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Dk 64 strategy guide pdf

Go to navigation Go to Donkey Kong 64, often shortened DK 64, is a 3D platform video game developed by Rare for Nintendo 64. It was first released by Nintendo on 31 October 1999. The game requires the use of expansion pak to work, and it was the first Nintendo 64 game to do so. The first release of Donkey Kong 64 included Expansion Pak with the game for free. Donkey Kong 64 would later become Nintendo 64 Player's Choice. The game is a continuation of super Nintendo Entertainment System's Donkey Kong Country trilogy. The inclusion of Donkey Kong 64 in the Donkey Kong Country series is not immediately clear. Although the code name of the game was Donkey Kong Country 64 in pal areas, the official title was not branded with this. The only connection to Donkey Kong Country is through the characters: Donkey Kong, Diddy Kong and Cranky Kong. New characters were also added to this game, whose lore is that they are relatives of characters from previous Donkey Kong Country games (Chunky Kong, for example, is the older brother of Kiddo Kong, and Tiny Kong is the younger sister of Dixie Kong). You want some more? Advanced embed information, examples, and help! TABLE OF CONTENTS INTRODUCTION -RELEASE OF KONGS BANANA GOALS -JUGLE JAPES -ANGRY AZTEC -FRANTIC FACTORY -GLOOMY GALLEON -FUNGI FOREST -CRYSTAL CAVES -CREEPY CASTLE -CENTRAL HUB -HIDEOUT HELM -BOSS STRATEGIES -SECRETS INTRODUCTION Don Kongkey is back, this time in the biggest adventure ever seen on Nintendo 64. With DK, you join three other Kongs in a huge effort to restore DK's famous herd of bananas. Diddy and Tiny return from previous adventures, while Lanky and super cool Chunky make their debuts. Along the way, you'll know faces like Rambi, Enguarde, Cranky, Funky and even the ghost of Wrinkly Kong. You've probably already explored this massive game, so this guide doesn't hold your hand every step of the way. However, it will tell you exactly what you need to do to get your paws on all 200 golden bananas in the game. BASICS OF THE GAME At the beginning of the game, you can only control DK. As you progress through the levels, you'll find and release the other four Kongs. Each Kong has unique abilities that must be used to collect five golden bananas per level, per character. These are assembled differently at each level, but one in five is always obtained by finding the floor plan and returning it to Sniden shack. Shacks There are four different shacks in the game, but not all of them appear at all levels. They are: Cranky - Cranky makes congolese potions that give them special abilities. Funky- Funky is the source of the Congolese weapons. Candy- Candy offers musical instruments. Snide- Snide collects drawings of each Kong and gives a golden banana in return. Of course, drinks and guns are not free. To get them, just collect the coins that are around levels. It is advisable to find each cottage as early as possible whenever you start a new level. You never know when a new transfer will be offered. To complete a level of 100% with each dress, you need to do the following: 1. Collect 75 small banana medallions. 2. Find the plan and return it to Snide against the golden banana. 3. Collect a total of 5 other bananas for each level. Fairies These are scattered everywhere. Whenever you hear one giggle, look around and you'll probably find it. By taking pictures of them, secrets can be unlocked. These are described in the Secrets section at the end of this guide. Gold Crowns These are obtained by completing the levels of the battle arena. One per step. Bonus barrels These lead to a bonus round that rewards you with a golden banana for completing it. Banana targets Each monkey must collect five bananas at each level and five at the concentrator. At ordinary levels, turning a plan into snide always collects a fifth banana. Drawings can be found on enemies whose hair is the same color as the character's small bananas, coins, etc. RELEASING KONGS DONKEY KONG You will only start the game with Donkey Kong at your disposal. In order to use other cones, you must first find them and then perform some kind of small task that will both free them from their prison and reward you with a golden banana. If you have problems finding and releasing one character, we have put together this quick list of pointers. Diddy KONG Level: Jungle Japes Diddy can be found on the first level, Jungle Japes. To find him, climb up the cliff-side vine and then swing over the vines into the cannon. Rocket looking for Diddy. After talking to him, three coconut switches appear. Left and right are easy to shoot, but the middle one is a little trickier. You have to stand on both sides with a swinging vine, look down and shoot. When all three are shot, you release Diddy. TINY KONG Level: Angry Aztec Both Tiny and Lanky are at Angry Aztec level. You have to use both DK and Diddy to release both. Tiny, use Diddy to get to the first temple. Stomp on the Diddy switch and then climb onto the platforms. When you're on top, look over and shoot the peanut switch. It creates a new platform that you cross on a music record. Melt the ice with the pillow below and open your way to Tiny. Swim through the tunnels until you enter the room with Tiny. Line the blocks in the correct order and type K-O-N-G. LANKY KONG Level: Angry Aztec Lanky's release, you must first release the llama as DK. Then go to the llama temple and shoot the switch to get in. Find the music pad inside and use it to make the llama come and turn into lava water. Swim through the water to the room where Lanky is being held, then shoot the switch to free him. CHUNKY KONG Level: Frantic Factory Final Kong, Chunky, Frantic Factory level. You must: The brother-in-law will set him free. Go through the entrance to the left corridor and down the long bar. Follow the corridors through one room, then exit to another corridor. This leads to a room where Chunky is kept in a large cage near the ceiling (there is a stack of boxes on the other side of the room, which is one of the main landmarks that know you are in the right place). Use Lanky to climb into the pipe in the corner and stomp on the Lanky clutch to release Chunky. BANANA TARGETS Each monkey must collect five bananas at each level and five in a concentrator. At each level, changing the plan to Snide always collects a fifth banana. Drawings can be found on enemies whose hair is the same color as the character's small bananas, coins, etc. JUGGLE JAPES The first level is Jungle Japes. At first you only have DK, but you can find Diddy at this level. Later, you want to come back here with every sign. Talk to Diddy. Banana 2: Free Diddy shoots three coconut switches with your gun. Banana 3: Bang the DK switch near cranky's cottage. The clutch is under the cottage, which must be destroyed by Rambi, and then it releases the banana near the first tunnel. Banana 4: Run the first Barrel Blast level. Banana 5: Kill yellow hair in a krusha tunnel with another coconut clutch for Blueprint. There's a small cave in the entrance tunnel. Shoot the peanut switches to get to the banana. Banana 2: Stomp on the Diddy switch (again under the cabin) and then use the #4 to get to the banana before the timer runs out. Banana 3: Go up the mountain (shooting the peanut switch to the side) and then shoot the peanut switch inside, which then widens the bridge. Walk across the bridge and hit the clutch so the banana appears on top of the mountain. Banana 4: Deeper into the mountain, crash into the clutch, then climb a large tube. Step into the tube, complete the cart bonus phase of the mine and you'll get a fourth banana. Banana 5: Kill the red-haired Krusha with a peanut gun. TINY KONG Banana 1: Shoot the switches in the first cave to play the banana bonus step. Banana 2: Just like Diddy, hit the Tiny switch and use a teleporter to get to the banana before time runs out. Banana 3: Shrink and go into the shell. Open the doors and I'll give you a banana. Banana 4: Again, when the shrunken jumps from the sponge and into the tree trunk. Banana 5: Find and beat the purple-haired Krusha in the tunnel and turn the floor plan. LANKEY KONG Banana 1: Like Tiny, step into the first cave and shoot the switches to get the bonus game on the banana. Banana 2: Stomp the clutch near the cranky kong shack and compete with the banana before time runs out. Banana 3: Use Lanky's special handle and move on to walk up steep hills in the tunnel leading to Cranky. There's a bonus round barrel that gives you a banana. Banana 4: Use your hands again and go climb up A steep hill with a peanut clutch shot by Diddy. Inside, stomp on two pins to reveal the banana. Banana 5: Near Cranky's is a blue-haired Krusha that gives you a drawing. CHUNKY KONG Banana 1: Once again, you have to stomp on the clutch, but this is hidden. It is behind a giant Rambi wall, which you need to use Rambi to open. Then you have to throw a big rock in there to find the switch. After stomping on the switch, use a teleporter near Cranky's to get into the water. Then climb the vine and jump on Funky. From there, jump from the top of the banana onto the next ledge and run as fast as you can into the banana before the timer reaches zero. Banana 2: Another banana is in a large cliff on top of a large X panel near the entrance tunnel. Throw a rock to get a banana. Banana 3: Once I threw the stone, stomp on the X until it breaks, and drop down into a small cave. Walk to the end of the cave and shoot two clutches into the skull. Banana 4: Go to the same area where Tiny used his shrinkage ability. On the middle platform of the area, Tiny can use its special ability to reach the bonus barrel. Chunky's Blueprint is waiting for him in the tunnel under square X. ANGRY AZTEC Both Tiny and Lanky are released at this level. DONKEY KONG Banana 1: Explore the level until you find a building with a llama on the door. Use a DK pad to fly into the sky to release a cage of llama, and banana. Banana 2: After releasing the llama, you can go to the llama temple by firing the clutch. Inside, you can get a banana by releasing Lanky. Banana 3: Use DK's new special ability to walk across the sand into the cave (when the road is drained). There's a bonus barrel at the end of the cave. Banana 4: Against the final banana, you need to get through another temple, get the banana and get out before time runs out. Every character has to do this for a banana. We only call it temple run DK Banana 5: In the first tunnel, use a DK barrel to cross the sand and fight on the Krusha Bridge. DIDDY KONG Banana 1: Temple run (see DK Banana 4). Banana 2: In another temple, free Tiny spelling KONG beating the cops. The first of the very challenging puzzles in the game. Banana 3: You need to use a jetpack and pass through the circle at the top of the statue. It frees the vultures, too. Next, you need to follow the vulture and fly through all the rings he leaves behind. Don't remember to stay close to him. Banana 4: Find the fourth banana tray with four gongs. Load each one and the tower will rise. Take a jetpack and fly to the top for your banana. Banana 5: Fly to the top of the first temple and win krusha for the layout. TINY KONG Banana 1: Temple Run. (see DK Banana 4). Banana 2: In the first temple, if you shrink and dive into the pool, you will see the entrance to which you can reach. Go there to find a bonus Banana 3: In the llama temple shrink to get into a little puzzle. Trample Tiny to reveal the banana. Banana 4: Go to the tower raised by Diddy and shrink. Stand on the music platform and play your instrument to invite a bird that will carry you to the top, where you can go to the tower to get into the racing minigame. Slide down the slope while collecting 50 coins and come get the banana first. Banana 5: In another tunnel to fight Krusha near the table in the middle. LANKEY KONG Banana 1: Temple Run. (see DK Banana 4). Banana 2: In the llama temple, if you play Lanky's instrument in the main room, two large heads will emerge from the water. Use them to get into the bonus barrel. Banana 3: Solve the main puzzle that revolves around the same temple again. You have to shoot the head and then another one of the same color and sound. It works just like the old game Memory. Banana 4: Take the magic beans to the area near you get a banana. Banana 4: In the first temple, a Lanky clutch is trampled, and a bird appears to carry a banana. You have to shoot him until he drops it. Banana 5:Use a teleporter in the temple to access the drawings. CHUNKY KONG Banana 1: Temple Run. (see DK Banana 4). Banana 2: There is an area in the tunnel where you have to shoot the cops to get to. Once you have done so, you need to place the corresponding vase on the right platform. When they're all in place, I'll give you a banana. Banana 3: At the first temple play chunky triangle with a pillow to get into the rotating room. Kill all the Kliptraps until the banana appears. Banana 4: In another tunnel, use a barrel to get a buffin, then lift up the giant block and place it on the table in the middle. It lifts the cage and gives you access to the bonus barrel and banana. Banana 5: Chunky's Blueprint is also in the temple. FRANTIC FACTORY Last Kong, Chunky has been released here. DONKEY KONG Banana 1: Find a room with large numbered blocks in the middle of the room. Pound the DK switch, and then you have to weigh the numbers in ascending order within the allowed time. Banana 2: When you find a high voltage building, open the coconut switch by shooting it. Once inside, drag the switch to activate the large machine in the middle of the plane. Banana 3: Now that the machine is activated, you can go to the doorway at floor level. Use inside the barrel for DK's special ability to safely get to the banana waiting at the end of the area. Banana 4:When you find the classic Donkey Kong arcade machine, drag the switch to activate it. Clear level four with one lift they give you to receive a banana. Banana 5: Near the top of the giant machine is DK's blueprint. Diddy KONG Banana 1: Bang the Diddy switch in the large engine room and move on to the banana. The other four Kongs have to do the same thing, but you can use #4 teleporter to make the trip back easier. Banana 2: There is a Diddy switch right in front of the high voltage room. If you weigh you will receive a bonus game that rewards you with a banana. Banana 3: Find a room with a large stack of blocks in the middle. Use Diddy's new special ability to reach the top with a bonus barrel waiting. Banana 4: Play Diddy's guitar in a glass to get into the room. Crash into the blocks in the order shown on the doors, and you'll get a banana when you've settled the third. Banana 5: Near the bottom of the giant machine is the red Krusha. TINY KONG Banana 1: Pound tiny clutch and go to the banana bonus barrel. Banana 2: Shrink where you see a small racetrack and first come with the right number of coins for the banana. Banana 3: In the room where the DK arcade machine is, shrink again to get to the small tunnel where the golden banana awaits at the end. Banana 4: For the last time, shrink in the block room to play a small dart mini game banana. Banana 5: The room with purple coins around the bar also has a purple Krusha. Win it to get the drawing. LANKEY KONG Banana 1: Bang the Lanky switch. Banana 2: In the block room, use the new balloon speciality pick motion to float into the bonus barrel. Banana 3: Find the room where Chunky's cage is. Use your special hands and walk to get to the clutch that releases him and the banana. Banana 4: Open the glass with Lanky's instrument and access the puzzle. Meannly learn and repeat the songs. Fill it up as a banana. Banana 5: In a large room with various riddles for the Kongs, there is a blue Krusha holding the plan. CHUNKY KONG Banana 1: Bang the Chunky switch. Banana 2: Find the metal sling and crush it with a new blow. There's a bonus barrel inside. Banana 3: Crush the metal sling again to enter a small room with three bases. Beat the box into a corner to reveal a clutch pound that changes the way bananas are revealed. Press the button on the wall, then use moving platforms to get to the banana. Banana 4: Use the Chunky Triangle to open the glass in a small room (when you are bashing through the gate), and beat all the enemies of the banana. The last enemy requires you to use Chunky's special ability barrel to win. Banana 5: A room with a stack of blocks is where you can find Chunky's Krusha. GLOOMY GALLEON This is the first level where you have all five Kongs right from the start, and it's massive. DONKEY KONG Banana 1: There's a DK pad near the lighthouse that triggers you to barrel blast level. Fill it to release the seal and score the banana. Banana 2: After releasing the seal, win the race against him (and collect 10 coins) for another banana. Banana 3: Near the Funky Shack is an island with music pads for each character. Play your instrument there and the door to the sunken ship will open. Banana 4: Go inside the lighthouse (press the up button at the bottom of the island) and climb to the top and stomp on the DK switch that lights the fuse and gives you a banana. Banana 5: After Diddy Fourth teleporter, DK can use it to access its drawings. DIDDY KONG Banana 1: Just like DK, use a music disc to open the port. However, you need to lower the water first to get to the pillow through the lighthouse bottom button. Banana 2: For the next banana, use a Diddy barrel near the lighthouse to get a jet backpack and then rocket to the vessel circling it. Stomp on a Diddy clutch and rocket to the top of the lighthouse for your banana. Banana 3: When you're on top of the lighthouse, play your guitar on the pad to free a large mechanical fish from its cage in another cove. Run there as fast as possible and swim into its mouth. Kill the annoying guy and get in the driving tree. Shoot each event with a big heart three times the time allowed for a banana. Banana 4: The last banana requires a plank to turn into Enguarde to open the road to the large room towers of gold coins. Jumping through a DK star three times does this. Inside, it works just like blocks on the last level. Bounce your way to the top. Banana 5: When the water level is low, you can get to the small cave of lighthouse cove to get Diddy's drawing. Tiny Kong Banana 1: Once again, go sunken ship banana. Banana 2: Shrink and step into a giant shell and talk to the mermaid. Find him five missing pearls and return them to the banana. If you want to find them, go to the treasure room and go to the keyhole of the giant coffin. Pearls are oysters. Banana 3: Bang on the Tiny switch and go half-sunken on top of the ship. Banana 4:Go to the big cove and find a little piece of metal. If you shrink, you can enter a small gap in the banana. Banana 5: Use a cannon near Cranky's to launch you for small plank walks. Tiny's Blueprint Krusha is in one of the little alcoves. Lankey KONG Banana 1: Once again, board in the same way as everyone else. Banana 2: Bang the Lanky clutch and swim to a half-buried ship in a large cove. Banana 3: Use Enguarde to crush all the coffins until you find it with a banana. Banana 4: Use another tower in the coin room and float your way to the top for a bonus barrel. Banana 5: When the water is high, Lanky can climb to the pier near the entrance to get his drawings. CHUNKY KONG Banana 1: Before you get to the water, walk to the area where Cranky is. If you walk into the tunnel, you'll find three coffins. Use your super punch to open all three for fairies, music filling headphones and bananas. Banana 2: Enter the sunken ship once again, like the others. Banana 3: Near the main entrance you can turn right and go to the area where you can find the banana. In catacombs you will find a large coffin where you need to scrite your brain and hack the switches into shape. They're numbered 1-4, so try your best to beat them in order. Banana 2: When you find a gold banana that disappears when you get close to it, click on the peanut switch and wave it. Banana 3: Light candles in the ballroom with a jet stain to get into the bonus barrel. Banana 4: Fly to the top of the castle against another bonus barrel. Banana 5: Red Krusha can be found in the middle of the crypt area. TINY KONG Banana 1: Jump and slide from every skeleton hand under the castle to get to the banana. Banana 2: Again, under the castle, slides into a bonus barrel. Banana 3: Use tiny pad teleporta to the top in the ballroom, then shrink down to perform another racing mini-game. Banana 4: Find a solo outside the castle and shrink. Then, bounce inside and shoot down all the enemies. Banana 5: There is a border in the crypt area where purple Krusha is waiting for Tiny. LANKEY KONG Banana 1: In catacombs, shoot the grape switch and use a plank barrel to run as fast as you can to the gate. Then use the music disc to get to the banana. Banana 2: When you're under the castle, stomp on the Lanky switch and then use the music disc. Finally, use Lanky pads to float into the bonus barrel. Banana 3: On the way to the top of the castle there is a Lanky clutch that gives you access to the bushlabyrinth. Use the barrel to speed your way through it. Banana 4: A Lanky clutch tramples at the top of the castle. Then snin the switches and float into the

bonus barrel. Banana 5: Blue Krusha can be found just outside it Drawbridge. **CHUNKY KONG** Banana 1: Inside the tree, Chunky can snide the switch to the bonus barrel. Banana 2: Under the castle, open the coffins for the bonus barrel. Banana 3: Find a small shack near the greenhouse, then open the box to find the Chunky pad. Turn invisible, then play your triangle to kill the bats and get your bananas. Banana 4: In the museum super punch three gongs, then place the boulder on the table. Banana 5: Chunky's Blueprint is easy to find. Just follow the banana tracks at the entrance to the dungeon. **CENTRAL CENTER** So far, you are effective enough to get all the central bananas at once. Some may have already found only by exploring, but everything is listed below. As at the normal level, blue fingerprints have been collected. I'm sure you'll want to find them all before heading to the final level. **DONKEY KONG** Banana 1: This is actually the first banana in the game. You'll get it after talking to K. Lumy for the first time. Banana 2: Frantic Factory is about to have a banana. Shoot the coconut switch to get it. Banana 3: In the frantic factory lobby, pull the lever to reach the upper level with the music disc. Banana 4: In the crystal cave lobby, Chunky scatters the ice wall, then uses a DK barrel to walk across the lava to the banana. Banana 5: After Creepy Castle and after activating all the teleporters, use a teleporter near the entrance to Hideout Helm, then shoot the switch to expose Krusha. **Diddy KONG** Banana 1: Once you're getting into diddy barrel in front of mushroom forest, you can rocket banana to waterfall. To get the barrel Chunky throws away the boulders near Angry Aztec, use the plank on a pillow. Banana 2: There is a bonus barrel at the top of the mountain, at the top of which you have to rocket. Banana 3: Right next to Snide's (Snide can be found on the island where frantic factory is), there's a Diddy pad with access to the bonus barrel. Banana 4: Like DK in the lobby of the Frantic Factory, Diddy has a banana in the lobby of Crystal Caves. Use Diddy barrel to fly as high as you can find a music disc. Banana 5: The small island in the lobby of Creepy Castle has a krusha behind the cage. Use DK to open the cage and defeat the enemy on Diddy. **TINY KONG** Banana 1: Tiny's first banana is on fairy island, where you have to shoot a clutch to get it. Banana 2: In the lobby of the Gloomy Galleon, Chunky can stomp on the switch to open a small corridor for Tiny. It'll lead you to the banana giant. Banana 3: If you hit the two gongs in the Angry Aztec lobby, a bonus barrel will appear where Tiny can slide. Banana 4: Use the island's Tiny pad, where frantic factory is to get to the music platform that gives you a banana. Banana 5: With Chunky, hits the box in the lobby of frantic factory to expose Tiny's Krusha. **LANKEY KONG** Banana 1: The first-level lobby, Jungle Japes, has a music record under the boulder that gives you Banana 2: Behind K. Lumy Island is a banana behind bars. Banana 3: Inside the same island there is a Lanky barrel and a clutch. Use the barrel and run over the switch. Banana 4: Inside creepy castle lobby you can float to the top of a small island for a bonus barrel with a Lanky pad. Banana 5: Lanky's Krusha can be found in the crystal cave lobby near the DK barrel. **CHUNKY KONG** Banana 1: On the main island, just find a banana behind bars and shoot the clutch. Banana 2: Angry Aztec near them boulder and then use a music disc. Banana 3: After receiving Tiny's banana on the island where frantic factory is located, a chunky barrel appears on the island where you found the fairy earlier. Use it and go to the large X platform. Then stomp on X. Banana 4: Make yourself invisible in the lobby of Hideout Helm to reveal the way to the bonus barrel. Banana 5: Chunky's Krusha is in the lobby of the entrance to Gloomy Galleon. 201st banana! You may have thought you've found all the bananas when you collect the number 200. But you have one more. After taking pictures of all the fairies in the game, return to fairy island with Tiny. Inside, a great fairy will reward you for your hard work with the last banana in the game. **HIDEOUT HELM** There are no bananas at the final level. But you still have to work hard. The first part of the level is timed, but if you managed to collect all of Sniden's drawings, you will have plenty of time to complete it. Each kong has to use the same movements they've used most of the game to get to engineering, and then stand on a music record. When they all do, everyone has to go through minigames. After you complete it, K. Rool leaves, leaving behind the last boss key you need to release K. Lumy. The problem is that you need both Nintendo and a Rare Coin to get to the key. Nintendo Coin: You must first win the original Donkey Kong game. It is located in the frantic factory area, and you need to use Gorilla-Grab to use the lever. After winning all four stages, play one more time and finish it again to win the coin. Rare coin: Collect at least fifteen banana medals and then go see Cranky. He lets you play the classic Jetpac game, and if you score 5,000 points, the Rareware coin will fall out of the sky. Once you have the key, you can release K. Lumy and proceed to the final battle against K. Role. **BOSS STRATEGIES** Do you have a problem beating a particular boss? Don't worry, I'll be fine. Here are some quick pointers on how to get rid of the overs across troublemakers. **Army Dillo** The first boss is very simple. As a DK, move left and right to dodge fireballs and run away from him as he spins around the arena. When he opens his head out of his shell, I'm going to throw a TNT pipe at him. Dogadon Dogadon needs the same strategy to win the army Dillo, but you're using Diddy, and you don't have to worry about him spinning after you. When he lands, toss TNT. Towards him. **Mad Jack** This jack-in-the-box is probably the most annoying and frustrating boss in the game. You have to use Tiny to slide from the platform to the platform as she chases around. When he lands, you need to find a ship that is the same color as the one he sits on, which also has a clutch. Switch off the switch and repeat the process. **Puffoss** For this easy boss use a plank and drive a boat through five DK stars several times. **Dogadon 2** Now Chunky has to face Dogado. Use the same strategy as before, but when the platform starts sinking, throw the TNT barrel at him, use the Chunky barrel and hit him three times whenever you can. **Army Dillo 2** again, DK must face the Dillo Army. Use the same strategy as before, and then run in very tight circles to shake up the new positioning missile he'll use to meet you. **King Kut Out** The last ordinary boss is a cardboard cut of K. Role. Use every Kong and blow them up on a giant piece of paper. **Q. Rool** To win the K. Role, you need to use all the Kongs and their own special abilities: **DK**: Immediately jump on turnbuckles, and eventually the barrels will appear on top of each one. Wait till K. Rool calls the crowd, and then you shoot yourself at him. Dodge the gloves until Diddy's pipe appears. Then fly to the top of the arena and shoot the targets into the lights so that they fall on K. Role. **Plank**: Use Lanky's long reach to hit the switches outside the ring. Then throw the pipe on the carpet. **Tiny**: Hover over shock waves, use tiny barrel to shrink and step into K. Role's shoe. Shoot the first one once, the second twice, the third three times and the fourth four times. **Chunky**: Dodge the shadow of the invisible K. Role, use chunky pads to cloak yourself, and then use a Chunky barrel to become a super buff Chunky. Then you can make a final blow to K. Role. **Secrets** As if all the little bananas, coins, large bananas, ammunition and other items you need to collect weren't enough, there are even more items that can be used to unlock secrets. These include well-hidden fairies, Nintendo and Rare Coins, and drawings for each character. **Fairies** Fairies are the main key used to unlock secrets. These are usually hidden very well, and you need to use the camera to snap an image of them. Before you can take pictures, you need to get a camera to the fairy-shaped stone building located in the main center. Just use Tiny and shrink yourself to get into the building. Now you're ready to hunt fairies. Once taken on film, they unlock secrets in the Mystery Menu. Some things only require a few fairies, while others require you to find each one of the games. **DK Theatre** Requirements: 2 Fairies Once you have located and photographed two fairies, you can use the DK Theatre. As the name suggests, it allows you to watch any cut scenes in the game (including opening rap) still Until you get tired of them. **Them**. **Bonus step requirements**: 6 Fairies When you find both a Rambi rhinoceros and an Enguarde swordfish, you can use bonus levels starring six fairy pictures. **Original Donkey Kong** In mystery menu requirements: 6 fairies and a Nintendo coin To get the Nintendo coin needed for unlimited gaming, you must first win the original Donkey Kong game. It is located in the frantic factory area, and you need to use Gorilla-Grab to use the lever. After winning all four stages, play one more time and finish it again to win the coin. When shooting six fairy pictures, you can then play the original Donkey Kong game from 1981 at any time through the Mystery menu. **Jetpac** in mystery menu requirements: 6 fairies and a rareware coin To get to the rare game of 1983 jetpac in the mystery menu you need six fairies and a Rareware coin. You get a Rare Coin in the same way as a Nintendo coin. Collect at least 15 banana medals and then go see Cranky. He lets you play the game, and if you get 5,000 points, the Rareware coin will fall out of the sky. Collect a coin to open the game in the Mystery menu. **Boss Battle** Requirements: 10 Fairies Collect ten fairy photos to open up a space where you can fight any boss you've already beaten in the game **Krusha** multiplayer requirements: 15 Fairies The big bad alligator of previous DK games makes a cameo appearance in multiplayer modes if you've hunting fifteen fairies. **Cheat mode** requirements: 20 fairies If you work hard and manage to collect every fairy hiding in this huge game, you can open the cheat mode. This allows you to have an infinite supply of all the items you collect in the game. This means you'll never have to worry about running out of ammunition again! **Drawings** Drawings aren't as important to collect (due to secrets) as fairies, but if you collect all 40 and return them to Snide, you'll get access to eight bonus levels. **Kremling Kosh**: Kremlining Kosh is basically Whack-a-Mole, but instead of moles you hit the Kremplings. The same rules apply, just shoot the melon when Kremling appears. **Batty Barrel Bash**: Although it has an unusual name, this is an easy game. It's a slot machine. Use A wheels, and then press A each time you want to stop one. **Beaver trouble**: In this game, you need to hear all the beavers in the hole in the middle of the barrel. **Searchlight Seek**: Use the floodlight to locate the claprap, then shoot it with melon. **Krazy Kong Klamor**: In this shooting range, aim and shoot a large banana. Don't hit Kong! **Danger path panic**: This is another shooting gallery where you have to shoot melons in the mouths of crocodiles so they don't eat fairies. **Big Bug Bash**: This is a simple bonus level where you just have to put a fly in the barrel. **Shaky turtle problem**: This is yet another shooting range. This time you have to shoot the snakes so that they. Don't drop the turtles. **Turtles**.

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