

this level (Look under Tiny Kong's DK Isles Golden Bananas to find out what it is. This is also the 201st Golden Banana).

Level 2. JUNGLE JAPES: This is the first “real” level. There are 25 Golden Bananas on this level, 5 for each Kong. There is nothing special about this level except for the fact that you free **Diddy Kong**. The boss of this level is the **Armadillo**. If you can't beat him you suck. You are Donkey when you battle him.

Level 3. ANGRY AZTEC: This level has a lot of places that you won't ever go unless you are trying to get every coin and regular banana. **Tiny** and **Lanky Kong** are freed on this level. On this level you will also get a 2nd **Watermelon** (Health). You get it at **Candy's**. The boss is a **Dragon Fly**..... a really big Dragon Fly. You use Diddy to beat him.

Level 4. FRANTIC FACTORY: This level is big and has a lot of small side hallways and rooms, but there are a few rooms you need to know:

The Machine room: The room with the big machine... pretty simple. How to get there: First, use the Banana Porter #1 then go across the big room to a passage on the left. Second, from the **DK Door**, go down the passage to the left and down the shaft, and then follow it to a door that says “Production Room” and Walla. ***Note: there are many ways to get to the Machine Room***

ABC Block Room: The room with a big stack of blocks in the middle of it. Directions: From the **DK Door**, take the passage to the right and go up the shaft. At the top, go forward through the door and take the right path into the ABC Blocks room. . ***Note: there are many ways to get to the ABC Blocks room***

R&D Room: A room with the **TOY MONSTER** and much more including the **Burping Game**. Directions: First, use the #2 Banana Porter. Second, take the right passage from the **DK Door** and climb the shaft and proceed forward through the door. After that turn down the right path into the ABC Blocks room. Follow the right wall to a door that says, “R&D Room” on it. ***Note: there are many ways to get to the R&D Room***

Storage Room: The room where you free Chunky. There is one HUGE challenge on this level, more than any other on the game. It is the **DK Arcade**. If you beat it within 200 tries, you're good. The boss for this level is **the JACK IN THE BOX**. You must use Tiny to beat him. **Chunky Kong** is freed on this level.

Note: when you unlock this level you will also unlock Gloomy Galleon. It does not matter which you do first or if you mix them together

Level 5. GLOOMY GALLEON: This level is SCARY, hard, and all else that is bad. The boss is **the Giant Puffer fish**. You must use Lanky to beat him. ***Note: when you unlock this level you will also unlock Frantic Factory. It does not matter which you do first or if you mix them together***

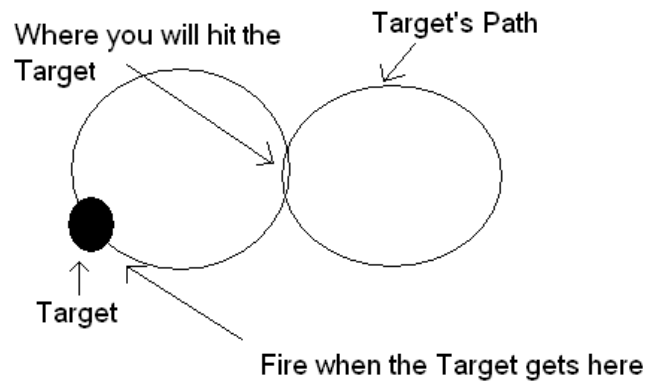
Level 6. FUNGI FOREST: This level has three challenges: The Rabbit, the Owl, and the Jetpack Game. The boss is the Dragon Fly again, except this time he's angry and is hard. Chunky Kong is up this time. ***Note: when you unlock this level you will also unlock Crystal Caves. It does not matter which you do first or if you mix them together***

2.

Hints and Tips for the Hardest Golden Banana:

- a. **How to Beat the Cannon Ball Game with Chunky on Gloomy Galleon:** After you enter the cannon and the timer has started, shoot the first target. The first is easy. Don't use more than 2 shots on it. On the 2nd target there is a torch near the target. Put the torch in your bottom left screen, just enough to where you can only see the flame, not the pole it's on. The target does a figure 8. Wait for it to do the left half of the figure 8. Right when it starts moving up after it completes the left half FIRE. Adjust your timing and aim as necessary. If you hit it immediately start moving toward the last target which is on the opposite wall of the 2nd target.

How to Hit the 2nd Target



For the final target (the 3rd) you must aim very high. If you haven't gotten the Tiny Bananas, which are floating in the air, yet, put them in the bottom center of your screen. The 3rd target does a circle so wait until it starts to rise then fire.

How to Beat the 3rd Target



b. How to beat the Jetpack game:

After you build the ship and fuel it, DON'T get in. Just stay on the first level because it is **easier** than the second. Just fly around and collect stuff. ***Note: Even when doing this it is still hard but it is a 1,000,000 times easier***

c. How to Beat the DK Arcade:

d. How to Beat the Rabbit:

Just cut the course on the second to last checkpoint. Also if you miss the barrel at the beginning of the race restart. You have to jump into the barrel in one try.

e. How to get Diddy's Golden Banana #2 on Crystal Caves:

Once you enter the room a 50 second timer will start. Either go left or right around the center platform and jump in the Diddy barrel. Fly up to the center platform and land in the middle of it. Get all the Kremling Barrels to come after you. Then jump off the middle platform towards the back of the room (the side with the regular Kremplings [the green ones, not the fat pink ones]). Renter the Diddy barrel and fly to one of the corner platforms with the green Kremplings. Shoot the Kremling before you land. After the Kremling is dead land on the platform and shoot the other green Kremling in the other back corner. Then launch some grenades (oranges) to the center platform (**if you did it right, when you jumped on the middle platform all the Kremling Barrels should have come together in a cluster so when you are throwing grenades one or two grenades should blow them all up at once**). After the barrels are destroyed, tail spin [A+B] across to the middle platform. Throw grenades to kill the last to Pink Kremplings. You probably won't get in your first few tries but the more you do this the better you will get.

f. Strategy for Beaver Bother:

When playing Beaver Bother (which is a Bother), **don't "scare" [B] the beavers until you are beside them**. Also don't try to push them in the hole...it doesn't work.

g. How to beat both Beetle Races:

2. **On K. Rool Island:** From the main tag barrel, go across the water to K. Rool Island. Find the raised platform and backflip onto it then do another backflip onto the ramp. Follow the path to some **Hanging Vines**, but don't jump on them, instead drop down to a platform below. Shoot the **Coconut Switch** and get the Golden Banana.
3. **Pull the Lever and Play the Bongos:** Use the #4 Banana Porter then enter the **Lobby** of Frantic Factory. Follow the right wall to a lever. Pull it, and then go up the elevator and press [Z+C]-up on the **Bongo Pad** to activate it.
4. **Behind the Ice Wall on the Lava:** From the entrance of the Crystal Cave Lobby. Go to the left down a passage and jump into the **Donkey Kong Barrel** and become **Invincible**. Then go back out into the main room and cross it. When you reach the lava cross it and get the Golden Banana.***Note: Chunky first has to do his Super Punch on the to ice wall and break them so you can enter***
5. **Blueprint:** From the Hideout Helm Lobby walk over and beat the crap out of the Kasplat. Take the blueprint to **Snide's HQ**. This is the last Blueprint.

Diddy Kong:

1. **Shoot the Peanut Switch:** Go to the Fungi Forest Lobby but do not enter. Instead jump into the **Diddy Kong Barrel** and fly over to the waterfall with the Jetpacks and shoot the Peanut switch. Enter the alcove and get the Golden Banana.
2. **Fly to the Bonus Barrel:** Go to the Fungi Forest Lobby but do not enter. Instead jump into the Diddy Kong Barrel and fly up to the very top of DK Island and enter the **Bonus Barrel** and play **Peril Path Panic** to get a Golden Banana.
3. **Bonus barrel next to Snide's:** Use the #4 Banana Porter, then walk down the ramp (don't enter the Frantic Factory Lobby) until you come to some vines. Go across them and enter the opening. Stand on the **Diddy Pad** and press Z and jump up into the Bonus Barrel. Play Batty Barrel Bandit to get a Golden Banana.
4. **High up in the Crystal Caves Lobby:** From the entrance of the Crystal Caves Lobby, go forward up the right ramp, then turn around and walk towards the Diddy Barrel and jump in (the Diddy Barrel is out in the air some so you might have to jump forwards some too). After that fly up to the highest platform. Play the **Guitar** and **Squawk** will bring you a Golden Banana.
5. **Blueprint:** Use the #1 Banana Porter. Then go around K. Lumsy's island and cross the water to the island with a giant cannon. Step into the cannon. Jump in the nearby Tag Barrel and switch to Donkey Kong. Then go around the stone dome in the middle of the room and turn around. Shoot the Coconut Switch. Switch back to Diddy Kong, and then go back around the dome, jump the moat, and blow up the Kasplat. Return the Blueprint to any of Snide's places to get the Golden Banana.

Lanky Kong:

1. **Play the Trombone in the Jungle Japes Lobby:** From the entrance of the Jungle Japes Lobby, switch to Chunky. Remove the big rock from the Trombone

pad. Switch back to Lanky then play the Trombone on the Trombone Pad. You will get a Golden Banana.

2. **Behind K. Lumsy:** Go behind K. Lumsy's island and shoot the **Grape Switch**. Enter the alcove to get the Golden Banana.
3. **Sprint inside K. Lumsy:** Go inside K. Lumsy's. Follow the left wall to a **Lanky Barrel**. Jump inside, and then go around to the right side of K. Lumsy to a **Blue Floor Switch**. After you step on it run and race back to the Lanky Barrel and the Golden Banana.... And get the Golden Banana.
4. **Atop the Stone Dome:** In the Creepy Castle Lobby remove the large rock with Chunky. Then [with Lanky] float up to the top of dome and play Searchlight Seek. After beating the bonus barrel you will get a Golden Banana.
5. **Blueprint:** In the Crystal Cave Lobby go left into the passage and destroy the Kasplat for its Blue Blueprint Piece. Go to Snide's to get a Golden Banana.

Tiny Kong:

1. **Behind Fairy Island:** From the main Tag Barrel, swim right to a small island in the shape of a fairy's head. Go around behind the Fairy Head and shoot the **Feather Switch**. Enter the alcove and get the Golden Banana.
2. **Bang the Gongs:** Use the #2 Banana Porter or, from the Main Tag Barrel, go around DK Island until you come to some earth steps. Go up them, and then climb the tree and jump to the ramp at the top of the tree. Go up and cross some vines. Then go up more steps to the Angry Aztec Building. Enter. Switch to Diddy Kong and **Chimpy Charge** the 2 gongs. Then switch to Tiny climb the steps, turn around and **Pony Tail Twirl** into the Bonus Barrel that appeared. Play **Big Bug Bash** to get a Golden Banana.
3. **In the "Tiny" Tunnel:** From the Tag Barrel, swim toward K. Rool Island. Go underwater and go to the opening on the right side of K. Rool Island. Follow the tunnel to a large room (Gloomy Galleon Lobby). Get out of the water and switch to Chunky Kong. Pound the Chunky Switch (**Note: You need a **Super Simian Slam Potion****) (**Note: You could also kill the Kasplat and get the Blueprint while your Chunky**). Switch Back to Tiny and Ponytail Twirl into the Tiny Barrel to **Shrink**. Get back into the water and enter the tiny passage that opened. Follow the passage, then surface and climb onto the platform and get the Golden Banana.
4. **Play the Sax on K. Rool's Head:** From the main Tag Barrel, go forward into the water and swim to K. Rool Island, then turn either left or right and follow the path of the around to the back of the island. Locate the Tiny Pad and warp to the top of the K. Rool Island. Activate the Saxophone Pad to have Squawk bring you a Golden Banana.
5. **Blueprint:** From the entrance of the Frantic Factory Lobby use Chunky to **Primate Punch** a Question Mark Box. Switch back to Tiny, kill the Kasplat, get the blueprint, go to Snide's, and your done. There also is a Fairy in the Box where the Kasplat is.
6. **201st Golden Banana:** After taking a picture of all 20 Fairies (2 on each level except DK Isles which has 4), visit the Fairy on Fairy Island to get the 201st Golden Banana!

1. **Talk to Diddy:** From the entrance of the main area, enter the water and swim left to a large green vine on the right wall. Climb it. Then cross some vines and jump into a cannon. The Golden Banana will be right in front of you.
2. **Free Diddy Kong:** After shooting all coconut targets on the left, center and right tunnels of the lower level, Diddy's cage will open. Inside the cage, you'll find a Golden Banana.
3. **Barrel Blast:** From the entrance of the main area, go left. Find a tree with vines on top. Swing across the vines and play the barrel blast. You have to visit Cranky before you can do the Barrel Blast.
4. **Pound the Switch:** Near Cranky's Lab, shoot the coconut target above a closed gate to find an animal box. Turn into the rhino and crush all of the huts. Switch back to Donkey and pound the Donkey Switch. Race back to the Golden Banana near the #1 Banana Porter and #2 Banana Porter. Use the #4 Banana Porter to help.
5. **Blueprint:** Near the big boulder or Golden Banana (#3), there is a cave. Enter and find the yellow haired Kasplat holding the yellow blueprint. Kill the Kasplat and return the blueprint to Snide, who happens to be down the hill from "The Mine" or also known as the "Hive".

Diddy Kong:

1. **Open the Gate:** In the first tunnel leading to the main area, there is a large door that can be opened by shooting two Peanut Switches with Diddy's Peanut Pistols. Your golden banana will be waiting for you inside.
2. **Pound the Switch:** In the area where you find Cranky's lab, after using Donkey to turn into a rhino and crush all the little huts, find the Diddy switch and activate it. A golden banana will pop up near Funky's Armory. You only have a few seconds to get there, so make sure you activated both #4 Banana Porter you start. As soon as it appears, use the #4 Banana Porter to be teleported in front of the main river. Jump in and climb up the vine onto the platform with Funky's Armory. Retrieve your golden banana.
3. **Pound Another Switch:** Go to Snide's. Then go up a hill to the right to a mound and shoot the peanut target with the peanut pistols to reveal a twisting ramp around the mountain. Follow the ramp up until you come to a door. Enter. From the entrance there are some boxes to your left Diddy's right. Jump up them. Pull out your gun and shoot a Peanut Switch that is on a wall somewhere in the room. A ramp will appear right at your feet. Cross the ramp to find a Diddy switch. Stomp it to reveal a Golden Banana on the top of the Hive. Exit the Hive and continue up the ramp to get your Golden Banana.

- 4. Mine cart Race:** From the entrance of the Hive, follow the river to the entrance to the next room. From the entrance of this room go straight across to a gate, use the Chimpy Charge [Z+B] to break down the gate to the area with a small machine marked: "Hi / Low." Chimpy Charge the "Low" button. Then, back in the main area stomp the Diddy Switch to open the larger gate to an area. In this area, backflip onto the conveyor belts and run up, making sure not to fall. Follow the conveyor belts to a mine-cart and jump in. This will begin the Mine-cart mini-game. Avoid obstacles and collect 50 DK coins to get a Golden Banana from Squawk.
- 5. Blueprint:** From the entrance to the main area, enter the water and swim right. Exit the water then walk past two trees, two Beavers, a Bee, and enter a cave. Walk forward until you see a Kasplat. Incinerate the Kasplat. Get the blueprint. Go to Snide's.

Lanky Kong:

- 1. Bonus Barrel #1:** From the DK Door follow walk forward and enter a cave. Take the first right and enter a room. Shoot the Lanky Switch and enter the Bonus Barrel. Play "Mad Maze Maul" to get a Golden Banana.
- 2. Bonus Barrel #2:** In the tunnels leading to Cranky's Laboratory, there is a steep slope that the other Kongs can't climb. Use OrangStand [Z+B] to go up the hill to find another Bonus Barrel. Play and beat "Speedy Swing Sortie" to get a Golden Banana.
- 3. Pound the Switch:** In the area around Cranky's Laboratory, you'll find a Lanky Switch. Stomp it to reveal a golden banana on the platform below Diddy's prison with a canon on it. Use the #4 Banana Porter to teleport in front of the main river. Jump in and climb the vine to the platform where Funky's Armory is. Swing across the vines to the side to the platform and get the Golden Banana.
- 4. Shoot the Bees:** From the entrance to the main area, as Diddy Kong, jump into the water and swim right. Exit the water and pull your guns and shoot a Peanut Switch on top of a very steep slope. Switch back to Lanky and use OrangStand [Z+B] to go up the slope and through the door. Stomp on both of the raised pegs on each side of the room. Once you've done this, a few bees will fly around. Pick them off with the Grape Shooter or just play your music. Once they are all killed a Golden Banana will be revealed by the painting
- 5. Blueprint:** In the same area as Golden Banana (#2), find the blue-haired Kasplat and knock him out to take his blue blueprint. Bring it to Snide's HQ to receive Lanky's last Golden Banana on this level.

Tiny Kong:

1. **Bonus Barrel:** In the same area that Diddy opened before, there is another gate with a feather switch near it. Shoot it with Tiny's feather crossbow to find a bonus barrel. Play and beat "Splish Splash Salvage" to get the pretty golden Banana.
2. **Pound the Switch:** In the area near Cranky's laboratory, find the Tiny Switch and slam it. Once done, a gate near the on the river will open. Use the #4 Banana Porter to warp near the main river and swim over to the Golden Banana.
3. **Inside the Tree Stump:** Run into the tunnel near the boulder with the big X under it. At the end is a gate which can be opened by shooting the two feather targets with the **Feather Bow-gun**. In this next area you'll find a small tree stump with a Golden Banana inside. Jump into the Tiny barrel to shrink. Then jump on the mushroom near the tree stump to get on top of the stump, and then jump into the hole on top of the stump to get the Golden Banana.
4. **Inside the Beehive:** From the area of Golden Banana (#3), walk around until you see something that looks like a shell. Enter the Tiny Barrel next to it. Then enter the hole in front of the shell thing. Once inside go left to an opening. Pound the Tiny switch inside. Then go back and enter the gate that opened. Pound the Tiny switch in *there too*. Then go back and enter *another* gate that opened. Climb on top of the pedestal and get the Golden Banana.
5. **Blueprint:** From the entrance of the main area go left. Go past the "X" with a boulder on top of it and enter the cave. Go past Donkey's Kasplat and continue to find Tiny's Kasplat.

Chunky Kong:

1. **Pound the Switch:** From Cranky's Lab, switch to Donkey Kong and become **Rambi** (the Rhino). Go around Cranky's into the tunnel. Stay to the left side of the tunnel. Go down to the 4-way intersection were the beaver is. Go left down a passage and come to a wall with a picture of a Rhino. Hold [Z] to charge up Rambi's super attack. Then let go of [Z] and hit the wall making it explode. Switch to Chunky, and enter where you blew up the wall. Pick up and throw a rock in the new room. Pound the Chunky switch and race to Snide's HQ where the Golden Banana is.
2. **Bonus Barrel:** Go into the tunnel past the boulder on top of the big 'X' and follow it into a grassy area that was opened by Tiny. Go to the center of the area and jump into the Chunky Barrel to become **Hunky Chunky**. With this ability, you'll be able to jump into a bonus barrel that is right above the Hunky Chunky Barrel. Play and beat "Minecart Mayhem" to receive a Golden Banana.
3. **The 'X' Golden Banana #1:** In the main area, you'll find a boulder on top of a big X. Pick up the boulder by pressing [B] next to it. Press [B] again to throw it. It will break, revealing a Golden Banana.

without turning the lava into water but it would take awhile to type and it would be confusing***

- 4. Loot the Temple:** From the entrance of the big area (the one that has the narrow path will have a tag barrel at one end of it. Go over to the temple and shoot the Coconut switch. If there aren't any switches, turn into Diddy and fly to the top of the temple and slam the Switch. Then shoot some Peanuts into the Mouth of the big dude in the middle of the Level. Shoot the Coconut target to open the door. Keep traveling further into the building until you find the Golden Banana. Then hurry and backtrack out of the building within 30 seconds or get shot by a mysterious man.
- 5. Blueprint:** From the DK Door, follow the passage until you come to an opening on the left. Hop in the DK Barrel and go over and kill the Kasplat for his blueprint. Take it to Snide's HQ for a Golden Banana.

Diddy Kong:

- 1. Free Tiny Kong:** In the area with the Llama Cage, there is a building with a Peanut Switch on it. Find the Switch, shoot it, and enter the Building. Walk to your right until you come across a Diddy Switch. Slam it. Then hop up ([Z+B] for super jump) on the platforms that appeared. Then look around for a Peanut Switch somewhere on the wall...shoot it. Walk across the bridge and play your music on the Guitar Pad. Now hop into the Lava turned Water and swim into a tunnel. Swim straight into a room with letters on the wall. Chimp Charge a Diddy Switch on the wall to make some platforms rise from the ground. Chimp Charge the letters on the wall. Do them in order so that you spell K-O-N-G. Get the Golden Banana after Tiny Shuts up.
- 2. Bang the Gongs:** From the entrance of the big area go left to a raised platform with gongs on it. Chimp Charge the gongs. Get the Golden Banana.
- 3. Race the Buzzard:** In the center of the big area there is a statue. Fly through the ring at the top a couple of time to free a buzzard who is in a cage. Then he will challenge you through a course of rings. Fly through the rings to get a Golden Banana. This is a very hard Golden Banana but take your time and don't "gun it" when turning.
- 4. Loot the Temple:** Go to the building where Donkey got his fourth Golden Banana. Shoot the Peanut Switch and enter. Keep going until you come to Golden Banana. You have 25 seconds to leave.
- 5. Blueprint:** In the first smaller area find the tree with the Diddy Barrel on top of it and hop in. Fly to the top of the building to find a Kasplat kill him and get the blueprint and take it to Snide. Careful though because his ground attack easily throws you off the building.

Lanky Kong:

1. **Shoot the Vulture:** In the first area, the area with the Llama cage, head over to the large building where Tiny was trapped. Circle around the building until you find the grape target. Shoot it and enter the building. Inside, dive into the water and find a tunnel and head into a room with platforms in the middle. Climb up to the top and slam the Lanky Switch. Shoot the vulture that comes with a Golden Banana four times to watch the bird poof out of existence and drop your Golden Banana. **Note: there is a Crown Pad in the room that you can't get to until you get the Golden Banana.**
2. **Play the memory game:** In the second large area, go to the Camel Palace. Shoot the grape target and enter. Go up all the stairs until you reach a door and a tag barrel. Shoot the grape target and enter the next room. Slam Lanky Switch to start the memory game. Match the sound with the colors. It may take some time to memorize the sounds and colors but you will eventually get it and get a Golden Banana.
3. **Bonus Barrel:** From the entrance of the llama temple go left down into a passage and play the trombone on the trombone pad. Go back to the main room and orangstand (and no that isn't a type-o... it is spelt **o-r-a-n-g-s-t-a-n-d**) up the statues and hop in the bonus barrel and play "Teetering Turtle Trouble".
4. **Loot the Temple:** By now you should know how to loot the temple..... But if you don't just read Donkey Diddy Kongs' walkthrough.
5. **Blueprint:** In the Llama Temple hit the #2 Banana Porter and blow the shmo out of the kasplat. Only Tiny can activate the second #2 Banana Porter.

Tiny Kong:

1. **Enter the underwater Tunnel:** From the entrance of the smaller first area, go over to the temple. Find the feather switch, shoot it, and enter. From inside the temple, go to the back to a little alcove. Hop in the Tiny barrel then go back to the water and jump in. Find a little tunnel with a purple banana inside. Enter the tunnel and jump up onto the multicolored platform. Defeat the Klaptraps to get a Golden Banana.
2. **Race the Beetle:** Before you try to get this Golden Banana make sure you have gotten Diddy Kong's 2nd Golden Banana. If you have...From the entrance of the second big area go left to the tower that Diddy Kong raised. Jump into the Tiny Barrel the climb up the steps and play the Sax on the Sax Pad. After a short video you find yourself pitted against a beetle. Beat the Beetle and collect a certain amount of coins to get the Golden Banana.
On how to do this read my beetle race walkthrough in Section 2
3. **Slam the Tiny Switches in the Llama Temple:** From the entrance of the second big area head to the right until you come to a temple with a llama on the door. Find the feather switch on it and shoot it. Enter the Llama temple. Follow the left wall down the stairs and past a passage until you come to a second passage. Enter and jump into the Tiny Barrel. Enter the pipe and go into a room with Lanky's Kasplat. Slam the Tiny Switch and cross the

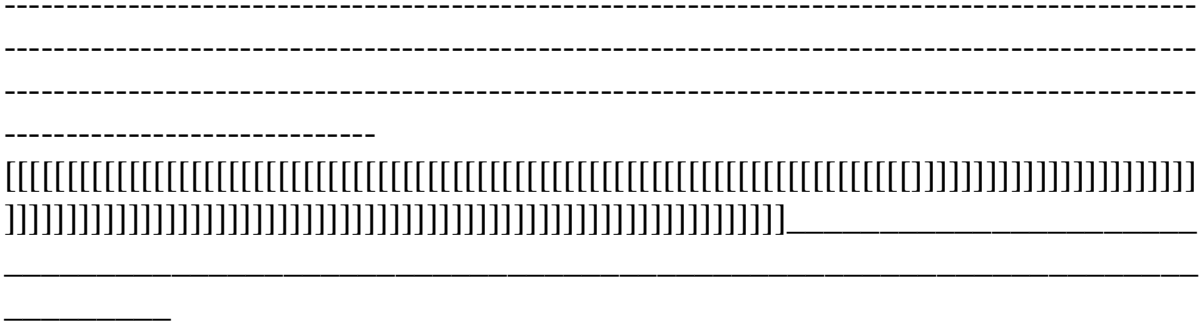
platforms and slam the other Tiny Switches until you can get to the Golden Banana on the other side of the room.

4. **Loot the Temple:** Read Donkey and Diddy Kongs' 4th Golden Banana.
5. **Blueprint:** From the entrance of the first smaller area go across the area into the tunnel on the other side. Keep going down the tunnel until you come to Tiny's Kasplat. Kill the Kasplat to get the blueprint and take it to Snide's HQ to get the Golden Banana.

Chunky Kong:

1. **Move the Jars:** From the DK Door, go forward and cross the killer quicksand then follow the right wall to a closed door. Shoot the two pineapple switches to open the door. Now go across the narrow walkways and pick up the jars [Press B] and set them down [Press Z not B] on the matching spot in the center of the room. Once you put all the jars on there spot you will get a Golden Banana.
2. **Defeat the Klaptraps in the rolling room:** From the first smaller area go to the temple, find the pineapple switch, shoot it, and then enter the temple. Go left down some stairs to a Triangle Pad. Activate it then enter through the doors. Your Golden Banana that is in the room will disappear. Kill the baddies that appear. The room will then roll. Kill the next wave of bad dudes. Repeat this until your Golden Banana reappears.
3. **Raise the Cage for the Bonus Stage:** From the first smaller area, go to the tunnel opposite from the one that leads to the DK Door. Follow the left wall into the first alcove. Jump into the Chunky Barrel to become "Hunky Chunky". Then continue forward down the tunnel until you see a BIG rock on your right, pick it up [Press B] and carry it back to the room with the Chunky Barrel. Set the rock down [Press Z not B] on the big black platform in the middle of the room. A cage elsewhere in the same tunnel will rise up. Go to the cage and jump in the Bonus Barrel to play: "Busy Barrel Barrage". Beat it to get a Golden Banana. *****Note: If you try to leave the tunnel, on either side, you will turn back into normal Chunky but there is a way to get out...Go to the Cage (as Hunky Chunky) jump onto the torch on the far right (if your facing the cage from the main passage). The press A+B to do the Front Flip Attack. Keep doing this until you go through the wall! Slowly make your way down the passage that leads to the big area, but without walking out of the wall (try to stay close to it though). Soon you will find yourself in the big area***** *****Note: by the way I came up with the name of this Golden Banana.... Raise the Cage for the Bonus Stage :)**

4. **Loot the Temple:**read Donkey's 4th Golden Banana and do the same just with Chunky.
5. **Blueprint:** Chunky's Kasplat is in the temple where he gets his 4th Golden Banana.



Frantic Factory:

***Note: before doing any of the machine's Golden Bananas (they will be Golden Banana #4 for all the Kongs), I recommend that you activate BOTH #4 Banana Porters (exception: For Donkey and Chunky you won't need the #4 Banana Porter). To learn how to where the 2nd #4 Banana Porter is read DK's 5th Golden Banana ***

Donkey Kong:

1. Play and lose the DK Arcade game for about 10 years of your life before you beat all 4 levels:
 - a. From the DK Door go let down the passage and down the shaft. Then go around the large machine until you come to a door that says, "Storage Room" on it. Go through the door and down the passage to the "Storage room". In the middle of the room is a **Barrel Blast game**. Play it [Z]. In the end you will shoot yourself through a star. When you go through the star a **Guerrilla Grab** lever will appear somewhere in the level.
 - b. After finishing the barrel blast, look around in the storage room for a passage (not the one you came from). Tiny's Kasplat is down the passage you are looking for. Climb up the pole and go down the next passage and take a left into a room with the #5 Banana Porter on a table. On the left side of the room is an arcade machine. The **DK ARCADE**. *The hardest Golden Banana on the game*. The lever that you made appear is in front of it. Activate the lever [B]. Now you are playing the original Donkey Kong game made in 1983. You are Mario and are trying to climb up through 4 levels and rescue Peach. Donkey Kong is the bad guy who throws barrels at you. [Press A] to jump over the barrels. On level 1 just go, don't stop and whatever you do, don't pick up the hammer because you waste time. Just go. The levels get harder as you go. Once you finally beat it you will get a Golden Banana.
 - c. After you get the Golden Banana I recommend that you play the DK Arcade *again*. You might think I'm crazy but you have to beat it a second time to win the game. So you might as well play it while you still got a

hang of the game. You will notice that the second time you play Peach is replaced with the **Rareware Coin** (it might be the **Nintendo Coin** but I'm not sure).

- 2. Start the Machine:** Go to the "R&D" room and climb up to the upper area. Enter the middle opening in the wall and drop down the shaft. Shoot the Coconut on the wall and enter the 'High Voltage' shack. Once inside pull the lever to start the machine and get the Golden Banana.
- 3. Enter the Machine:** From the DK Door go left down the hallway and down the shaft into the Machine Room a.k.a the Production Room. Walk around until you find a door that says Storage Room. Turn around and enter the square opening at the base of the machine. Inside, jump into the DK barrel to become invincible and proceed through the conveyer belts to get the Golden Banana. ***Note: It is technically possible to make it through the machine without the Strong Kong potion, but it is not recommended***
- 4. Play the Numbers game:** Inside the ABC Blocks room and find three small blocks. Stand on the middle one and be lifted to a passage. Enter a room and slam the DK switch to start the numbers game. Slam the numbers in *ascending* order in less than 60 seconds to get the Golden Banana.
- 5. Blueprint:** Go to the Machine Room and find the #4 Banana Porter and warp up to a ledge high up. If you have not activated both #4 Banana Porters, find a platform that is moving up and down and jump on a continue your way up to the #4 Banana Porter. From the #4 Banana Porter that is way up; then cross the three moving platforms to another ledge then across 2 rotating cylinders. Jump from the ledge to a pipe. Then play your music to kill the Kasplat before you get the blueprint. Don't jump to the ledge with the Kasplat before you kill him or you'll be sorry.

Diddy Kong:

- 1. Spring to the Top of the ABC Blocks:** Enter the ABC Blocks room and find a Diddy Pad on the floor around the ABC Blocks. Hold [Z] on the pad and spring up; continue up until you reach the top; then spring one last time to enter the Bonus Barrel. You have to play 'Peril Path Panic'. Beat it to get a Golden Banana.
- 2. Numbers Arena:** Go to the R&D Room [#2 Banana Porter] and climb up to the upper level. Find a Guitar Pad and jam away on it. Then enter the Numbers Arena. Punch in the numbers that are on the doors to pen then. Destroy the baddies that come out. Collect your Golden Banana.
- 3. Bonus Stage:** Go to the R&D Room [#2 Banana Porter] and climb up to the upper level. Enter the middle door and drop down the shaft. Slam the Diddy switch to make some vines appear. Swing across and enter the Bonus Barrel to play the most frustrating game ever. Beaver Bother. It might be easy now but wait until you get to Creepy Castle! Beat it to get a Golden Banana.
- 4. The Machine:** Go to the Machine. Find a Diddy Switch and slam it. A Golden Banana will appear. Then go to the #4 Banana Porter and hit it. Cross

the moving platforms and 2 cylinders, then spring into the alcove using the Diddy pad to get the Golden Banana.

- 5. Blueprint:** Diddy's Kasplat is somewhere around the base of the machine. By now you should be able to know how to get to the machine. Assault the Kasplat and take his blueprint to a Snide's HQ on any level to get a Golden Banana.

Lanky Kong:

- 1. Free Chunky:** From the DK Door, go left down a hallway, then down a shaft, and enter the Machine Room (Production Room). Walk around the machine until you find a door that says, "Storage Room." Enter. Walk across the room toward the Banana Porter #1 (which you could take from the DK Door). There is a pipe, which curves up to the wall that is right next to the Banana Porter #1. Orangestand up the pipe to a Lanky Pad and slam it.
- 2. Bonus Barrel:** Somewhere in the ABC Blocks Room there is a Lanky Pad. Press [Z] while standing on the pad to float up to a nearby Bonus Barrel. Enter and play "**Batty Barrel Bandit**" to get a Golden Banana.
- 3. Burping Game:** Go to the R&D Room. On the lower level find a Lanky Pad and play the trombone on it. Enter, slam the switch, and play the burping game. You have to match the colors of the bad guys by slamming the color on the piano.
- 4. Machine Room:** In the Machine Room find the Lanky Switch around the base of the machine. Hit it, and then hit the Banana Porter #4. Jump across the rising and lowering platforms and continue until you come to a *very* steep incline. Orangestand up to the Golden Banana. Don't fall or you'll be sorry.
- 5. Blueprint:** In the R&D upper level Room. Knock out the Kasplat and take his blueprint to Snide's HQ for a Golden Banana.

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