INSTRUCTION BOOKLET
MANUALE DI ISTRUZIONI

DONKEY KONG 64

NINTENDO 64
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**THE NINTENDO®64 CONTROLLER**

The Nintendo®64 Control Stick uses an analogue system to read the angles and directions of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.

If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left), then press START while holding the L- and R-Buttons.

The Control Stick is a precision instrument; do not spill liquids or place any foreign objects into it.

While playing this game, we recommend you use the hand positions shown below.

By holding the controller like this, you can operate the Control Stick freely with your left thumb. Using your right thumb, you can easily access the A-, B-or C-Buttons.

Place your left index finger where it feels comfortable, but not in a position where you might accidentally press the Z-Button on the back of the controller.

To play this game, connect a controller to socket one located on the front panel of the Control Deck.

If you change the connection during the game, you may need to either press RESET or turn the power OFF to make the new connection active.

You must use two, three or four controllers in order to play the 2-, 3- or 4-Player game modes.

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**STORY**

So let's see what nonsense they've made up for this game, shall we?

Hmm... well, I have to hand it to them. This time they've managed to come up with a decent storyline that doesn't involve the usual golden bananas. Only joking kids! This one's worse than all the previous efforts put together! I know you probably aren't expecting a best seller, but wait till you hear this load of rubbish...

“Left!” rasped a voice to his left.

“Right!” came back the immediate response from the other side.

It had seemed like a good idea at the time, but now the Klaptrap turning the wheel wasn't so sure. His little legs were getting tired, and those two incompetent fools didn't have a clue where they were going.

“Left!”

“Right!”

With a sudden sickening crunch of metal against rock, the King's pride and joy came to a shuddering halt, knocking all three off their feet. The tough little Klaptrap was up first, dashing eagerly across to the broken bridge window to see what those goons had hit.

“You two are going to be in sooo much trouble!” he barked gleefully.

But that pair weren't the only ones in trouble. Deep within the gloomy bowels of his latest creation, a furious King K. Rool sat on his throne, glaring down at the quaking generals of his vast Kremling army.

“Well? I'm still waiting for an answer...”

His plan couldn't fail this time, or so he had thought. But like so many times in the past, he'd underestimated just how useless his scaly minions could be. It had taken years to build, but now his mighty island stronghold lay immobile off the coast of its very first target – Kong Isle. Perhaps all was not lost, though...
“Power up the Blast-o-Matic. Target is Kong Isle. Fire when ready!”
Instead of a deafening explosion, there came only a pathetic whimper.
“I’m so v-very sorry your m-majesty, but I’m afraid the Blast-o-Matic isn’t quite w-working yet...”
K. Rool turned to face the white-coated technician responsible for the bad news.
The King began to cry.
“It’s just not fair...” he sobbed. “I really thought I was going to win this time.”
Klump waddled over and put a consoling arm around his distraught leader.
“Don’t get all upset now, your excellency. We’ll go and capture those nasty Kongs for you.
Then we’ll steal their Golden Bananas as usual so that if any Kongs escape us, they’ll be too busy looking for them to come and ruin your magnificent plans.”
As King K. Rool watched his generals leave, he wiped away his crocodile tears and began to laugh. His little play acting had worked, and now those Kongs would soon be history.
“Or so they think,” he snickered. “They’ll be too busy looking for their Golden Bananas to come and ruin my magnificent plan.”

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**STARTING THE GAME**

Now then, just drop your quarter into the slot and... er, sorry, wrong game. After pressing START, you will be presented with the SELECTION PAGE. Use the Control Stick to select between the five icons and press the A Button to select one.

**Adventure**
This allows you to begin a new game or continue one in progress. The Game Slot Selection Screen has three game slots and an erase option. Choose a slot by pressing the A Button, and the status of that game will appear. Press the A Button once more to begin the game.

**Options**
You can select the language, camera-mode, screen size, and activate the story skip from here. Use left and right on the Control Stick to move between the options and up and down to change their status.

**Mystery**
This icon will be unavailable until you rescue at least one banana fairy. The features in here will have to be earned as you progress through the game. Use left and right on the Control Stick to move between the groups and up and down to change their status.

**Battle**
Another icon that only appears once the first Kong is rescued. Other features become available as you progress through the game. Use left and right on the Control Stick to move between the groups and up and down to choose one of the various options within the groups.

**Sound**
This enables you to customize the audio settings. Use left and right on the Control Stick to move between the options and up and down to change their status.

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**KONGS YOU PLAY**

We’ve had Donkey, Diddy, Dixie and Kiddy in the past. I wonder if any of those has-beens have got the guts to risk their flea-bitten necks again for a new adventure. Let’s have a look-see who’s in this one then, eh?

**Donkey Kong**
About time that lazy good-for-nothing went adventuring again. He’s the leader of this mangy bunch and tells me that he has learned a whole new bunch of “mean, reptile-stomping” moves. I doubt whether they will be any better than his old ones, but we shall see, shan’t we?

**Diddy Kong**
Donkey’s little nephew wannabe. He’s quick, nimble and courageous but still a bit of a lightweight when compared to my fine physique. He’s also got this new-fangled thing he calls a Jetbarrel, but it sounds like nothing more than a lot of hot air to me.

**Tiny Kong**
I thought this was Dixie Kong until she told me that she is Dixie’s younger sister. Bah, kids these days all look alike! You’ll probably recognize Dixie’s trademark hair spin technique, but Tiny can also shrink in size — although I reckon that one’s nothing more than a marketing gimmick and won’t even be in the game!

**Lanky Kong**
A newcomer to the Kong clan and the joker of the pack. I haven’t a clue whom he’s related to — must be some distant cousin or something. Those silly stretchy arms give him plenty of potential, but I’m sure he’ll be too busy clowning around to be of much use.

**Chunky Kong**
Let me guess, this one’s the big guy? Sheesh, I don’t know how they come up with these names. Anyway, he’s Kiddy’s older brother and lists crushing, smashing and pounding Kremlings as his hobbies. Hey, perhaps there is a glimmer of hope for these bums after all. I bet he’s really slow though.
OTHER KONGS

You'll find the services of these unsung heroes invaluable as you trudge through your third-rate quest. I'd now like to introduce you to the most important character in the game, as well as my trusty assistants who have minor roles, too. Just remember that we rightfully expect our expertise to be rewarded, so do collect a good haul of Banana Bunch Coins before you even think about disturbing me, won't you?

Professor Cranky Kong
Yep, you read it right, sonny! It’s Professor Cranky Kong now, and you’d better show your elders some respect, as I’m your only hope in defeating those rancid reptiles. My powerful potions will give you abilities you’ve never dreamed of and certainly don’t deserve, assuming of course you can afford my modest asking fee. Now don’t you go asking me for a potion of gameplay, as even my genius can’t rescue this game from its rightful destiny in the bargain bin.

Funky Kong
Lazy, rude and loud he may be, but Funky the monkey stocks the necessary firepower you’re gonna need to blast your way through the collection of mediocrity known as the levels. Be warned though, as Funky’s comprehensive guarantee on his products expires as soon as you leave his hut.

Candy Kong
That darn Donkey has all the luck! His girl Candy waits around in her hut, always willing to offer her musical help to that undeserving son of mine and his fancy polygonal friends. Pah!

Wrinkly Kong
She may not be quite the same as you remember her from past adventures, but my good-natured wife will again be around to help you if you get stuck... which I’m sure you will.

OTHER CHARACTERS

King K. Rool
While K. Rool may have ditched his ridiculous disguises, his intentions are as evil as ever. Fortunately, a combination of his own incompetence and useless minions have allowed us to defeat him in the past. But the future of Kong Isle rests in the ability of Donkey and his new buddies to prevent the croc’s latest effort. I could defeat him single-handedly of course, but then you wouldn’t have a game to play would you?

Snide
A mysterious weasel defector who bears a grudge against the Kremlings. I can’t be bothered to tell you any more, so you’ll have to ask him what he’s doing in this game when you meet him.

Troff n’ Scoff
Troff’s a pig, Scoff’s a hippo, and both are big, slow and useless. They sit in their nice, cozy room and wait to be fed enough bananas to satisfy their alarming appetites. Once fed, they’re supposed to help you. But a novice player like you won’t be able to collect enough food, so I’d be wasting my precious breath if I told you what they did.

K. Lumsy
He’s bigger, slower and even more useless. No, it’s not Chunky, but a hulking, good-natured Kremling whom K. Rool has imprisoned for his lack of reptilian ruthlessness. I reckon all it will take is a bit of the famous Kong charm to win K. Lumsy over and get him to lend a considerably-sized hand in thwarting his master’s plans.

Banana Fairy
Who’s this?? I didn’t see any fairy when I looked around. She... er, must be a secret character or something. Yep, I remember now, a secret character. With bananas. Obviously, I... um, know where she is, but if I told you, it wouldn’t be a challenge to find her, would it? So although I know everything about this... er, secret fairy banana character, I’m not saying anything. Let’s move on shall we?
Arrgh! What is that thing? Which way do I hold it? There are too many buttons... and this wobbly stick-thing feels like it’s broken! I can’t believe players use this silly controller contraption to play games! A good solid joystick and one button is all I’d need!

Brings up the PAUSE MENU and Status screens.

START
Press once to center the camera behind the Kongs. Keep the R Button pressed to lock the camera into this position until released.

R Button
Press once to center the camera behind the Kongs. Keep the R Button pressed to lock the camera into this position until released.

C Buttons
C+/+ : Rotates the camera angle.
C+/+: Changes the level of camera zoom. Press the C+ Button once to view the action through the Kong’s eyes, rotating the Control Stick to look around. Press the C+ Button again to return to the standard view. The C+ Button toggles between the other two available levels of outside zoom.

Z Button
Makes the Kongs crouch. Use the Control Stick to rotate while crouching.

A Button
Makes the Kongs jump. Hold the A Button longer to make them jump higher.

B Button
Lets the Kongs use their attacks.

Climbing – The Kongs can climb trees, ladders, poles and plenty of other things simply by jumping on them and using the Control Stick to clamber up or down. Pressing the A Button allows them to release their grip and jump off at any time.

Swimming – Normal Control Stick movement automatically switches to surface swimming when the Kongs enter a deep enough pool of water. You can increase their surface swimming speed by holding the B Button or dive underwater by pressing the Z Button.

There are two speeds of underwater swimming: holding the B Button causes the Kongs to drift along slowly, while holding the A Button makes for much quicker progress. Pressing the Z Button while swimming acts as a water brake.

Running Attack – Pick up some speed, then press the B Button.

Jumping Attack – Press the A Button to jump, then the B Button while in mid-air.

Backflip – Hold the Z Button to crouch, then press the A Button to jump. Use the Control Stick to steer in mid-air.

Long Jump – Pick up some speed, then press the Z Button, immediately followed by the A Button.

Pause Menu and Status Screens
I knew they’d have to have something like this. The Kongs will be so weighed down with all the garbage they have to collect, I can’t see them getting past the second level. You can view all this silly nonsense and some other stuff I don’t understand by pressing START during your game.

Depending on where you are and how far into the adventure you have progressed, the options available on the PAUSE MENU will differ.

Return – Leaves the menu and continues the game in progress.

Save – Saves the game into the current game slot.

Quit Game – Saves and exits the game in progress.

Exit Level – Exits the current level and returns the Kong to the level lobby.

Restart – Allows you to restart any of the sub-games and bonus features while they are in progress.

Exit To Level – Exits the current sub-game or bonus feature in progress and returns the Kong to the level.

Status Screens – Once you have found the first Golden Banana, the Status Pages will be activated. These will record your progress, and you can scroll through them using the Z and R Buttons.

Advanced Moves

Nintendo 64 Expansion Pak™
To play Donkey Kong™ 64, you MUST have an Nintendo 64 Expansion Pak inserted into your Control Deck.

Nintendo 64 Rumble Pak™
This game is compatible with the Rumble Pak accessory. Before using it, make sure to read the Rumble Pak accessory instruction booklet carefully. Make sure that the Control Deck is turned OFF when inserting the Rumble Pak accessory.
CRANKY’S SPECIAL ABILITIES

Ah, this is where I come in. Let’s face it, the Kongs’ basic abilities are only a pale shadow of my former skills. In order to give them a chance to progress, I will generously let you buy a few of my special potions from time to time in order to make those kids a little less embarrassingly useless. Some abilities can be used anywhere, but others require the use of my pads or barrels with the face of the appropriate character on them.

All Kongs

Simian Slam – Press the A Button to jump, then press the Z Button while in the air.
Super Simian Slam – Press the A Button to jump, then press the Z Button while in the air.
Super Duper Simian Slam – Press the A Button to jump, then press the Z Button while in the air.

Cranky’s Special Offer!

Since I figure you gonna need all the help you can get, I’ve decided that only one Kong needs to pay for each of my simian moves. Once one of that ragged bunch has bought it, the other bums get it for free! Of course, this offer doesn’t apply to my premium selection of abilities listed below – each Kong will have to pay in full to get their hairy hands on those miracle potions.

Donkey Kong

Baboon Blast – Press the Z Button when standing on a Donkey Pad.
Gorilla Grab – Press the B Button when standing next to a lever.
Strong Kong – Jump into a Donkey Barrel. Press and hold the Z Button, then press the C+ Button to end the move. Uses Crystal Coconuts.

Diddy Kong

Chimpy Charge – Press and hold the Z Button, then press the B Button.
Rocketbarrel Boost – Jump into a Diddy Barrel. Press and hold the Z Button, then press the C+ Button to end the move. Uses Crystal Coconuts.
Simian Spring – Press the Z Button when standing on a Diddy Pad.

Tiny Kong

Mini-Monkey – Jump into a Tiny Barrel. Press and hold the Z Button, then press the C+ Button to end the move. Uses Crystal Coconuts.
Pony Tail Twirl – Press the A Button to jump, then press and hold the A Button again while in the air.
Monkeyport – Press the Z Button when standing on a Tiny Pad.

Lanky Kong

OrangStand – Press the Z Button, then press the B Button. Continue to hold the Z Button while using the Control Stick to move around.
Baboon Balloon – Press the Z Button while standing on a Lanky Pad. Only lasts for a limited time.

OrangSprint – Press the Z Button when standing on a Lanky Pad. Uses Crystal Coconuts.

Chunky Kong

Hunky Chunky – Jump into a Chunky Barrel. Uses Crystal Coconuts.
Primate Punch – Press and hold the Z Button, then press the B Button.
Gorilla Gone – Press the Z Button when standing on a Chunky Pad to turn invisible.

FUNKY’S SHOOTERS

When you find you’re getting an inevitable whupping from K. Rool’s cronies, consider equipping yourself with the finest shooters Funky can make. Each Kong’s shooter fires a different object, which you will find in the Supply Crates scattered around the levels. Shooters can also be used to activate certain switches and features, so I’m told.

If you play well enough to get one – which I very much doubt – ties are only a pale shadow of my former skills. In order to give them a chance to progress, I will generously let you buy a few of my special potions from time to time in order to make those kids a little less embarrassingly useless. Some abilities can be used anywhere, but others require the use of my pads or barrels with the face of the appropriate character on them.

All Shooters

Donkey Kong

– Coconut Cannon / Peanut Popguns

Diddy Kong

– Grape Pipe / Lanky Kong – Pineapple Launcher

Funky’s Special Offer!

Since I figure your gonna need all the help you can get, I’ve decided that only one Kong needs to pay for each of the shooters. Once one of that ragged bunch has bought it, the other bums get it for free! Of course, this offer doesn’t apply to my premium selection of abilities listed below – each Kong will have to pay in full to get their hairy hands on those miracle potions.

Donkey Kong

Baboon Blast / Gorilla Grab

Gorilla Gone

Diddy Kong

Pony Tail Twirl

Simian Spring

Dusty Barrel Boost

Lanky Kong

Primate Punch

Baboon Balloon

OrangStand

Chunky Kong

Hunky Chunky

Funkymonk

Primate Punch

Gorilla Gone

CANDY’S MUSICAL INSTRUMENTS

You’d never see me playing silly musical instruments, oh no! All the bad guys understood in my day was a nice heavy barrel on the top of their stupid heads. Bah, times change unfortunately, so I suppose it’s a good idea to seek out Candy’s help, as her instruments send out Kremling-flattening sound waves when played. She also tells me that if you play the correct instrument while standing on one of her Music Pads, it can cause all sorts of amazing things to happen. Pah! This all sounds like poppycock to me, and I suspect these things are a complete waste of time.

If by some miracle they do actually have a use, you can press and hold the Z Button, then press the C+ Button to play the instrument.

Candy might teach you how to play the following musical smart bomb pieces:

Donkey Kong – Bongo Blast / Diddy Kong – Guitar Gazzup / Tiny Kong – Saxophone Slam / Lanky Kong – Trombone Tremor / Chunky Kong – Triangle Trampoline

Candy’s Special Offer!

Aw no, she’s at it too! Has she no shame? Once you have your instrument, Candy can offer you a few musical upgrades and some much needed help with your pitiful energy levels. If one Kong pays for any of her services, the other freeloaders get it for nothing. I’m afraid there’s no hope for you if you can’t finish this game now.
**BANANA FAIRY’S CAMERA**

Oh, it’s that secret banana fairy again. She’s got a camera? Um... of course, how could I forget! She’s got a camera which she takes pictures with, no... er, that you take pictures with. Yep, you can take pictures of things. Secret fairy-type things. Take some pictures, and she’ll give you more secret stuff...

You can operate the camera by pressing and holding the... er, Z Button, then pressing the C+ Button to fetch it out and go into... uh, camera-view mode. Use the Control Stick to point the camera in the desired direction, then press... um, the B Button to take a picture. Yep, that’s right.

**CHIMPY COLLECTIBLES**

Trinkets and baubles, every last one! You’ll be so busy collecting this tatty lot, you’ll not notice the lack of gameplay. I never had to collect anything in my day, no siree, and my games were all the better for it!

**Golden Bananas**
The most precious item in the game, apart from me, of course. You’ll need plenty of these to progress through the levels. If you find more than ten, I’ll be surprised.

**Bananas**
Come in five different colors that each Kong must collect to feed to the greedy Troff n’ Scoff. Donkey should be looking for yellow ones, Diddy red, Tiny purple, Lanky blue and green for Chunky.

**Banana Bunch Coins**
Also found in the same five colors as the bananas and can be collected by the appropriate Kong. These are used to pay for the various invaluable services that Funky, Candy and especially I, have to offer.

**Supply Crates**
These contain the items that the Kongs can shoot from their various silly shooters.

**Oranges**
Bouncing oranges have explosive properties that can defeat even the toughest of Kremlings. Hrmph, that’s not fair! Where were my oranges all those years ago? You kids have got it far too easy these days.

**Crystal Coconuts**
These mystical items have magical powers that enable the lucky Kongs to perform a variety of my amazing special abilities.

**Banana Camera Film**
Collect these and photograph the missing banana fairies to get the... er, secret stuff I told you about earlier.

**Melon Crates**
These contain several slices of melon to replenish your energy. I’m sure you’ll be needing every last one of them, too.

**Blueprints**
Color coded like the bananas and coins, there are five of these on each level, always in the possession of a sturdy Kremling. Recover the blueprints if you can, then take them to that shifty Snide to earn your reward.
SIMIAN SPECIALS

Special? Hah! I'd sure like to know what makes these any better than the others; they look just as useless to me. Probably because they're slightly larger and a little shinier, I suppose.

Banana Medals
Collect 75 out of 100 of any Kong's bananas on each world to earn a medal. I’ll be needing a good armful of these later in the game, so you’d better start collecting ‘em right now, sonny!

Battle Arena Crowns
Unlike it may sound, but if you survive the onslaught of the Kremling hordes in one of their Battle Arenas, you’ll win a prized crown. Sorry, but I’ve forgotten what they do...

Banana Fairies
Collect these hard-to-find fairies by photographing them with the magical banana camera. The more you get, the better the reward, although I’m not guaranteeing you’ll get anything.

Boss Keys
Beat a boss, and you are awarded a key, simple as that. I know what the keys are for, but do you?

Rareware & Nintendo Coins
Hidden deep within the game, these two valuable coins will test rusty gaming skills you thought you’d never have to use again...

GIBBON GAMEPLAY

Sheesh, you must be a real lame player if you’re still reading this booklet. You obviously need all the help you can get! No one can accuse old Cranky of being unhelpful though, so I’ll reluctantly let you know about these other features that you might find on the levels. See how lucky you are?

DK Portals
Shimmering gateways that transport you between the level lobbies and the levels themselves.

Wrinkly Doors
Also found in the level lobbies, the information concealed behind these should be used as a last resort only. (Or as a first resort if you are a really poor player.)

Switches
You’ll find these all over the place, but some require a more hefty whack than others. The best switch is the one on top of your Nintendo, as you can turn off your silly 3-D adventure and let me get some sleep.

Candy’s Headphones
Stand near these, and your musical smart bombs will be replenished.

Battle Arena Pad
You’ll find one of these on each level if you’re lucky. Stand on it and press the Z Button to be transported to the Kremlings’ Battle Arena – a place where arguments are traditionally settled and Kongs get a good thumping. Survive the extremely one-sided battle to win a coveted Battle Crown and the grudging respect of the reptiles.

Cranky’s Kong Barrels
I made these barrels myself, you know. Jump in one to activate another impressive selection of my special abilities.
Cranky's Kong Pads
These are very important, so listen up. Stand on one, press the Z Button and be prepared to gasp in awe when one of my special abilities is activated.

Tag Barrels
You can use these to swap between Kongs when on a level. Once a Kong has been rescued, his or her face will appear on all the Tag Barrels. Jump inside to make your selection from the many monkeys available. Players less skilled than myself (i.e., all of you) will also be relieved to find that your energy is replenished during a visit to these barrels, too.

Bananaport Pads
Once active, these allow the Kongs to travel quickly between previously-visited areas. Find and stand on two pads with the same number to form a link. Then press the Z Button while standing on one pad to be bananaported to the other. Let me know if you find a bananaport that can take me out of this sorry game, and I'll be there in a flash.

Animal Crates
Jump in these to be transformed into an animal buddy. I just hope they've included poor old Winky and Expresso this time instead of that bone-brained rhino that always seems to get in the games.

Troff n’ Scoff Portals
There are several of these on a level, but all of them lead directly to Troff n’ Scoff’s room. Exiting the room will put you back on the level through the same portal that was originally entered.

It's true, I'm afraid. They've gone and included one of those awful multiplayer modes that seem to be all the fashion these days. This means you and some other whippersnappers can huddle round your flickering screen and play a few games that I reckon were thrown in at the last minute and will be average at best. I sure hope I'm in some of them though – I'd just love to whup some of these young wannabes' behinds!

There are two types of MULTIPLAYER GAMES available: the larger tactical arenas of MONKEY SMASH and the single-screen mayhem of BATTLE ARENA. Use up and down on the Control Stick to select between the different arenas in MONKEY SMASH. Press the A Button to go to the CHARACTER SELECTION SCREEN for both games.

NOTE: To play the multiplayer games, you MUST collect one Crown in the Adventure Mode. Once you have collected one Crown, you will begin with Donkey Kong as the only playable character. The others are added as they are unlocked in Adventure Mode.

Character Selection Screen
Press START to enter the competition. Use left and right on the Control Stick to select the desired Kong and up and down to change their colors. Press the C+ Button to select the Game Type. Use left and right on the Control Stick to select the game type and up and down to choose the rules. Press the C+ Button to return to the CHARACTER SELECTION SCREEN, then press the A Button to begin the game when all the players are ready.

Monkey Smash Game Types
Survival – Last player standing is the winner.
Coin Hoard – The player with the most coins at the end of the time limit is the winner.
Wins – The first player to reach a target number of monkey smashes wins.
Time – The player with the most monkey smashes at the end of the time limit wins.
Capture – The player holding the DK coin at the end of the time limit is the winner.
Capture Pad – Try to activate the pads while holding the DK coin. The first player to activate all the pads wins.

Battle Arena Game Types
Wins – The first player to score the required amount of ring outs is the winner.
Coin Hoard – The player with the most coins at the end of the time limit is the winner.
Survival – The player who survives the longest wins.
Capture – The player holding the DK coin at the end of the time limit is the winner.
Time – The player with the most ring outs at the end of the time limit wins.

A selection of items will appear at random during the BATTLE ARENA games. These can be collected and have varying results, but not all of them are good!
THE LEVELS

Now where did they put the level I designed? Hmm... I can’t seem to find it. It was called the “Great Girder Grapple” as I remember. Oooh, I must have spent at least 3 minutes working on it. I even drew them a fancy little picture. Bah! It must have been too good for them. The kids would have refused to play their fancy 3-D levels once they’d gotten a taste of my 2-D girder action! Don’t give up hope though; they might have hidden it somewhere like a priceless gem, hoping that no one will ever find it...

The Islands

The once idyllic Kong Isle now has an unpleasant neighbor in the form of K. Rool’s massive mechanical Crocodile Isle. This monstrosity towers over our homeland, with the ridiculously-named Blast-o-Matic device ready to reduce it to rubble. Between them, these two contrasting islands conceal the entrances to all the levels.

Jungle Japes

The first level for you to monkey around in. Its humid tunnels and lush open areas are home to the shuffling Gnawty... abilities. The imprisoned Diddy Kong should be your first objective, as the careless chimp takes you on a real wild ride!

Angry Aztec

I hate the scorching heat and frequent sand storms of this level. Stir in a bunch of patrolling Kritters and vicious... and Dixie... er, I mean Tiny Kong. Seek out the help of Candy Kong for the first time, and don’t forget me, of course!

Frantic Factory

K. Rool’s pride and joy – a grimy, noisy and extremely-hazardous toy-making facility. No one wants these toys for a gift... the Kremlings have prepared for him. Rescue the useless lumbering ape, then come and see your old pal Cranky, won’t you?

Gloomy Galleon

Prepare to get your flea-ridden fur wet as you dive down into the murky depths of the reptilian lagoons. You won’t be the only thing down there though, as the gloomy, rotting remains of the King’s once proud armada lie waiting to be explored – truly an enlightening experience. Elsewhere, you’ll find a builing structure that’s a bit dim and doesn’t work. Yes, I know you already know about Chunky, but this is also true of an eerie lighthouse. Let’s see if you can get them both working and be of some use.

Fungi Forest

Someone sure has an over-active imagination. They say this forest contains a giant magical cuckoo clock which has the ability to change day to night and back again in a matter of moments. Hmph, I don’t believe that for a second. They can’t fool this wily old ape! Wait, there’s more nonsense too. A mystical tree? Pah! A sky-high mushroom you can go inside? Nope. Abandoned mills and barns? I doubt it. I reckon it should be called “Fantasy Forest,” as none of this stuff actually exists!

Crystal Caves

Yep, I knew they’d have an icy-type crystal level in there somewhere. This one’s a bit unstable though – very prone to dangerous falling rocks, bouncing off my lab roof and your dopey heads – only it doesn’t hurt my roo! Find a way into the numerous giant igloos and creepy log cabins, but I wouldn’t stray into the path of the club-wielding Koshas if I were you, which happily I’m not.

Creepy Castle

It’s a castle, and it’s creepy. Will that do? Mmm... apparently not. Alright, I’ll try my best to make this sound exciting. Ahem, steel your nerves as you hesitantly edge around the precarious exterior, desperately trying to find a way into the fortress’s forboding walls. Once inside, the horrors of the creepy crypts, the haunted regal ballroom and the mad museum await, their hideous inhabitants eager to welcome unwanted guests. There, not bad, eh? Almost makes you want to play it.

Hideout Helm

You’ll find one of the hardest challenges you’ve faced in here. All five Kongs must work together! Yes, I know it’s tough, but find enough playing skill from somewhere, and maybe you’ll struggle through to the finish. But even when you get there, it may not be the end after all...

CRANKY’S TIPS

Tough luck kid. I’ve been told to keep my mouth shut, as they want to keep all the good stuff for a money-making strategy guide. I’m sure some of it will appear on that newfangled “internet” thing as well, so I suggest you take a look-see there. You could also ask your friends, assuming of course you’ve got any. If all else fails, you’ll just have to play better.