop in on Mrs. Fairy. She's ever so grateful for all your help. Now she can reveal her secret to you.



It's a Rare Golden Banana, indeed—the 201st Golden Banana.



Now it's time to pay a visit to K. Lumsy. It's time he was free. The big, soft-hearted Kremling is happy as can be.



Uh-oh! Looks like K. Rool's trying to make an escape.

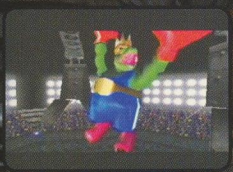


Luckily, K. Lumsy is still mad about being locked up. He manages to take K. Rool out of the sky—even if it was an accident.



Take a trip to the back of DK Island and find the wreck of K. Rool's escape pod. Looks like a Kong could easily jump in. Do so and face the final fight.

The Last of the End



Looks like K. Rool expected the DK crew to drop in. He's got a fight all set up. And it's only slightly rigged.



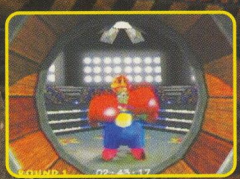
The timekeepers are inept and crooked, but they can ring a bell.

Donkey Kong

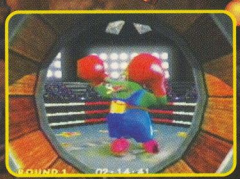
Donkey's the first one to fight K. Rool. Like each Kong after him, DK must hit K. Rool four times to end the round.

NOTE

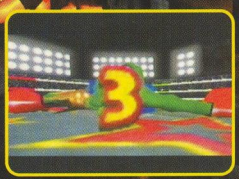
The Kongs have 12 rounds in which to defeat K. Rool. If you beat him with all five Kongs on the first try, though, you'll need only five rounds.



First, you must wait for the Blast Barrels to appear at the four corners of the ring. Jump into one and you'll get a familiar view.



Hit K. Rool when he turns to acknowledge the crowd. Be careful, though—after a few hits, K. Rool fakes a couple of times before turning long enough for you to get a shot at him.



When a Blast Barrel scores a good hit, it disappears. Four Blast Barrels, four hits. K. Rool goes down. Don't worry, he's saved by the bell no matter what.

Diddy Kong

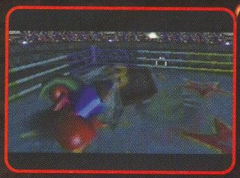
Diddy must fly into the rafters and hit targets to drop lights on K. Rool—not as easy as it sounds.



When the Diddy Barrel appears, jump in and take to the skies. Each light fixture has two targets on it. You must hit both to make the light fall.



K. Rool doesn't take too kindly to the abuse. He throws his gloves up there to swat at you. Dodge and weave to avoid them.



When the fourth light goes down, the round ends. No knockout seems to be allowed.

Lanky Kong

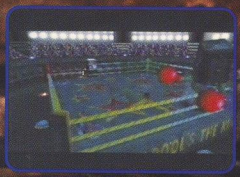
Next up is Lanky. Leave it to the goofy Kong to have a goofy fight. K. Rool might have a nice trip with this one. The king lizard can't see Lanky, but he can hear Lanky's horn and will zero in on it.



Pillars raise and Lanky Pads appear in all four corners. You must press up against the ropes in front of a pillar—they're numbered one through four and you must hit them in order—and use Lanky's long arms to punch the button.



A barrel will be lifted up to ringside. Grab it. Each barrel holds a giant Banana Peel. Throw it into the path of one of the Lanky Pads.



Have Lanky stand on a Pad. When a Banana Peel lies between you and K. Rool, play Lanky's Trombone (hold Z and press ©▲).



K. Rool runs toward the sound, slips on the peel, and takes a hit. You must do this to him four times.

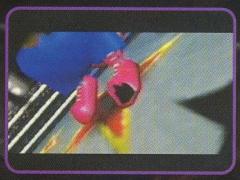
Tiny Kong



Tiny gets to use her small size to take K. Rool to the mat. Notice that hole in the lizard's left boot? It comes in very handy.



K. Rool starts the violence by butt-bouncing the ring. Pony Tail Twirl to avoid the shockwaves.



When the big bully stops to rub his sore behind, a Tiny Barrel appears. Jump in and run into the hole in his boot.



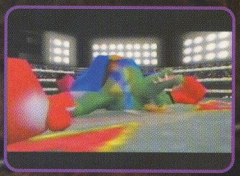
When K. Rool's toes quiver, they're about to claw forward. Do *not* get caught in front of a toe that's about to move.



The toe farthest to Tiny's left will rise and expose its weak underside. Rapidly fire several Feathers at it until it turns red.



Tiny must repeat this for each toe, from left to right.

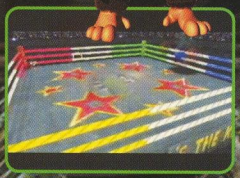


When all four toes are red and swollen, K. Rool topples to the floor. Tiny has done her part.

Chunky Kong



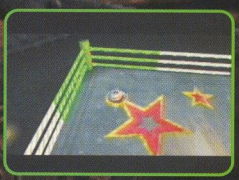
The last fight takes place with Chunky, the 2000-pound gorilla who sits anywhere he wants. This is mostly a punching fight, and timing is key.



K. Rool starts by slinging himself off the ropes. Stay out of his way for now. Wait until a Chunky Switch appears in the center of the ring. K. Rool goes invisible but keeps moving.

TIP

WATCH KING K. ROOL'S SHADOW TO FIGURE OUT WHERE HE IS.



Run over and slam the switch. (Watch out for the nasty lizard who tries to knock you down.) Hitting the switch causes four Chunky Pads to appear.



Stand on a pad and press Z to make K. Rool appear and Chunky turn invisible. A Chunky Barrel shows up in the middle of the ring, as well.



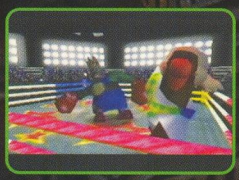
Backflip into the Barrel and Chunky will face off against K. Rool. They stand in opposite corners.



K. Rool charges: Chunky must Primate Punch him. Hold Z and press B as K. Rool steps on the eyes of his picture in the center of the ring.



That was satisfying.



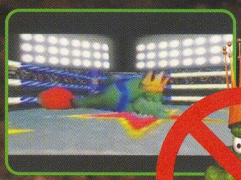
You must execute the switch/pad/barrel sequence each time to set up the face-off. The second time K. Rool charges, he's a bit faster. Time your Punch a tiny bit ahead of the last one.



The third charge is invisible. You can't see K. Rool, but watch his shadow. The timing is the same.



The fourth charge is not only invisible, but the cheating lizard zigzags as he runs. Primate Punch as the shadow gets near on Chunky's left.



K. Rool is out!



Really the End



Chunky takes his bows, but K. Rool has mischief in mind. Until...



...Candy shows up to do her part. That lovely monkey distracts K. Rool, rendering him oblivious to what's coming up behind him.



It's Funky, with a brand new toy! He gives K. Rool the boot and sends him flying.



Bye-bye, lizard king. Don't forget to write. On second thought, don't write.

The Wrap-Up

Once again DK and the crew triumph over the evil plans of K. Rool and his Kremling horde. It's time to put things back in order and relax. Watch as the whole cast of characters kicks back on DK Isle.



MULTIPLAYER

As if beating on Kremlings wasn't enough, *DK 64* offers a multiplayer mode. Now you have the option of taking on your buddies for some monkey-to-monkey combat. Now you can access two muliplayer games, "Battle Arena" and "Monkey Smash," via the Kong Battle option in the main menu. "Battle Arena" is a single-screen scramble. Up to four players can duke it out in a variety of settings. "Monkey Smash" is split-screen. Players use their Kong combat skills against each other across a variety of terrains.

NOTE

The Kong Battle option is available after completing a Battle Arena in single player Adventure mode.

Battle Arena

Battle Arena offers five game types to choose from—Wins, Coin Hoard, Survival, Capture, and Time. Each style changes the battle agenda.

Wins: The first person to get a set number of ring-outs is the winner.
Coin Hoard: The Kong with the most Coins at the end of the time limit is the victor.
Survival: The monkey who lives the longest prevails.
Capture: The player holding the Coin when time runs out wins.
Time: The player with the most ring-outs in a set time limit wins.

Power-Ups

Power-ups appear in each of these battles, adding to the multiplayer mayhem.

Crystal Coconut: Makes your Kong huge temporarily.
Ammo Crate: You may use your weapon for a short time.
Oranges: Sends an explosion across the Battle Arena floor.
Yellow Banana: Speeds up your monkey.
Blue Banana: Temporarily freezes your opponents.
? (Question Mark): Switches items randomly. It can also slow down your character or reverse your controls temporarily.



When you play for Wins, try to stay in the center of the ring.



Don't get knocked over the edge, or you'll lose three Coins from your Coin Hoard.



If Survival is your goal, keep grounded to avoid being tossed.



In Capture, you must simply beat the Coin out of your monkey foes.



You must use all your skills to come out on top in Time mode.

Monkey Smash

Monkey Smash has six styles of gameplay—Survival, Coin Hoard, Wins, Time, Capture, and Capture Pad. On any of the six settings, you can have up to four players on a choice of three levels.

Survival: Find out who's king of the Kongs. The last player standing wins.

Coin Hoard: A run for the gold—the player who has the most Coins when time runs out wins.

Wins: Pelt your friends until you reach a set number of smashes.

Time: Set a timed game.

Capture: This is a cat-and-mouse chase to acquire the DK Coin before time runs out.

Capture Pad: This is a fun twist on Capture. You must activate all ports while in possession of the DK Coin. The first to do so wins.



In Survival mode, stay out of large clearings to avoid getting sniped by camping Kongs. If *you're* doing the camping, snipe the monkeys who walk into the open.



To get the largest Coin Hoard, focus only on collecting Coins.



Wins are the goal here, so you'll need a lot of ammo. Stock up on ammo and Oranges to maximize your arsenal.



You must be fast to get in the most smashes in Time mode. Go straight after your opponents.



Once you have the Coin in Capture, run and hide. Don't worry, monkeys have no dignity.



In Capture Pad mode, learn where the ports are, get the Coin, and run like a little monkey.

SECRETS AND BONUSES

Banana Fairies

Remember those cute little Banana Fairies? If you want any secrets, you'd better remember *all* of them. Yes, you actually have to capture them on film to open up secrets. After you capture two, you can select the Mystery option in the main menu to learn that the secrets available depend on the number of Fairies you capture.

Mystery

Number of Fairies	Unlocked Item	Description
2	DK Theater	As you unlock FMV scenes in the game, they'll appear here for your viewing pleasure.
6	DK Bonus	Rambi Arena, Jetpack, DK Arcade, and Enguarde Arena become available here for you to play as you cross them in the game.
10	Bosses	Want to replay your favorite boss? You can fight them all over again in this mode.
15	Battle	Turn the Krusha in the Battle Arena off or on.
20	Cheats	Yeah, a cheat menu! From here, you can set unlimited items to suit your needs.

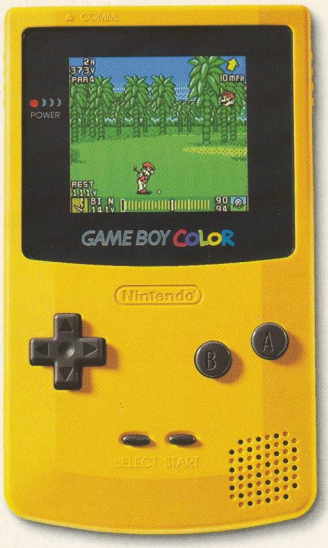
Snide

When you give Snide his last Blueprint piece, a new Bonus option becomes available from his usual menu. Use it to play any of the Bonus Stage to your heart's content. This is a good way to practice if one or more of them gives you trouble.

No dates

this year?

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GET INTO IT.

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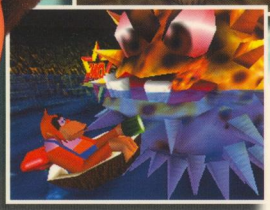
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- DK Quick Reference Guide

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Platform: Nintendo 64

GOLDEN BANANA QUICK REFERENCE GUIDE

DK Isles

Donkey Kong
- Find the Golden Banana at the entrance to Jungle Japes.
- On K. Rool's ship, climb to where the vines are and drop off the edge. Open the gate with a Coconut Gun to receive a Golden Banana.
- In the lobby of Frantic Factory, activate the Bongo Music Pad to receive a Golden Banana.
- In the Crystal Caves lobby, use the Invincibility Barrel to get the Golden Banana.
- In the Hideout Helm lobby, find a yellow Krusha. Defeat it for a Blueprint piece.

Diddy Kong
- Next to Snide's H.Q., use the Diddy Pad to reach a Banana Barrel. Complete Batty Barrel Bandit! to receive a Golden Banana.
- In the lobby of Crystal Caves, activate the Guitar Gazump to receive a Golden Banana.
- After opening Fungi Forest, use the Jetbarrel to fly over to the waterfall. Use the Peanut Popgun to open the gate and get the Golden Banana.
- Use the Jetbarrel and fly to the top of DK Isles to find a Banana Barrel. Complete Peril Path Panic! to receive a Golden Banana.
- In the lobby of Creepy Castle, find and destroy the red Krusha to receive a piece of the Blueprints.

Tiny Kong
- On the backside of Fairy Island, use the Feather Bow to open a gate and receive a Golden Banana.
- Go to the back of the K. Rool ship. Use Tiny's Pad to Monkeyport to the top of the ship. Activate the Saxophone Slam to receive a Golden Banana.
- In the lobby of Gloomy Galleon, use Chunky to hit the switch. Then use the Tiny Barrel to swim to the next chamber and find a Golden Banana.
- In the lobby of Angry Aztec, jump into the Banana Barrel that appears after Diddy hits the two gongs. Big Bug Bash! to receive a Golden Banana.
- In the lobby of Frantic Factory, use Chunky to break the Question Mark Box. Defeat the purple Krusha to receive a piece of the Blueprints.

Lanky Kong
- On the backside of K. Lumsy's cave, use the Grape Shooter to open a gate and receive a Golden Banana.
- In the lobby of Jungle Japes, use Chunky to move the rock. Then use the Trombone Tremor to receive a Golden Banana.
- Inside K. Lumsy's cave, hit the switch using OrangSprint to get to the Golden Banana behind the gate.
- In the lobby of Creepy Castle, use Lankey's Pad to float up and reach a Banana Barrel. Complete the Banana Barrel to receive a Golden Banana.
- In the lobby of Crystal Caves, defeat the blue Krusha to receive a piece of the Blueprints.

Chunky Kong
- Near the waterfall, find a cave with a Golden Banana. Use the Pineapple Launcher to open the gate and receive a Golden Banana.
- Outside the temple of Angry Aztec, go right to find a Triangle Trample under a rock. Activate it to receive a Golden Banana.
- Use Chunky's Barrel and hit the big "X" near DK's Island to reveal a Golden Banana.
- In the lobby of Hideout Helm, use the vines to reach a Banana Barrel. Complete Kremling Kosh! to receive a Golden Banana.
- In the lobby of Gloomy Galleon, defeat the green Krusha to receive a piece of the Blueprints.

Jungle Japes

Donkey Kong
- Located in front of Diddy Kong's cage.
- Free Diddy Kong by shooting three coconut symbols, and receive a Golden Banana.
- Go to the area near Cranky's Lab and become Rambi. Use Rambi to knock down all the huts. Hit the DK Switch to open the grate and reveal a Golden Banana.
- Find and complete the Barrel Blast bonus located to the left end of the river. Look for a platform in the sky.
- Find and defeat a yellow Krusha in a tunnel to receive a piece of the Blueprints.

Diddy Kong
- In the first tunnel, shoot the two Peanut Switches to enter the room and receive a Golden Banana.
- Hit the Peanut Switch in front of Bananaport 2 and climb to the top of the mountain to get a Golden Banana.
- Hit the switch near Cranky's Lab to open a door near Funky's Armory. Inside is a Golden Banana.
- Go inside the mine area and find the Mine Cart bonus level. Collect 50 Coins to receive a Golden Banana.
- Find and defeat a red Krusha in a tunnel near Bananaport 4 to receive a piece of the Blueprints.

Tiny Kong
- Inside the shell located at the end of the far left tunnel, use a Tiny Barrel to shrink and get inside.
- Inside the stump located at the end of the far left tunnel, use a Tiny Barrel to shrink and get inside.
- Hit the switch near Cranky's Lab to open a gate. Get there in 20 seconds to receive a Golden Banana.
- Find a Banana Barrel in the first tunnel located in an alcove on the left. Complete Splish-Splash Salvage! To get a Golden Banana.
- Find and defeat a purple Krusha in the far left tunnel to receive a piece of the Blueprints.

Lanky Kong
- Near Lanky's Krusha there is a Banana Barrel. Complete Speedy Swing Sortie to receive a Golden Banana.
- Hit the switch near Cranky's Lab to open a gate. Get there in 20 seconds to receive a Golden Banana.
- Find a Banana Barrel in the first tunnel located in an alcove on the left. Complete the Mad Maze Maul bonus to get a Golden Banana.
- After Diddy has opened the gate on the hill using the Peanut Gun, go inside with Lanky and destroy all the enemies to receive a Golden Banana.
- Find and defeat a blue Krusha in a tunnel past Bananaport 4 to receive a piece of the Blueprints.

Chunky Kong
- Go to the end of the far left cave. Find and use Chunky's Barrel. Jump into the Banana Barrel and complete Mine Cart Mayhem! to receive a Golden Banana.
- Go to Bananaport 3 and pick up the nearby boulder that's on the giant X. Receive the Golden Banana.
- After moving the boulder, Simian Slam the X three times to find a hidden cave. Go to the end of the cave and shoot the eyes of the statue to reach the Golden Banana.
- Hit the Chunky Switch. Run back to Snide's H.Q. in 50 seconds to find a Golden Banana.
- At the end of the secret cave under the giant X, defeat a green Krusha to receive a piece of the Blueprints.

Angry Aztec

Donkey Kong
- In the second area, find and complete a Barrel Blast bonus area. This will free the Llama, which leaves a Golden Banana.
- Go inside the temple with five doors and go all the way to the end of the hallway to find a Golden Banana.
- After opening the last cave, use the DK Invincibility Barrel to go to the end of the sand flow to find a Banana Barrel. Complete the Bonus Stage to a receive a Golden Banana.
- Find and rescue Lanky inside the Llama Temple to receive a Golden Banana.
- In the room at the beginning of the level, find and destroy a yellow Krusha to receive a piece of the Blueprints.

Diddy Kong
- Inside the temple in the first area, melt the ice and swim to the "K.O.N.G" room and complete the puzzle to rescue Tiny. Tiny leaves a Golden Banana.
- In the second area, hit the four gongs to raise the temple. Use the Jetbarrel to fly to the top of the temple and get a Golden Banana.
- Fly through the Aztec eye symbol three times to free the buzzard. Complete the Flying Ace course to receive a Golden Banana.
- Go inside the temple with five doors and go to the end of the hallway to find a Golden Banana.
- In the first area, use the Jetbarrel and fly to the top of the first temple and defeat a red Krusha to receive a piece of the Blueprints.

Tiny Kong
- Go inside the first temple. Use the Tiny Barrel and jump into the water. Swim through the small passageway. Defeat the enemies to receive a Golden Banana.
- Go inside the Llama Temple. Use the Tiny Barrel to shrink and enter the vase. Hit three switches to receive a Golden Banana.
- Go inside the temple with five doors and go to the end of the hallway to find a Golden Banana.
- Use both the Tiny Barrel and the Saxophone Slam to get inside the tall temple. Race the beetle and win to receive a Golden Banana.
- Defeat the purple Krusha near Cranky's Lab to receive a piece of the Blueprints.

Lanky Kong
- Inside the Llama Temple, complete the stone head puzzle to receive a Golden Banana.
- Inside the temple in the first area, swim to a room with a pillar. Hit the switch to make the bird appear. Shoot the bird five times to drop a Golden Banana.
- Go inside the temple with five doors. Go to the end of the hall and complete the Big Bug Bash! Banana Barrel to receive a Golden Banana.
- Inside the Llama temple, use the Trombone Tremor to activate a walkway to a Banana Barrel. Complete Teetering Turtle Trouble! to receive a Golden Banana.
- Inside the Llama Temple, take Bananaport 2 to the vase room opened by Tiny. Defeat the blue Krusha to receive a piece of the Blueprints.

Chunky Kong
- Inside the first temple, activate the Triangle Trample to open a door. Inside, defeat all the enemies to receive a Golden Banana.
- Inside the second tunnel, use the Chunky Barrel. Then go get the rock and put it on the table. This will open a Banana Barrel. Complete the Bonus Stage to receive a Golden Banana.
- Go inside the temple with five doors. Go to the end and complete Kremling Kosh! to receive a Golden Banana.
- Near the beginning, use the Pineapple Launcher to open a door. Complete the puzzle with the four pots and receive a Golden Banana.
- Go inside the temple with five doors. Locate and defeat a green Krusha to receive a piece of the Blueprints.

Frantic Factory

Donkey Kong
- Activate and play the original *Donkey Kong* arcade game. Complete all four levels successfully to receive a Golden Banana.
- Find and complete the number puzzle game in the Testing Department. Simian Slam the numbers in order, 1 through 16, to receive a Golden Banana.
- Drop down through a hole in the R&D level to land in front of a high voltage shack. Inside the shack, pull the lever to receive a Golden Banana.
- Go inside the Toy Machine in the Production Room. Use the Donkey Barrel to reach the Golden Banana.
- Climb the Toy Machine on the Production level to find a yellow Krusha. Defeat it to receive a piece of the Blueprints.

Diddy Kong
- Climb the stack of blocks to find and complete Peril Path Panic! Then collect your Golden Banana.
- At the Toy Machine on the Production level, hit the switch, then climb to receive the Golden Banana.
- On the R&D level, activate the Guitar Gazump to open a room. Inside, complete the puzzle to receive a Golden Banana.
- On the R&D level, jump into the pit and fall into the Storage Room. Hit the switch to activate the vines and a Banana Barrel. Then, complete Beaver Bother! to receive the Golden Banana.
- On the R&D level, defeat the red Krusha to receive a piece of the Blueprints. The red Krusha is on the Production level in front of the Toy Machine.

Tiny Kong
- On the Testing level, use the Tiny Barrel, then enter the room with a switch. Play the roulette wheel game to receive a Golden Banana.
- Go to the room with the *Donkey Kong* arcade game and use the Tiny Barrel to shrink. Climb into the small hole to receive a Golden Banana.
- At the Toy Machine on the Production level, hit the switch and climb to reach a Banana Barrel. Complete Krazy Kong Klamor! to receive a Golden Banana.
- On the R&D level, using the Tiny Barrel to shrink, find and complete the Slot Car Race to receive a Golden Banana.
- Find a purple Krusha in the Storage Room of the Production level and destroy it to receive a piece of the Blueprints.

Lanky Kong
- In the Storage Room on the Production level, hit the switch to free Chunky. He'll leave behind a Golden Banana.
- At the Toy Machine on the Production level, hit the switch and climb to reach a Banana Barrel. Complete the Krazy Kong Klamour! bonus to receive a Golden Banana.
- On the Testing level, in the room with the blocks, use the Lanky Pad to float up to a Banana Barrel. Complete Batty Barrel Bandit! to receive a Golden Banana.
- On the R&D level, activate the Trombone Music Pad to open a door. Complete the music puzzle game to receive a Golden Banana.
- Find a blue Krusha walking around the R&D level, and destroy it to receive a piece of the Blueprints.

Chunky Kong
- In the room where Chunky was caged, use a Primate Punch to enter the next room. Then, smash the Question Mark Boxes to receive a Golden Banana.
- At the Toy Machine on the Production level, hit the switch and climb to reach the Golden Banana within 99 seconds.
- On the Testing level, near the DK Arcade Machine room, a Banana Barrel is behind a fence. Primate Punch the fence and complete Stash Snatch! to receive a Golden Banana.
- On the R&D level, activate the Triangle Pad to open a door. Inside, defeat all the toys to receive a Golden Banana.
- Find a green Krusha in the room with the blocks. Destroy it to receive a piece of the Blueprints.

Gloomy Galleon

Donkey Kong
- Go inside the Lighthouse and climb to the top. Pull the lever and receive a Golden Banana.
- Activate the Bongo Music Pad near Funky's Armory. Swim to and enter the sunken ship in 60 seconds. Find and complete the Krazy Kong Klamor! to receive a Golden Banana.
- After freeing the seal and raising the water, meet the seal next to Candy's Shop and receive a Golden Banana.
- Beat the seal in a race to receive a Golden Banana.
- Find the yellow Krusha in the room with the gold Coins. Defeat the Krusha and receive a piece of the Blueprints.

Diddy Kong
- Jump onto the pirate ship and hit the switch to launch a Golden Banana to the top of the Lighthouse. Use the Jetbarrel to reach the GB.
- Activate the Guitar Pad near Funky's Armory. Enter the sunken ship in 60 seconds. Complete Splish-Splash Salvage! to receive a Golden Banana.
- Fly to the top of the Lighthouse to activate the Guitar Gazump. Go to the second area and swim inside the mechanical fish mouth. Complete the puzzle to receive a Golden Banana.
- Using Enguarde (as Lanky), jump through the DK Star three times to open a door. Use Diddy's Pad to spring jump to the top of the pile of coins and find a Banana Barrel. Complete Stealthy Snoop to get a Golden Banana.
- Find the red Krusha near the Lighthouse area. Lower the water and defeat the Krusha to receive a piece of the Blueprints.

Tiny Kong
- Activate the Saxophone Slam near Funky's Armory. Get inside the horizontal sunken ship within 60 seconds to find and receive a Golden Banana.
- In the coin room, use the Tiny Barrel to get inside the big chest. Get all five pearls, then return them to the mermaid near the Lighthouse to receive a Golden Banana.
- Hit the switch then jump into the water and go inside the vertical sunken ship. Find a Banana Barrel. Complete Kremling Kosh! to receive a Golden Banana.
- Underwater, below Funky's Armory, use Tiny's Barrel to shrink and go inside the submarine. Inside, find and complete Big Bug Bash! to receive a Golden Banana.
- In the same room as Cranky's Lab, find a purple Krusha. Defeat it to receive a piece of the Blueprints.

Lanky Kong
- In the room with the Lighthouse, go underwater and use Enguarde to break the large chest at the very bottom of the pool (near the Mermaid village) to receive a Golden Banana.
- Hit the Lanky Switch, then jump into the water and go inside the vertical sunken ship. Once inside, take the side passage to find and receive a Golden Banana.
- Inside the coin room, use Lanky's Pad to float to the top of the pile of coins. Find and complete a Searchlight Sneak! bonus to receive a Golden Banana.
- Activate the Trombone Tremor near Funky's Armory. Enter the sunken ship within 60 seconds. Inside, find and receive a Golden Banana.
- After raising the water, go to the room right next to the level entrance to find a blue Krusha. Defeat it to receive a piece of the Blueprints.

Chunky Kong
- Inside a room with three large chests, break the chests to find a Golden Banana.
- Jump onto the pirate ship. Go inside and at the end of the deck Primate Punch Chunky's picture on the barrels to receive a Golden Banana.
- Go into the room near the beginning of the level and use the cannonball and cannon to hit three targets. Complete this puzzle and receive a Golden Banana.
- Activate the Triangle Trample near the Lighthouse. Then enter the sunken ship in the second area to find and receive a Golden Banana.
- In the area past the sunken pirate ships, find a green Krusha on top of the small island. Defeat it to receive a piece of the Blueprints.

Fungi Forest

Donkey Kong
- Inside the Giant Mushroom, after activating the cannons with all five Kongs, hit a DK Switch to make the Golden Banana appear. Use the cannons to reach it.
- Outside the Giant Mushroom, go to the third floor to find a Barrel Blast bonus. While in the Barrel Blast course, locate and complete Peril Path Panic! to receive a Golden Banana.
- Go to the Mill. Go inside and use the levers to activate the conveyor belt (21132) then return at nighttime to receive a Golden Banana
- Inside the house beyond the Mill at night, find and activate a switch to reveal vines and a Banana Barrel. Complete Minecart Mayhem! to receive a Golden Banana.
- During nighttime, go to the house beyond the Mill to find a yellow Krusha to receive a piece of the Blueprints.

Diddy Kong
- Find the Jetbarrel in the area around the Giant Mushroom. Fly to the top of the Giant Mushroom to find a Banana Barrel. Complete Teetering Turtle Trouble! to receive a Golden Banana.
- At night, enter the loft of the house near Snide's. Inside, use the Guitar to summon a bird with a flashlight. Navigate the rafters to locate and receive a Golden Banana.
- Go to the area near the Rabbit's house. Use the Guitar Gazump to wake the Owl. Use the Jetbarrel to complete the Owl's ring course. Then complete Busy Barrel Barrage! to get a Golden Banana.
- At night, go to the top of the Mill and hit the switch. Go inside the loft and shoot the on button, then hit up on the winch. Find and activate the Guitar Music Pad to get a Golden Banana
- Find a red Krusha on the vine platform inside the Giant Mushroom. Defeat it to receive a piece of the Blueprints.

Tiny Kong
- Inside the Giant Mushroom. Hit the Tiny Switch near the entrance to activate a Banana Barrel. Complete Speedy Swing Sortie to receive a Golden Banana.
- Down inside the Klaptrap nest in the Big Tree area is a Golden Banana.
- Go inside the Mill at night to find and defeat the Spider mini boss to receive a Golden Banana.
- Find the Magic Bean inside the Klaptrap nest and place it in the ground near Funky's Armory. A beanstalk grows and Tiny receives a Golden Banana.
- Go to the second level outside the Giant Mushroom to find a purple Krusha. Defeat it to receive a piece of the Blueprints.

Lanky Kong
- Go to the very top of the Giant Mushroom and hit a switch to open a door. Inside, complete to puzzle to make a Banana Barrel appear. Complete Krazy Kong Klamor! to receive a Golden Banana.
- Go to the very top of the Giant Mushroom and hit a switch to open a door. Use the red mushrooms inside to jump up and get the Golden Banana.
- During daytime, race the rabbit in the hollow tree area. You must have OrangSprint. Win the race and receive a Golden Banana.
- At night, go inside the loft of the Mill and hit the switch. Destroy the three bats to receive a Golden Banana.
- Under the giant tree near Rabbit's house find a blue Krusha. Defeat it to receive a piece of the Blueprints.

Chunky Kong
- At the top of the Giant Mushroom, hit the switch to open a door. Inside, complete the puzzle (hit blocks to make one picture of Chunky) to receive a Golden Banana.
- Jump into the well (Simian Slam the bars) in the first area to find the Mine Cart Race. Collect 50 Coins to receive a Golden Banana.
- Go to the area near Funky's Armory. Use the Chunky Barrel to become Hunky Chunky and destroy the giant Tomatoes. Carry the apple to the cuckoo clock area to receive a Golden Banana.
- Find three kegs and smash them in the keg crusher inside the Mill to receive a Golden Banana.
- During nighttime, swing across the vines you find halfway up the inside of the Giant Mushroom. Find and destroy a green Krusha to receive a piece of the Blueprints.

Crystal Caves

Donkey Kong
- Find the Barrel Blast area near Cranky's Lab.
- Go inside the big igloo after Diddy flies through the DK Star above it.
- In the cabin near Candy's Shop, play the picture matching game to receive a Golden Banana.
- In the cabin near the big cabin, destroy all the enemies inside to receive a Golden Banana.
- Find and defeat a yellow Krusha near the Ice Castle to receive a piece of the Blueprints.

Diddy Kong
- Use the Jetbarrel to find a Banana Barrel near the top of the waterfall. Complete the Banana Barrel to receive a Golden Banana.
- Fly through the DK Star above the big igloo, then go inside the igloo and complete the puzzle to receive a Golden Banana.
- In the Big Cabin, on the top level, destroy all the enemies to make a Jetbarrel appear. Use the Jetbarrel to fly up and light the candles to receive a Golden Banana.
- In the Big Cabin, on the second level, use the Jetbarrel to fly up and destroy the enemies on the high pedestals and receive a Golden Banana.
- Use Bananaport 4 to find a Krusha in the igloo. Defeat it to receive a piece of the Blueprints.

Tiny Kong
- Find one Golden Banana inside the big igloo.
- Find one Golden Banana inside the Big Cabin.
- Find a Tiny Pad in a small hole across from Funky's. Use the pad to get to the Golden Banana under the igloo.
- Use the Tiny Barrel to shrink near the igloo. Go inside the small cave near Cranky's to find a Golden Banana.
- Find a purple Krusha near the smaller cabins. Defeat it to receive a piece of the Blueprints.

Lanky Kong
- Inside the Ice Castle, play the bonus game to receive a Golden Banana.
- At the top of the castle, race the beetle. Win the race and receive a Golden Banana.
- In the smaller cabin, use Lanky's OrangSprint to reach the Golden Banana in time.
- Inside the big igloo, destroy all the enemies, then use the Lanky Pad to float up and get the Golden Banana.
- Use Bananaport 5 to find a blue Krusha. Defeat it to receive a piece of the Blueprints.

Chunky Kong
- Use the Primate Punch to get inside the first ice cave to reach the Chunky Pad. Activate the pad to find the Golden Banana.
- Inside the cabin, use the Chunky Pad to find the Golden Banana under the spotlight.
- Pick up the rock and place it on the red switch near Cranky's Lab. Then place the rock on the switch in the raft to smash the ice shield and receive a Golden Banana.
- Find one Golden Banana inside the big igloo.
- Find and defeat a green Krusha on top of the igloo to receive a piece of the Blueprints.

Creepy Castle

Donkey Kong
- Find the crypt area, go inside Skull Crypt, and a find door leading to the lever room. Complete the Mine Cart Ride to receive a Golden Banana.
- Go inside the library. Destroy all the enemies, hit the switch, and avoid the books to reach the Golden Banana.
- Find a Golden Banana inside the dungeon.
- Complete the Blast Barrel bonus area to open the tree. Inside, hit the targets using the sniper scope to receive a Golden Banana.
- Inside the tree, find a yellow Krusha. Defeat it to receive a Golden Banana.

Diddy Kong
- Go inside the ballroom. Destroy all the enemies to make a Jetbarrel appear. Light up all the candles to activate a Banana Barrel. Complete Mine Cart Mayhem! to receive a Golden Banana.
- Inside the Skull Crypt, hit switches in the correct order (1, 2, 3, 4) to open the tomb and receive a Golden Banana.
- Use the Jetbarrel to reach the top of the castle tower and find a Banana Barrel. Complete Big Bug Bash! to receive a Golden Banana.
- Inside the dungeon, hit the switch above the revolving chair using the sniper scope to receive a Golden Banana.
- Inside the cave leading to the crypts, find a red Krusha. Destroy it to receive a piece of the Blueprints.

Tiny Kong
- Inside the crypt, Pony Tail Twirl across the spooky hands to reach the Golden Banana.
- Find a Banana Barrel inside the cave area leading to Candy.
- Get inside the ballroom, then use the Monkeyport to appear in the museum. Go inside the model of the factory to play The No-Slots Slot Car Race. Win to receive a Golden Banana.
- Look inside the garbage can near the green house to find a Golden Banana.
- On the lowest path at the castle's base, find a purple Krusha. Defeat it to receive a piece of the Blueprints.

Lanky Kong
- Go into the tower across from Snide's. Use the sniper scope to hit the switches to activate the wind. Inflate to reach the Banana Barrel. Complete Beaver Bother! to receive a Golden Banana.
- Find a Golden Banana inside the crypt.
- In the Dungeon, use the Lanky Pads to float over the green goo to reach a Banana Barrel. Complete Kremling Kosh! to receive a Golden Banana.
- At the end of the green house maze, find and receive a Golden Banana.
- On the walkway around the castle, find and destroy a blue Krusha to receive a piece of the Blueprints.

Chunky Kong
- In the crypt, use the Primate Punch and destroy all the coffins to find a Golden Banana.
- In the museum, hit the shields to reveal a rock. Place it on a switch to open the mouth of the statue and find a Golden Banana.
- Go inside the tree near the start. Hit the Pineapple Switch from a distance using the sniper scope and receive a Golden Banana.
- Use the Primate Punch to get inside the shed next to the green house. Inside, use the Chunky Pad to see the bats. Destroy them all to receive a Golden Banana.
- Find a green Krusha inside the cave leading to the dungeons. Bop him to get a piece of the Blueprints.


DONKEY KONG 64
JUNGLE JAPES
ANGRY AZTEC
FRANTIC FACTORY
CREEPY CASTLE
DK ISLES
FUNGI FOREST
CRYSTAL CAVES
HIDEOUT HELM
GLOOMY GALLEON