

**PRIMA'S UNAUTHORIZED GUIDE TO**

# **DIDDY KONG RACING**

Kip Ward & Brian Boyle



This fully independent edition is a product of Prima Publishing and is not affiliated with or sponsored by Rare or Nintendo of America Inc. Nintendo® and Diddy Kong™ Racing are trademarks of Nintendo of America Inc.

**Secrets to make  
your friends  
EAT YOUR DUST**

Adam Marek

# Diddy Kong<sup>TM</sup> Racing

Unauthorized **GameS**ecrets & **S**olutions

**Kip Ward**

**Brian Boyle**

Prima Publishing  
Rocklin, California

916-632-4400

[www.primagames.com](http://www.primagames.com)



® is a registered trademark of Prima Publishing, a division of Prima Communications, Inc.



® and Prima Publishing® are registered trademarks of Prima Communications, Inc.

© 1997 by Prima Publishing. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Publishing, except for the inclusion of quotations in a review.

Project Editor: Sara E. Wilson

This fully independent edition is a product of Prima Publishing and is not affiliated with, licensed, authorized, or sponsored by Rare or Nintendo of America Inc. Diddy Kong™ Racing is a trademark of Nintendo of America Inc. Nintendo® and the "N" logo are trademarks of Nintendo of America Inc. Screenshots reproduced herein for review and commentary purposes are © 1997 Nintendo of America Inc. Prima disclaims any copyright in the game Diddy Kong™ Racing.

All products and characters mentioned in this book are trademarks of their respective companies.

**Important:**

Prima Publishing has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 7615-1346-9

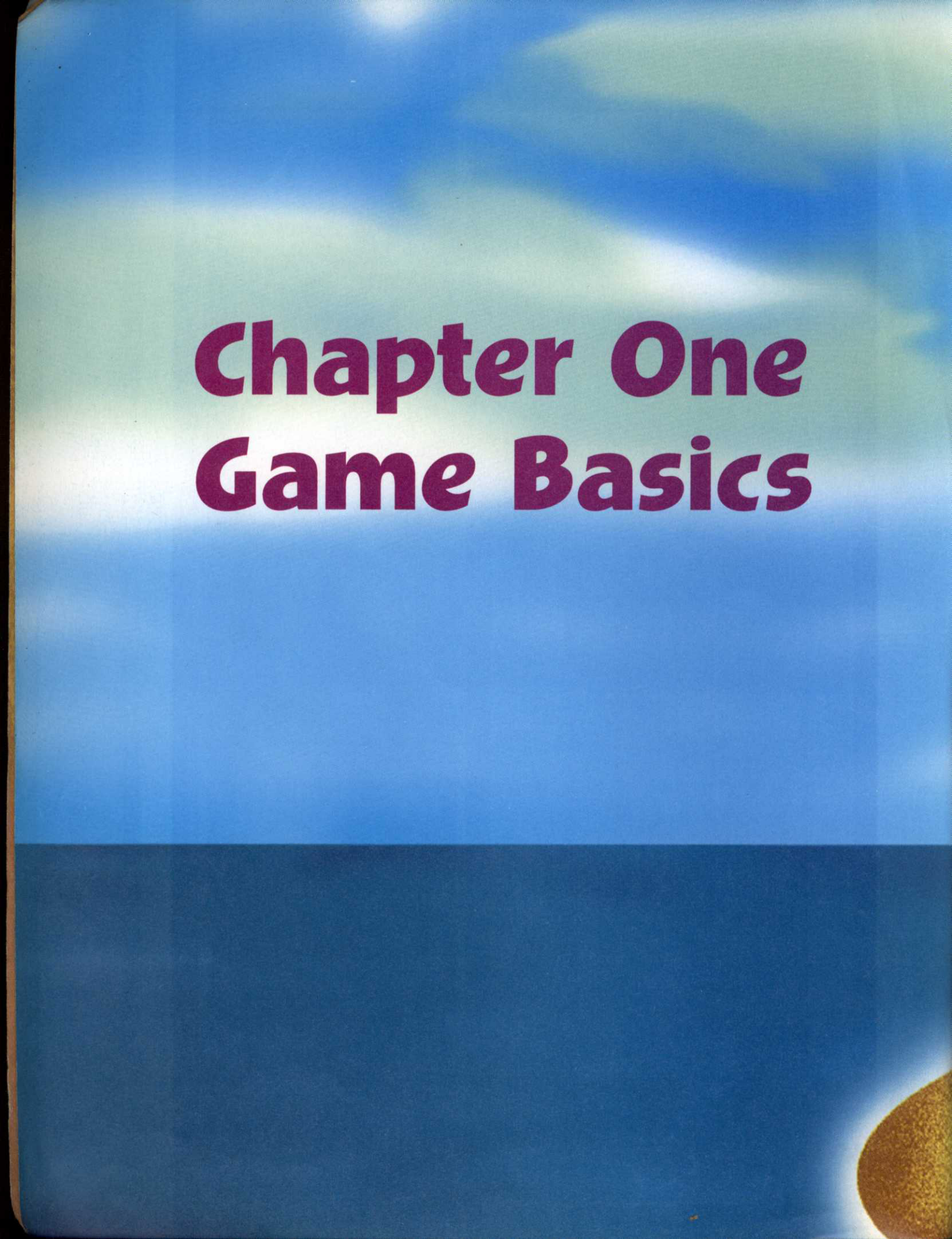
Library of Congress Catalog Card Number: 96-76448

Printed in the United States of America

97 98 99 00 DD 10 9 8 7 6 5 4 3 2 1

# Table Of Contents

<b>Chapter One: Game Basics</b>	IV
Characters and Vehicles	2
Diddy Kong Cast	3
The Vehicles of Diddy Kong Racing	6
The Isle of Taj	8
Race Course Power-Ups	10
Drive Offensively	14
Bananas	14
Power-Ups	15
Vehicles	22
“Get Ready...Go!”	25
<b>Chapter Two: Dino Domain</b>	26
Ancient Lake	26
Fossil Canyon	26
Jungle Falls	30
Hot Top Volcano	30
Fire Mountain	34
Boss Challenge	36
Beating the Boss	36
<b>Chapter Three: Snowflake Mountain</b>	38
Everfrost Peak	38
Walrus Cove	40
Snowball Valley	42
Frosty Village	44
Icicle Pyramid	46
Boss Level	48
<b>Chapter Four: Sherbet Island</b>	50
Whale Bay	50
Crescent Island	52
Pirate Lagoon	54
Treasure Caves	56
Darkwater Beach	58
Boss Challenge	60
<b>Chapter Five: Dragon Forest</b>	62
Windmill Plains	62
Greenwood Village	64
Boulder Canyon	66
Haunted Woods	68
Smokey Castle	70
Boss Challenge	72
<b>Chapter Six: The Showdown</b>	74
Racing Wizpig	74
<b>Chapter Seven: Future Fun Land</b>	76
Spacedust Alley	76
Darkmoon Caverns	78
Spaceport Alpha	80
Star City	82
<b>Chapter Eight: The Second Showdown</b>	84
Racing Wizpig	84
<b>Appendix</b>	<b>86</b>



# **Chapter One**

# **Game Basics**



## ello, Friend

**Thus begins Diddy Kong's adventure** on the island where the evil Wizpig has cast away Taj, the Genie.

The Genie knows only the truest racing champion might hope to challenge Wizpig in a race royale, and then only after undoing the magical spells that have sealed the island's beautiful race courses.

And Taj, exiled from his mountain home, hopes you might be that champion.

To prove his faith well-placed, you must place first in a harrowing series of speed contests—on land, in the air, and on the water.

The world of *Diddy Kong Racing* is, well, kind of goofy. There, we said it. You've got a monkey and his pals—a mouse, a hound dog, a squirrel, a badger (a *badger?*)—you've got this ragtag little group of animals ready to race their brains out in hopes of defeating this big, evil, magical pig.

But the thing is, this picture-perfect island is also quite cool. We checked: Goofy and cool aren't mutually exclusive. Odds are you already know that. And, as overwhelmingly pleasant as *Diddy Kong Racing* can be, it can also be a maddening little adventure. Sometimes, it just doesn't seem humanly possible to lay hands (paws, whatever) on all those Silver Coins.

It is, though. We promise.

Of course, once you beat Adventure mode—usually long before then, but after, too—there's plenty of Multiplayer mode competition to keep your interest.

No, it's not *Ultima Online*.

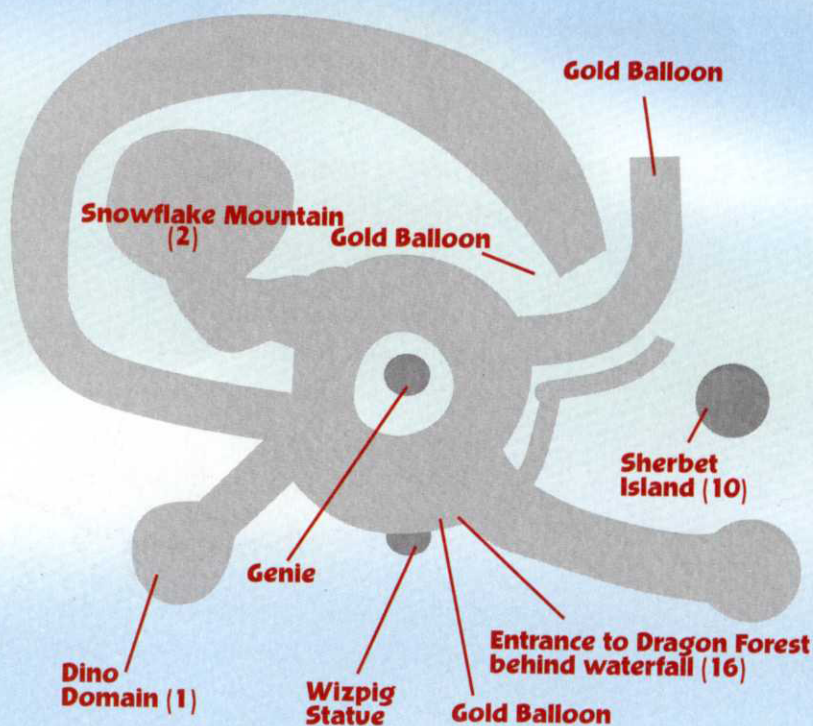
It's "I'll bet my mouse can kick a loada bananas outta your badger anytime you're feeling lucky..."

Goofy, but not without a certain appeal...

And this book provides all the strategy you'll need to beat every last course on the four worlds you can access from Taj's island. All the maps, every coin, every key. You'll also find battle-tested multiplayer strategies for when you tire of treading on computer-driven foes.

We'll start with some game basics before getting into the meat of the adventure.

# Diddy Kong Racing



## Characters and Vehicles

Diddy Kong's friends on the isle of Taj, and the vehicles they can use to navigate the many worlds that make up the game's levels, have a profound effect on the way you play the game. No, it's not rocket science, but the way the characters behave when driving, flying, or floating means that your choice of alter ego has a significant impact on the way you'll play.

Some characters are naturally better at certain things than others. And although most of the *Diddy Kong* cast plays the midground, you'll find slight differences among them.

So experiment. After you've played some way into the game, you'll have gotten comfortable with one of the animals—the way it feels skidding across the pavement in the Car or banking hard in the Plane. But there's always the chance that having another character stand in for your "regular" racer might give you the edge you need to pick up a particularly tricky Silver Coin or beat a troublesome Boss.

Here are some things we noticed.

# Diddy Kong Racing

## Diddy Kong Cast

Most of the differences you'll experience among *Diddy Kong* characters have to do with their relative weight. That may be an oversimplification, but it's relatively true: The smaller the character, the easier it is to control, especially when it comes to the Car or the Plane. The Hovercraft works the opposite way, because less weight makes the craft more skittish. (More on vehicles later.)



**EACH DIDDY KONG RACING CHARACTER HAS SPECIFIC ABILITIES—AND SOME HAVE GLARING WEAKNESSES—YOU SHOULD CONSIDER BEFORE PICKING YOUR CHAMPION.**

### Pipsy the Mouse

Ladies first—one of two females among Diddy's friends is a regular front-runner. Her top speed is mediocre, but on a par with the other racers. Her handling is excellent, and you'll notice she holds the road like few other drivers—very little need to skid around those corners. Her acceleration also lies at the high end of the scale; even the tightest turn won't slow her down for long. On the minus side: Pipsy is a pipsqueak. Her light weight means she's all over the place in the Hover, and the heavier racers have little trouble knocking her out of the way.



### NOTE

#### Taj the Genie

DIDDY KONG RACING'S ADVENTURES CENTER AROUND THE ISLAND WHERE TAJ THE GENIE LIVES, AND YOU'LL HAVE PLENTY OF OPPORTUNITY TO MAKE HIS ACQUAINTANCE. THREE TIMES DURING THE GAME TAJ WILL CHALLENGE YOU TO RACE AROUND HIS ISLAND HOME IN EACH OF THE THREE VEHICLES. YOU CAN ALSO HAVE TAJ CHANGE YOUR CURRENT VEHICLE INTO ANOTHER AT ANY TIME, IN CASE YOU NEED A DIFFERENT MODE OF TRANSPORTATION TO REACH YOUR DESTINATION OR SIMPLY NEED PRACTICE.



# Diddy Kong Racing

## TipTup the Turtle

TipTup has roughly the same characteristics as Pipsy. He's quick off the line and handles very well. He's a little heavier than the mouse, although not, of course, as bulky as some of the game's other animals. The added weight makes him easier to control on water, although you must get used to making more of a controlled skid to get around the tightest turns in your Car.

## Diddy Kong the Monkey

The game's namesake plays the midground in every category, and that's a good thing. If you're going to select one animal to play through the entire game, Diddy's good handling in every vehicle makes him a solid choice. Tight turns will require a certain finesse, however. The less precise you are with the controls, the more you'll wind up spun to one side while the rest of the pack whizzes past. But if you practice, Diddy Kong will demonstrate just why his name is on the game.

## Timber the Tiger

Another good middle-of-the-pack animal, Timber's top speed gives him a slight edge on his monkey friend. But he doesn't handle quite as well or accelerate quite as fast as Diddy. That's true throughout the cast: The heavier animals are less responsive, but once they get moving, their top speed is better. With Timber, our opinion is that that a little extra speed is seldom worth his deficiencies, especially in handling.

# Diddy Kong Racing

## Conker the Squirrel

Another good middle-of-the-pack character, Conker probably has a slight edge when it comes to acceleration and handling, though his weight is somewhat less than every animal except Pipsy. As with the mouse, that means Conker is easily shoved aside when the animals start trading elbows in a tight turn, and his medium top speed keeps him in the thick of things.

## Bumper the Badger

Tending toward the heavy end of the weight spectrum, Bumper suffers from slightly sluggish handling and lower-than-average acceleration (but not by much). On the plus side, he's got a higher top speed than any animal but Banjo or Krunch. His added weight and relatively midground attributes make him a good candidate for any Hover race, especially as long as there are no extremely tight corners.

## Banjo the Hound

Banjo is one of the harder characters to control, and his low acceleration is a real pain. Of course, his heavier weight also means that, once he builds up some momentum, his top speed is second only to the alligator. On a tightly turning course, however, there's little chance for his extra speed to come into play: He's always in the process of accelerating, and then skidding crazily through the next turn.

## Krunch the Alligator

If you really want to be cruel to your friends, invite them over for some *Diddy Kong* after you've convinced them Krunch can be properly controlled by anything but the N64 itself. It can't be done. OK, maybe after a few years of intensive training, but why would you want to put yourself through that?



### NOTE

#### T.T. the Stopwatch

You can always find T.T. the Stopwatch pacing near the central courtyard of any world you're in, ready to give you an update on your progress. He's also keeper of his own special domain: In each world there waits a locked door, the key for which is hidden somewhere on one of that world's race courses. Once you find the key, you'll compete in a timed race against other animal characters. For each race you win, you'll receive a one-quarter section of the T.T. Amulet. When your amulet's complete, T.T. has his own race for you to run.

# Diddy Kong Racing

Krunch handles as if his vehicle has some kind of grim mechanical difficulty. Of course, the computer has no problem whipping him through a hairpin turn, but you'll have no such luck.

You've been warned.

## The Vehicles of Diddy Kong Racing

Each of the three vehicle types in *Diddy Kong Racing* has its nuances when it comes to controlling them past the game's obstacles. The walkthrough section contains case-specific notes regarding each course, but it also makes sense to consider each craft in a general way.

Of course, the character you choose has much to do with how any particular vehicle responds in a race, so check the preceding section for insight in that regard. Pick a character to play in Adventure mode that you have a good feel for, and work with that racer almost exclusively to master his or her characteristics under race conditions.

Note that as you progress through the game different vehicles are added to each course's roster. Eventually, you can attempt many of the game's courses with any of the three craft.

### Car

Many race courses feature the Car as their default vehicle, so you must master its controls to progress very far into the Adventure mode.

The Car has a very basic set of controls: The joystick on your controller turns the front wheels, the A button gives you the gas, and the B does the braking.

The most significant thing to master in the Car is the controlled skid, using the shoulder buttons. By pushing the joystick to the extreme right or left—the direction you're turning—and then toggling the shoulder button for just a moment, you can cause the Car's back end to swing out around the turn's arc. This is generally a far more effective way of taking a tight turn than slowing with the brake, or skidding without using the shoulder button: The skid is quicker and you'll adjust your direction faster, thus conserving some momentum.

# Diddy Kong Racing



**Using a controlled skid to get through the tighter turns is the best way to conserve your momentum.**

The most effective controlled skid will vary from character to character, depending on the animal's weight and handling abilities. That's a good argument for sticking with a certain animal over the long haul: If you constantly switch racers, you'll always be struggling to adjust your playing style.

## Plane

The Plane is a tricky vehicle to master, because you're suddenly concerned with 3-D (as opposed to 2-D) space.

Notice that the Plane's acceleration is even more a factor of your racer's weight, because you're constantly gaining altitude as well as moving forward. Of course, lighter animals have a much easier time in this regard. But heavier animals fall faster than lighter ones once they have some altitude, and downward momentum can be used for increased acceleration.

When we play the heavier animals, we look at Speed Boosts differently. That is, we tend to use them to gain altitude more than just moving forward, and hang onto them if there's a steep climb or particularly tight turn up ahead.

As with the Car, the shoulder buttons will tighten your Plane's turn—not by skidding, but by banking hard to one side. In the Car, however, you can tap the shoulder buttons throughout your turn to make small adjustments while the skid is in progress. In the Plane, tapping the shoulder button twice causes the Plane to roll



## TIP

### Go Bananas!

GATHERING BANANAS IN *DIDDY KONG RACING* IMPROVES YOUR VEHICLE'S OVERALL PERFORMANCE: SPEED, HANDLING, ACCELERATION—ALL GET A LITTLE NUDGE IN THE RIGHT DIRECTION, WHICH CAN REALLY GIVE YOU AN EDGE.

AND GATHERING BANANAS KEEPS THEM AWAY FROM THE COMPETITION. THE COMPUTER-CONTROLLED RACERS WON'T GO OUT OF THEIR WAY TO GET AT A BANANA STASH IF IT'S OFF THE BEATEN PATH, AND EVEN THE COMPUTER ISN'T GOING TO WIN THE RACE DRIVING KRUNCH WITH NO BANANAS (KNOCK ON WOOD).

ESPECIALLY DURING THE COIN CHALLENGES, CONSIDER GETTING OUT IN FRONT OF THE PACK AND COLLECTING BANANAS AS WELL AS THE FEW SILVER COINS LEFT IN EASY-TO-REACH PLACES. AS LONG AS YOU CAN GET AT THE REMAINING COINS ON THE SECOND AND THIRD LAPS, YOU'LL HAVE PLENTY OF TIME TO DO IT—MORE TIME THAN YOU WOULD HAVE HAD IF OTHER RACERS HAD SUCKED DOWN A LOAD OF BANANAS INSTEAD OF YOU.

# Diddy Kong Racing

instead of turn, so you must plan your turns with greater care. Once you begin to bank, you can't make any small, quick adjustments.

There's usually no good reason to perform a roll in Adventure mode, although it can add to your evasive capabilities when you're playing Multiplayer. Likewise, pulling back on the joystick and tapping the shoulder button causes the Plane to do a loop-the-loop—cool, but not very functional in Adventure mode. The time it takes to execute the maneuver is seldom worth the reward, even if you can execute it perfectly.

## Hovercraft

The Hover is by far the game's hardest vehicle to control simply because there are no brakes to speak of. Tight turns can leave you floating helplessly while the other racers, with their computer guidance, seem to have far less difficulty.

Nevertheless, a couple of tactics can serve you well. For one thing, the best time to turn the Hover isn't while it's on the water—or ground—but when it's in the air. While catching air in choppy water or ramping over some jump, start adjusting your direction. You can conserve a lot of momentum that way, although you'll never turn on a dime without a little help.

The quickest way to turn in the Hover is to use a Speed Boost Balloon. Quite often you'll find Blue Balloons—maybe even a Zipper—where you need to execute a turn. Often, turning wide to grab a Speed Boost or hit a Zipper nets you a quicker turn than doing without.

Heavier characters handle relatively well in the Hover, because their weight keeps them from bobbing around as much. But they also have the poorest acceleration, and the Hover only accentuates that weakness. Grab those Speed Boosts, hit those Zippers, or bring up the rear.

## The Isle of Taj

The island where the Genie Taj awaits someone to break the evil Wizpig's spells is a strange, magical place. From it, you can enter any of four worlds—Dino Domain, Snowflake Mountain, Sherbet Island, and Dragon Forest—as long as you have the number of Gold Balloons indicated on the door to each.

The entrances to the first two worlds are obvious: Dino Domain is first, through a large door in a cave off the island's central area. That door bears the numeral 1. Snowflake Mountain's entrance lies in an area adjacent to the island's starting point, a large snowy field with a river running through it. You'll need the Plane and two Gold Balloons to get in.

# Diddy Kong Racing

The entrance to Sherbet Island is the small island near the lighthouse. Entrance requires no fewer than 10 Gold Balloons.

The final world is Dragon Forest. Its entrance lies behind a waterfall left of the giant Wizpig head. Have Taj change your vehicle into the Hovercraft—and have at least 16 Gold Balloons—and in you go.



**A waterfall near Wizpig's statue conceals the entrance to the Dragon Forest.**

Each world features six levels in Adventure mode. Four of those levels are marked by numbers on their respective doors representing the number of Gold Balloons you must have to enter. (The numbers increase when the Silver Coin Challenge is in effect.) The first time you claim victory on a course, Taj gives you a Gold Balloon, and you earn the right to enter another course. (There are also three Gold Balloons on the large Isle of Taj. See the map for their locations.)

Once you've posted a first-place finish in all a world's levels, you may race against that world's Boss. After you beat him, he'll issue the Silver Coin Challenge: Repeat your four first-place finishes, but this time collect eight Silver Coins he's scattered throughout each of that world's four courses. Gathering the Coins—often in out-of-the-way places—and still finishing first is a major accomplishment.

After you've taken first place in all four Silver Coin races within a world, the Boss will



## NOTE

### The T.T. Amulet

TO AVOID AN ANTICLIMAX, WE SUGGEST YOU PAUSE BEFORE ACCEPTING THE SILVER COIN CHALLENGE TO LOCATE THE GOLD KEY HIDDEN ON ONE OF EACH WORLD'S FOUR COURSES.

ONCE YOU FIND THE KEY—MOST DIRECTLY, BY LOOKING AT THE MAPS IN THIS BOOK—YOU CAN SIMPLY SELECT "RETURN TO THE LOBBY" FROM THE GAME OPTIONS MENU. THE LOCKED DOOR IN THE LOBBY AREA WILL OPEN AS YOU APPROACH. INSIDE IS ONE OF T.T. THE STOPWATCH'S SPECIAL RACES. EACH TIME YOU COMPLETE ONE, YOU'LL EARN A PIECE OF THE T.T. AMULET, WHICH, WHEN FULLY ASSEMBLED, LEADS TO A RACE WITH THE WATCH HIMSELF.

# Diddy Kong Racing

again challenge you to a race. This time when you win he'll give you a piece of the Wizpig Amulet. When the Wizpig Amulet is complete, the huge Wizpig head facing the island's central field opens its hideous mouth, and you can fly inside to compete against the evil swine in a frantic footrace in a pouring rain.



## NOTE

### Trophy Races

FOLLOWING THE SILVER COIN CHALLENGE, AND YOUR SECOND SUCCESSFUL DEFEAT OF A WORLD'S BOSS, HE'LL INVITE YOU TO TRY HIS TROPHY CHALLENGE. APPROACH THE EMPTY TROPHY CASE AND YOU'LL ENTER A GAME MODE WHERE YOU MUST RACE EACH OF THAT WORLD'S COURSES BACK-TO-BACK FOR A CUMULATIVE POINT TOTAL. HOW MANY DEPENDS ON HOW YOU FINISH EACH RACE:

- FIRST PLACE: 9 POINTS
- SECOND PLACE: 7 POINTS
- THIRD PLACE: 5 POINTS
- FOURTH PLACE: 3 POINTS
- FIFTH PLACE: 1 POINT

AFTER CONCLUDING ALL FOUR RACES, YOU'LL RECEIVE A LARGE TROPHY TO PUT IN THE CASE. FIRST PLACE BEARS THE LIKENESS OF THE WIZPIG HIMSELF, SECOND RESEMBLES TAJ THE GENIE, AND THIRD IS NONE OTHER THAN T.T. THE STOPWATCH. GET READY...Go!

## Race Course Power-Ups

Again, each of the four worlds has four primary race courses. There are races against each world's Boss and on T.T.'s special Golden Key course, but the four courses form the primary challenge of each world. And although they differ radically in layout and motif, they all have a few things in common, most importantly the Power-Ups.

Before we start with our course notes, then, let's look at the Power-Ups you'll find, and outline good ways to use them when you're going for a first-place finish.

Note first that there's a difference between playing—and winning—the game in Adventure mode, and playing against other people. For one thing, in Adventure mode, you're basically driving defensively. Sure, if you happen to scoop up a Missile and Krunch is dead ahead, you're going to launch it at him. But the object of Adventure mode is to finish first, earn a Gold Balloon, and advance to the next course en route to your showdown with Wizpig.

In Multiplayer mode, you can sometimes go a little out of your way to mess with an opponent. You still want to finish first, of course, but unless there are computer opponents on the track, slowing the limited competition can be almost as effective as running a flawless race yourself. (More on that in the following Multiplayer section.) In Adventure mode, the Power-Ups, although they have the same effect, have some slightly different tactical implications.

# Diddy Kong Racing

## Speed Boost

### (Blue Balloon with Yellow Stars)

Because finishing each Adventure course in first place is the goal, and speed is what you need, the Speed Boost is one of the most important Power-Ups you'll find. There are three grades of boost, colored orange, blue, and purple. The Orange Speed Boost isn't much of a shove, but it's perfect for getting around tight turns in a hurry and restoring forward momentum. The other two grades of Speed Boost are hefty surges, with the triple (purple) blasting your racer with mighty force. Unless you use a triple on a straightaway, you risk losing control when you contact an obstacle.



The first-level Speed Boost is a good way to regain your momentum after tight turns.

## Missiles

### (Red Balloon with Yellow Stars)

Diddy Kong Missiles also come in three stages of power—first, a single, nondirectional Missile; then a single Missile with homing properties; and finally a big bunch of 10 nonhoming projectiles. Unlike *Mario Kart*, the homing Missiles of *Diddy Kong* won't loop around and tag your own player if a target happens to be behind you. But there's a catch: The target must be in your line of sight for the homing Missile to get a lock.

The Missile is the only way you can actually damage players in front of you—knocking them off-course, slowing them down, and making them cough up a couple of Bananas in the bargain.



# Diddy Kong Racing

## Road Hazards

### (Green Balloon with Yellow Stars)

The game's most versatile balloon, the Road Hazard Balloon has three distinctively different effects depending on charge level. One balloon allows your racer to spit out a nasty Oil Sick, causing any racer that hits it to spin and stop. (If you're flying a Plane, this takes the form of a small Gas Cloud.) Two balloons' worth of Power-Up let you drop a nasty, exploding Spiked Ball for some poor foe to run across. The level-three Road Hazard is a Floating Bubble, which can be very hard to spot from a distance. When a racer hits it, the bubble floats aloft, trapping the poor animal for a depressing amount of time before finally popping.



## NOTE

### Zip Your Lap

THE FASTEST WAY TO GET AROUND EACH COURSE, NO MATTER WHAT ITS DESIGN, IS TO USE THE YELLOW-AND-RED-STRIPED PADS AND HOOPS—THE ZIPPERS. WHENEVER YOUR RACER DRIVES ACROSS ONE, HE OR SHE GETS A BOOST AKIN TO A LEVEL-THREE CHARGE FROM A SPEED BOOST BALLOON.

AND, IF YOU'RE QUICK, YOU CAN DO EVEN BETTER THAN THAT. JUST BEFORE YOU RUN ONTO (OR THROUGH) THE ZIPPER, LET OFF ON THE ACCELERATOR BUTTON. THE RESULT, WITH THE ACCELERATOR MOMENTARILY DEACTIVATED, IS A TREMENDOUS GREEN-FLAME SURGE (AND AN IMPRESSIVE RAINBOW PLUME OF SMOKE). IT'S BY NO MEANS ESSENTIAL TO BURN GREEN EVERY TIME, BUT MAKE THE EFFORT ON EVERY ZIPPER AND YOUR TIMING WILL IMPROVE OVER THE COURSE OF THE GAME. SOON IT WILL BE SECOND NATURE, AND THE IMPROVEMENTS IN YOUR OVERALL LAP TIMES WILL BE NOTICEABLE.

## Magnets

### (Rainbow Balloon)

The Magnetic Power-Ups allow a racer to pull toward an opposing player with varying degrees of force: The greater the strength of the Magnet—level one, two, or three—the farther and quicker you're drawn to the target racer.

Conversely, using a Magnet of a specific level against a racer who holds the same level Magnet will repel you. This actually comes into play quite often in Adventure mode. A racer ahead will pick up a Rainbow Balloon, it will regenerate, and you'll claim it immediately thereafter. Consider yourself warned: If you pull the trigger at that point, you'll get a nasty shove backward.

# Diddy Kong Racing

## Invulnerability

### (Yellow Balloon with Purple Stars)

There are three grades of Invulnerability of increasing duration. The first level lasts only a few seconds, the second awhile longer, and the third an amazingly long time. Of course, odds are you'll never see a level three in Adventure mode, because the opportunity to hit three in a row is very rare. But in Multiplayer, it would be a worthy accomplishment.

While any level of Invulnerability is in effect, you're, well, invulnerable. Road Hazards and Missiles have no effect on you, and racers who come into contact with you spin out of control. That in itself can be a great benefit: When someone tries to squeeze past you, use the Invulnerability Power-Up to spin him or her off-course and protect your lead (as opposed to your Bananas).

## Multiplayer Hints, Tips, and Strategies

*Diddy Kong Racing* features 24 multiplayer tracks, in five worlds—Dino Domain, Sherbet Island, Snowflake Mountain, and Dragon Forest, and Future fun land. The only way to access them all is by playing completely through Adventure mode.

Completing Adventure mode unlocks all the multiplayer tracks. You may select any available track for multiplayer action. In addition, a Trophy Race available in each of the four worlds combines the first four tracks of each world into a grand prix.

Read this section carefully. The multiplayer hints, tips, and strategies we discuss in this section hold true for all 24 tracks available in Multiplayer mode. Having this information at your instant disposal can spell the difference between a glorious victory and a humbling defeat.



### NOTE

WHEN YOU'RE SELECTING A TRACK, STOP AT THE TRACK SELECT OR NUMBER OF RACERS SCREENS WITHOUT PRESSING "PAUSE." THE GAME AUTOMATICALLY RUNS THROUGH THE COURSE IN A LEISURELY FASHION, GIVING YOU AN ADVANCE PEEK AT THE TRACK!

# Diddy Kong Racing

## Drive Offensively

We can sum up the basic, uncomplicated difference between Adventure mode and Multiplayer mode in *Diddy Kong Racing* in three words—offense versus defense.

In Adventure mode you must drive *defensively*, concentrating all your efforts on completing the race having accomplished all your goals.

In Multiplayer mode, you must drive *offensively*, focusing on upsetting, disturbing, hindering, and otherwise interfering with your opponents' runs for the finish line, at the same time avoiding their efforts to prevent *you* from winning.

That's all there is to it—but there's big fun to be had in that one “small” difference!

## Bananas



If we were going to make a list of absolutely unbreakable rules for winning in Multiplayer mode, the first would be: “Always collect 10 Bananas as fast as you can—and try your best to keep them!”

So what happens when you collect 10 Bananas?

The second you pick up the tenth Banana, your character's vehicle instantly upgrades—better speed, better handling, better performance all the way around. And although better top speed is a great benefit, it's better handling that will win race after race.

Better handling means simply this: When you're speeding around a sharp turn, your opponent, who perhaps has only seven Bananas, will slide into the wall and lose a few seconds. Meanwhile, you, the smart racer with 10 Bananas (or more), will stick the turn without fishtailing all over the road, putting you several seconds ahead of your opponent. Multiply those few extra seconds by the number of curves on the track and it's easy to see why better handling wins races.

But don't even think about stopping at just 10 Bananas. You'll need as many Bananas as you can possibly collect. This not only prevents the other racers

# Diddy Kong Racing

from getting 10 Bananas, too, but protects you in case the racer behind you gets off a lucky shot that costs you a couple of Bananas. Make sure you have a few Bananas to spare, so you're not in danger of losing your competitive edge.

## Power-Ups

Each Power-Up available in *Diddy Kong Racing*'s Multiplayer mode has its pluses and minuses. In the following paragraphs you'll learn how to use them to your benefit—and your opponents' detriment.

Power-Ups break down into two basic types—Balloons and Zippers. Bursting a Balloon by driving through it gives you one of several weapons Power-Ups, while driving over or flying through a Zipper gives you a quick Speed Boost. Only Power-Ups you gain by bursting Balloons require you to press the Z key to activate them.

You must remember three important facts about the weapons Power-Ups:

- ✓ Some weapons in *Diddy Kong Racing* cost your opponent time, speed, and Bananas. Exceptions—Speed Boosts, Oil Slick, all the Magnets, and Invulnerability (see “Blue Balloons with Yellow Stars,” “Green Balloons with Yellow Stars,” “Rainbow Balloons,” and “Yellow Balloons with Purple Stars”)—*don't* make your opponent lose Bananas.
- ✓ You can upgrade any Power-Up twice. Simply collect two more Power-Ups of the same colored Balloon (without bursting a different colored Balloon) to get the most powerful weapon of that kind.
- ✓ Power-Ups aren't permanent. You can lose even a fully upgraded weapon by accidentally running over a Balloon of a different color. You then pick up the new weapon, losing the old weapon if you didn't use it. Avoid other Balloons if you're trying to build up the most powerful weapon of one kind.

What weapons are available?

# Diddy Kong Racing

## Red Balloons with Yellow Stars



If you burst one red Balloon with yellow stars, you get a single Missile. Burst two Red Balloons to get a more powerful, heat-seeking Homing Missile, and three Red Balloons to get 10 Multifire Missiles.

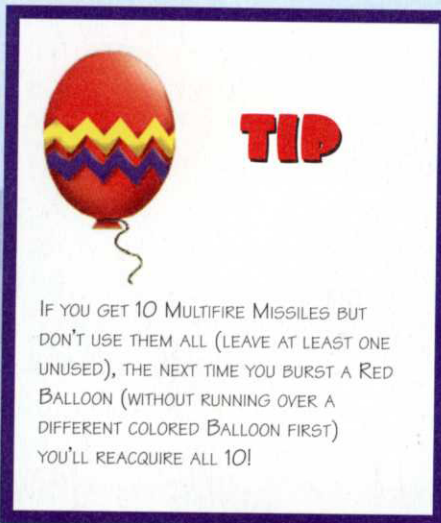
Note two important facts about Missiles. First, the single Missile and the Multifire Missiles are all “line-of-sight” weapons. In other words, they fire only in a

straight line, and you must be lined up directly behind your opponent to get a hit. This is a relatively small disadvantage, but one worth considering.

The heat-seeking Homing Missile is the only Missile that tracks your opponent around curves. Just remember, you must be able to see your opponent as you fire the Homing Missile—the Missile can’t track a racer already out of your view when you fire it.

Second, every Missile that connects slows your opponent’s vehicle, spins it out of control, and causes him or her to drop two Bananas. This is a great benefit! Say you’re stuck behind a faster, more maneuverable opponent and you have a single Missile—or, better yet, Multifire Missiles. Fire away! The racer ahead of you loses two or more Bananas for every Missile that connects: That’s two or more Bananas you can pick up. More for you, less for the other racer. Losing those Bananas may even cost your opponent the victory....

In general, think of Missiles as effective weapons of opportunity. If you have Missiles, just shoot the racer in front of you. In most cases, it’s hard to go wrong with Missiles.



# Diddy Kong Racing

## Blue Balloons with Yellow Stars

Burst one Blue Balloon with yellow stars to get an average-strength Orange Speed Boost. Burst two Blue Balloons to get a stronger Blue Speed Boost, and three Blue Balloons to get the most powerful Purple Speed Boost.



Although there's a slight increase in speed from one grade of Speed Boost to the next, the real benefit is in the duration of the burn. Obviously, the Purple Speed Boost is the most desirable because its burn lasts longest.

Remember to take your finger off of the A button when you trigger the Speed Boost! If you have

your finger on the acceleration when you press the Z key, you lose the Speed Boost's maximum benefit. Watch and listen carefully for the Speed Boost to just begin to fade, and then mash the A button again to reaccelerate.

Although the Speed Boosts aren't really "weapons"—that is, they have no offensive capabilities and don't cause your opponents to lose Bananas—they are extremely useful Power-Ups. The key to using Speed Boosts lies in the timing. When and where they use Speed Boosts is what separates winners from losers.

Avoid using a Speed Boost as you approach a curve, whether you're driving or flying. Usually, the burst of extra speed just slams you ahead into a wall, costing you time.

Also avoid using the Speed Boost if you're too far behind another racer on a straightaway. Often the other racer will move in front of you just as you're about to go screaming past. You'll run into the other vehicle, knocking it forward and killing your boost. Not only will the other racer benefit from the shove ahead, but you'll lose the time it takes to get back up to speed. When you're behind another racer, trigger the Speed Boost only if you can cut your opponent off from inside a curve or can pull alongside him or her—thus keeping that racer out of your way as you press the Z key.

The two best times to use a Speed Boost are when you're driving or flying *out* of a curve, or you're on a straightaway. Then you can use the Speed Boost safely and effectively. Triggering the Speed Boost at any other time is just a waste of the Power-Up. Remember, timing is everything.

# Diddy Kong Racing

## Green Balloons with Yellow Stars



Burst one Green Balloon to get an Oil Slick if you're driving, or a green Gas Cloud if you're flying. Burst two Green Balloons to get a Spike Ball, and three Green Balloons to get a Floating Bubble that captures your opponent and lifts that racer off the track momentarily. We refer to these obstacles as "Road Hazards."

The beauty of Road Hazards is they affect *all* the racers behind you, regardless of whether they actually run into the obstacle. Placing the Road Hazard correctly can cost every racer following you valuable time.

Road Hazards are passive offensive weapons. As such, the key to using them effectively is location, location, location. For example, if you're collecting the Green Balloon Power-Ups, using the Oil Slicks (or the Gas Cloud) usually gives you best results. Pick up an Oil Slick, and then leave it behind you in the blind spot of any curve as you come screaming out.

If an opponent suspects you've cleverly laid an oily (or gaseous) trap they can't see, your foe will swing wide to avoid it—costing valuable time. If your opponent run *into* the Road Hazard, so much the better! Note, however, that running into an Oil Slick or a green cloud does *not* cause your opponents to lose Bananas!

Other great places to drop a slick or a cloud are relatively tight, narrow thoroughfares and tunnels. Watch for these restricted passages. They occur regularly—and confined areas are always perfect spots for laying traps.

Dropping Oil Slicks in blind spots and cramped thoroughways is a solid strategy, but passive. With practice you can go this tactic one fully active step better: Try to hold onto an Oil Slick until you can hit a Zipper and pull ahead of another racer. Cut in front of your competitor; then tap the Z key to release an Oil Slick directly in front of your opponent. That racer won't be able to react in time to avoid the Road Hazard!

Dropping Oil Slicks near or directly in front of the other Power-Ups is also a good strategy. Few racers are willing to drive through a Road Hazard and lose valuable time just to acquire a Power-Up.

Better yet, collect several Green Balloons in a row to get either the Spike Ball or Floating Bubble. Not only do these Road Hazards slow a competitor, but they cause that racer to lose a few Bananas, as well.

# Diddy Kong Racing

In any case, dropping Road Hazards randomly without any thought for where they could be most effective is a waste. Take time to study the tracks without opponents or distractions. Using these guidelines, try to memorize the best locations to drop Road Hazards.

## Rainbow Balloons

Burst one Rainbow Balloon to get an average strength Yellow Magnet. Use this Power-Up to slingshot yourself past the racer ahead.



The Yellow Magnet covers the shortest distance of the three Magnets. Burst two Rainbow Balloons to get a stronger Red Magnet covering a greater distance. Burst three Rainbow Balloons to get the Green Magnet, with the highest possible strength, covering the greatest distance.

The Magnet is a great weapon. It's not totally active—it's not a truly offensive weapon such as the Missile and it doesn't

cause your opponent to lose Bananas—but it's not completely passive either. It actively affects your opponent.

The key to using the Magnet effectively, much like the Speed Boost, is timing. Don't use a Magnet anywhere near the beginning of a race. You'll waste the Power-Up if you trigger it anywhere but in the third lap. If you're not in the lead and you don't feel like you're close enough to the racer who is, you need more practice hitting the Zippers!

If you're not in contention for first place by the third lap, all the Magnets in the world won't help you. But if you're neck-and-neck with a particularly stubborn opponent and you're both screaming for the finish line, triggering a Magnet at just the right moment will pull your competitor *away* from the finish line—and catapult you forward to victory!

### CAUTION

IF BOTH YOU AND YOUR OPPONENT HAVE MAGNETS OF THE SAME COLOR, AND IF YOU BOTH TRIGGER THOSE MAGNETS AT THE SAME TIME, THE MAGNETS WILL REPEL—FLINGING THE TWO OF YOU IN OPPOSITE DIRECTIONS AND COSTING PRECIOUS TIME! ONLY MAGNETS OF DIFFERENT COLORS ATTRACT EACH OTHER.



# Diddy Kong Racing

## Yellow Balloons with Purple Stars



Burst one Yellow Balloon to get an average strength Invulnerability Power-Up (radiation symbol). This gives you Invulnerability for a limited time. Burst two Yellow Balloons to get a star, and Invulnerability lasting somewhat longer. Burst three yellow Balloons for a lightning bolt and Invulnerability of the longest duration.

While this Power-Up is active, you're immune to everyone and everything around you. No racers or weapons can affect you. Missiles? You shrug them off. Road Hazards? You drive through them as if they weren't there. Magnets? You defy their pull with casual disdain.

Invulnerability is a seriously significant Power-Up, but it's passive, like the Speed Boost—right?

Wait. There's more: Under the right circumstances, Invulnerability Power-Ups can be powerful *weapons*. Consider a subsidiary use of this Power-Up, one particular *action* you can take while invulnerable.

That's right. Ramming!

Ramming involves physically driving your opponent off the track. For example, try to intercept your opponent just before a particularly critical ramp jump, trigger your Invulnerability, and then simply run the other racer over. Your opponent careens off-course, losing several seconds, while you race on unharmed.

Or say you have an Invulnerability ready to go and you're neck-and-neck with another racer as you approach a tunnel. Trigger your Power-Up and force your opponent to one side of the track. Your opponent slams into the mouth of the tunnel, stopping flat on the spot. If you're already in a tunnel, trigger your Invulnerability and simply run the other racer into a wall.

Using the Invulnerability Power-Up for ramming is a viable option whenever you race on tracks full of twists, turns, and curves—anywhere it's hard for you to line up a Missile shot or drop a really effective Road Hazard.

# Diddy Kong Racing

## Zippers



Zippers are the red-and-yellow chevrons scattered around all 24 tracks. When your vehicle passes over a Zipper, you get a temporary Speed Boost. If you're driving a Car or Hovercraft, try to pass over all the Zippers on any track to gain the maximum speed advantage.

And remember that most Zipper chevrons don't face the most convenient direction. So often you can't simply steer straight into them like you might expect or want to. You can hit most Zippers on a given track only by causing your Hovercraft to pass over or your Car to power slide sideways into them. In other words, you must already face the direction you need to dash for when you hit the Zipper.

This may take practice, but it's a basic move—and mastery of this move is fundamental to winning at *Diddy Kong Racing*. Once you get the hang of it, however, it becomes routine.


Remember (and we can't say this enough), if you're driving a Hovercraft or a Car, try to hit every Zipper on the track.

## Floating Zippers



Floating Zippers function like standard chevron-shaped road Zippers, except they "float" in midair or in water.

A Floating Zipper in midair looks like a giant red-and-yellow circle hanging in the sky; a Floating Zipper in the water looks like a giant, submerged red-and-yellow half-circle (trust us, they're easy to spot).



**TIP**

REMEMBER: TAKE YOUR FINGER OFF THE A BUTTON JUST BEFORE YOU PASS OVER A ZIPPER! YOU ALWAYS GET A LONGER, MORE POWERFUL SPEED BOOST IF YOU'RE NOT MASHING THE A BUTTON AS YOU PASS OVER A ZIPPER. YOU CAN HIT THE A BUTTON TO ACCELERATE AGAIN WHEN YOU SEE AND HEAR THE SPEED BOOST BEGIN TO DIMINISH.

# Diddy Kong Racing

Floating Zippers in water are equivalent to road Zippers in another way: Rarely do they conveniently face just the right direction. Therefore, you must become adept at turning and maneuvering your Hovercraft on the fly. You must aim your Hovercraft toward where you want to go before you actually hit the water Zipper. Otherwise, you just might get a high-speed boost straight into an embankment, log, or other aquatic obstacle.

Air Zippers tend to be positioned more advantageously than their roadbound and waterlogged counterparts, and are therefore much easier for the Plane to hit. This isn't a huge surprise, considering how much easier it is overall to fly a Plane than it is to drive a Car or a Hovercraft (see "Vehicles" for more information on the Plane).

And, as with road Zippers, if you're driving a Hovercraft or flying a Plane, it's vital to try to hit every Zipper on the track if you truly long for victory.

## Vehicles

Each vehicle in *Diddy Kong Racing*—Car, Hovercraft, Plane—has strengths and weaknesses, depending on the track you're racing on. Factor in terrain and track conditions when you choose a vehicle.

Sometimes, the game itself limits your choices. In Sherbet Island, for example, you can't pick the Car in three of the five available tracks because all three tracks are 100 percent water! In Hot Top Volcano, you can't pick the Car because you're racing over molten lava!

Read on to find out how to determine which vehicle is best for a given track, particularly when you can choose freely from among all three.

### Car

The Car is relatively easy to control, with a good top speed, but it's pretty much limited to following the track. The Car performs best when you're racing on a continuous, unbroken road with few curves and few or no changes in terrain.

If there are a number of curves in the road, especially sharp ones, try your hand at the Hovercraft. It isn't without weaknesses, as we'll explain, but it handles curves exceptionally well.



### NOTE

At the start of the race, tap the A button quickly several times a split second before the announcer says "Go!" to get a quick Speed Boost, putting you out ahead of the pack!

# Diddy Kong Racing

However, the Car is much easier for beginners to control than the Hovercraft, roughly equivalent to the Plane. A racer just starting out may want to get used to the game in a Car or a Plane before trying out a Hovercraft.

There are a few terrain features the Car isn't well suited for racing over (or through), particularly grass and sand. The Car is still fairly quick and maneuverable, especially if you have 10 or more Bananas, but there's still a noticeable reduction in speed.

Worse than grass and sand, however, is *water*. If you accidentally soar off the track into a water hazard while driving the car—well, give it up. The race is basically over for you. It's nearly impossible to recover time lost from plunging into water. If you've chosen the Car, take care rounding corners and crossing bridges.

Almost as bad as water, but not quite, is ice. If you accidentally drive your Car onto ice, you'll bounce up and down like a maniacal rubber ball until you manage to steer back onto the track. Avoid ice!

In short, the number of curves and the degree of variation in track terrain can put the Car at a slight disadvantage, but it's still a great choice for a beginning racer. Even though the Car generally remains quick and handles well throughout most tracks, it obviously doesn't cross water or ice very easily and slows down somewhat in grass and sand.

You can't drive a Car onto lava.

## Hovercraft

The Hovercraft is harder to control than the Car or the Plane and has a mediocre top speed. The Hovercraft's strength, however, is that it's not limited to following the track. This vehicle ignores terrain features completely, and performs as well on an inadequate, broken road full of curves as it does on a straightaway.



## NOTE

If you're driving a Car, hit the shoulder button while turning to power slide around a corner. This controlled skid helps keep your Car facing the right direction, saving you time. A second here and a second there really add up over the course of the game.

# Diddy Kong Racing




The difficulty in handling the Hovercraft lies in learning how and when to turn the craft to ease it into a curve. The Hovercraft doesn't have wheels to coerce it around corners; rather, it spins easily on a central axis, relying on thrust for direction. It's a worthwhile investment of time to practice, practice, practice steering the Hovercraft.

Despite its relative slowness and degree of handling difficulty, the Hovercraft is still the better choice for most tracks. An average to advanced racer who likes a challenge would do well to select the Hovercraft.

The Hovercraft doesn't have a controlled skid, as the Car does, but it can "hop" over minor obstacles and small hazards if you tap the shoulder button in time. And if you turn your Hovercraft into a curve early enough, it usually slides into a good position just as its thrust propels it forward.

Hopping is a vitally important strategy for most tracks, particularly aquatic tracks if there are floating logs or other such hazards in the water. This move can even work occasionally on ice and lava.



**TIP**

If you're driving the Hovercraft, be ready to tap the shoulder button when you're going up a slope. This pops you up in the air and flings you forward, possibly even leapfrogging you up and over the racer ahead!

As you approach a floating log (or sandbar or rock slab or whatever), quickly tap the shoulder button just as the nose of the Hovercraft's skirt hits the log to pop the Hovercraft up, over, and forward. If you're neck-and-neck with an opponent, this usually will catapult you ahead of that, or any, racer who didn't use the log as a springboard.

An even better strategy is to save a Blue Balloon Power-Up just for hopping. If you've got a Speed Boost Power-Up ready and waiting, and you tap the Z key and then the shoulder button as you hit the log, you fly much farther and faster than you would have otherwise.

The best place to use the hop-plus-Speed Boost strategy is when you're cresting the high point of an aquatic tracks' waterfall (or waterfalls), if it has them. You can use this strategy to jump an almost unbelievable distance ahead of your competition—if you're prepared.

# Diddy Kong Racing

Note, however, that hopping over a log works only if you approach the log from the side. If you accidentally run into one end of a log or the other, you stop flat on the spot, costing you several precious seconds while you regain your speed.

So, basically, the Hovercraft is the slowest vehicle of the three and is more difficult to control than the other two. However, it turns very quickly, moves across grass, ice, lava, sand, and water with little or no effort, and handles most obstacles easily. The Hovercraft's a good pick for an average to advanced racer looking for a challenge.

## Plane

The Plane is a great choice overall, not only because it's the fastest of the three vehicles, but because it's as easy to control as the Car and can fly over grass, ice, lava, sand, and water with zero effort; terrain features become irrelevant.

You should know a few important details if you choose to pilot the plane. While you're flying, hold the shoulder button; then move the joystick left or right to snap a tight inside turn to either side. If you quickly tap the shoulder button twice, without pushing or pulling the joystick in any direction, you loop around behind the racer behind you (good for gaining position to fire off a Missile) and get a quick Speed Boost. If you hold the joystick left or the right and then quickly tap the shoulder button twice, you do a barrel roll—great for avoiding incoming Missiles.

Although the Plane is a great choice for a beginning racer, it may hold little or no challenge for the average to advanced racer. It's a lot of fun, though.

Of course, challenge level notwithstanding, the Plane is still the better choice for almost any track—not only because of its smooth handling and quickness, but because you never have to worry about terrain features.

That's not to say you don't have to be careful. On several tracks you may encounter stalactites, stalagmites, or any number of other hanging and protruding obstacles. If you run into one, or collide with a wall or another Plane, you'll stall out and drop from the sky, losing valuable time.

## **“Get Ready. . .Go!”**

There you have it—all the basic strategies and tactics essential for success in multiplayer *Diddy Kong Racing*. Learn them well, and they'll serve you well.

In the chapters dealing with the five worlds and Adventure mode, we include brief sections where appropriate that refer specifically to each of the 24 multiplayer tracks. We also provide the most important inside information for achieving victory on that particular track.

# Chapter Two

# Dino Domain

## Ancient Lake

### Gold Balloons Required

First Race: 1  
Silver Coin Challenge: 6

### Beating the Course

Because this is the game's first race course, its demands are nothing like you'll experience 10 or 20 Gold Balloons from now. It's a straightforward, almost oval track, with only a pair of Zippers and a smattering of Power-Ups to familiarize you with your surroundings.

The only serious impediment to scorching the competition is a large dinosaur that crosses the road from one half of the lake to the other, but only bad luck puts it in your path. Most of the time, if you hit the

Zipper prior to reaching the lake, you can pass in front of the beast without getting stomped.

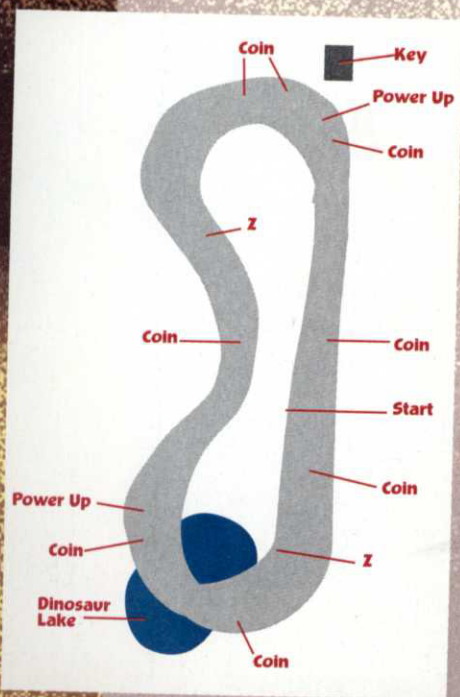
If you hit the first Zipper, you should be able to get past the dinosaur before it crosses the lake.



After you win the race, reenter the course to claim the Gold Key from the stone slab.

If you miss that Zipper, the brontosaurus may be passing from left to right as you round the corner. If it's headed for the road, let off the accelerator a little and angle behind it to the left as it passes. Once it's started for the road, you'll rarely squeeze past it before it makes a blockade of itself, usually flattening or blocking you in the process.

Other than the prehistoric residents, the most noteworthy thing about the course is the Gold Key off to the right of the first turn. Claiming it gives you access to the first of T.T.'s special courses Fire Mountain. Remember: You don't have to claim the Key during the actual race. Once you've won, you can reenter the race, grab the Key off the sloped slab, and exit back to the lobby. The nearby door with the large keyhole will open when you approach.



## Silver Coin Challenge

Once again, this is beginner stuff: You've got three passes to claim all the Silver Coins lying scattered around the nice, flat track, and very little in your way. You must take the first turn a little tighter than your momentum would tend to let you, but just make a smooth little skid, and the Coins there aren't a big hardship. Again, you've got three passes. Just pay attention to how you enter the turn the first time, and adjust your second or third pass accordingly.

Make every effort to hit the Zipper leading to the dinosaur's lake; the Coin there requires a relatively wide trajectory. If you miss the Zipper, your timing will be off and the dinosaur will block you when you swing wide for the prize.

## Ancient Lake Multiplayer

If you're driving the Car or the Hovercraft, collect as many bananas as possible for maximum vehicle performance. Collect Blue Balloons to acquire Speed Boosts, preferably third-stage boosts. Use the Speed Boosts in between the Zippers. Collect Red Balloons to acquire heat-seeking homing missiles. If you ever fall behind another racer, fire off a homing missile, then pick up some more Red Balloons.



**Keep your vehicle at top speed by using Speed Boosts in between Zippers.**

If you're flying the Plane, don't worry too much about collecting Missiles. Concentrate on collecting as many Bananas and Speed Boosts as possible, while trying to hit all of the Floating Zippers.

As you're collecting Speed Boosts, keep a third-stage boost ready. Then, avoid the last Zipper just before the finish line. Rather than trying to gain the extra speed from the Zipper, trigger the third-stage boost you've been saving, blasting you forward. Snap a tight inside turn to cut the corner, and race for the finish line.

**Avoid the last Zipper just before the finish line by flying across the water and triggering your Speed Boost.**





# Diddy Kong Racing

## Fossil Canyon

### Gold Balloons Required

First Race: 2  
Silver Coin Challenge: 7

### Beating the Course

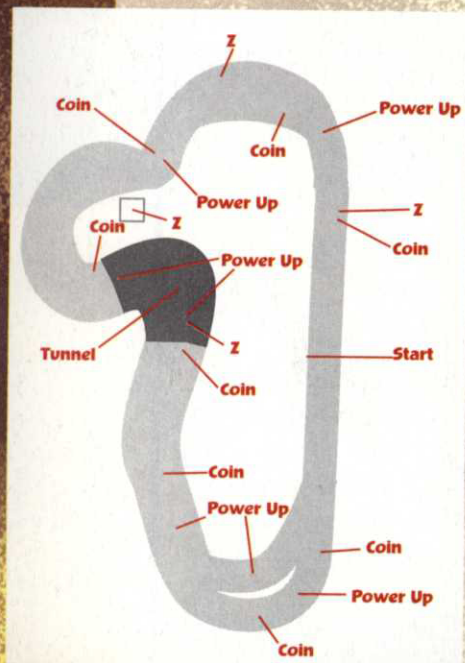
Fossil Canyon livens things up a bit for Diddy and company, with plenty more Power-Ups, a nasty turn through a tunnel, and a Zipper that tempts you to leap a small lake before buttonhooking into that cave.

The tunnel entrance isn't as bad as the exit, which requires a much sharper turn to keep from slipping all the way to the wall and missing the Zipper just around the bend. Work on that controlled skid, and don't overlook the shortcut going into the final turn. If you swing wide through that turn and stay on the main course, grab a Speed Boost Balloon and use it to hurtle toward the

finish line, turning left slightly as you do to cut the corner further.

As for the Zipper that can shoot you across the lake—it's really not necessary. And if you blow it, the race is over. By the time you paddle ashore, there'll be no way to make up the ground you lost. Stay on the track unless you need to risk the jump to make up for some earlier misadventure.

**A Red Balloon, and shaving a smidgen off your lap time, is your reward for taking the shortcut instead of the final turn.**



### Silver Coin Challenge

The Silver Coin placement here is a little tougher than in the first course, but it's still nothing that should humble you, given those three passes. Notice that one lies at the end of the shortcut in the final turn, requiring you to take both paths at least once. Another lies in the wide, sweeping final turn itself.

As the race begins, one Coin lies in plain sight, and it's an easy target, but you must choose between that and the Zipper to its left. If you're having trouble winning the race, consider taking the Zipper off the starting line and getting out in front to gobble Bananas before the competition gets them. This pays off toward the end of the race. When you do choose the coin over the Zipper, be sure to cut the first turn tight to claim the coin there: You don't want to bypass the Zipper twice to claim that coin, as well.

**Work on that controlled skid to get you out of the cave, hopefully with some help from the Zipper.**



# Diddy Kong Racing

## Fossil Canyon Multiplayer

If you're in a Hovercraft or a Car, count the Zippers as you begin the race. Hit the second Zipper, then aim for the water directly in front of you. There is a third Zipper located straight ahead, just to the left of the track. Hit the third Zipper to propel you over the water and into the tunnel. Use this shortcut to avoid the wide curve that goes around the water.



**Fly in between the two blue power-ups to get a Speed Boost. Use the Speed Boost after you hit the Zipper.**

If you're flying a Plane, watch for a double set of Red and Blue Balloons just before the finish line. Fly in between the two Blue Power-Ups, burst a Balloon and get a Speed Boost. Keep this Power-Up ready. Aim for the Zipper Floating in the air in front of you. Get the extra speed from that Zipper and, just as it runs out, tap the Z button to trigger the Speed Boost. This should be enough to put you ahead of any close competitors.

**Hit this Zipper to propel you over the water and into the tunnel.**



# Diddy Kong Racing

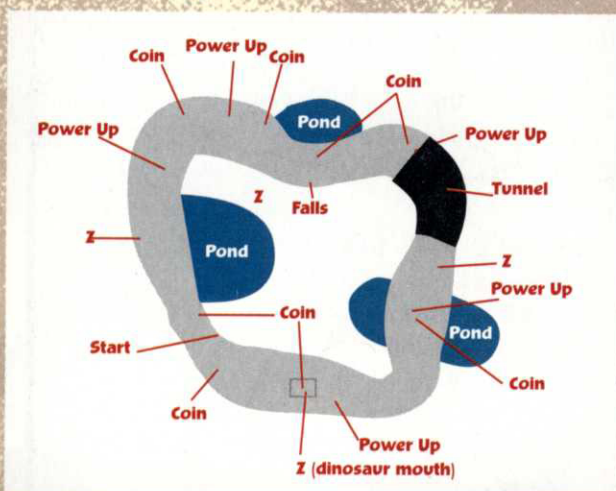
## Jungle Falls

### Gold Balloons Required

First Race: 3

Silver Coin Challenge: 8

### Beating the Course



The third course is littered with Power-Ups, and your competition suddenly doesn't seem so shy about putting them to use. The wide portions of the track mean the group is constantly mingling, jockeying for position, and so the course is often littered with Oil that are and Spike Balls.

Other than the other drivers, your biggest concerns are hitting the Zippers at every opportunity and staying out of the many water hazards—two goals occasionally at cross purposes.

**The wide sections of track in Jungle Falls mean the other racers will mix it up constantly. Don't hesitate to put a few of those Balloons to work for you, as well.**



**Use the Zipper inside the dinosaur skull to help you break away from the pack.**



**It might take you a couple of tries to get used to the irregular turn heading into the tunnel. Hitting the Zipper without hitting the water requires firm control.**



Don't get discouraged if it takes you a couple of times to figure out when to cut the corners off a Zipper and when it's OK to swing wide.

And don't overlook the Zipper inside the dinosaur skull. The other racers will pass it by in favor of the wide track and, giving you a chance to hit it every time and make up some serious ground. Remember to let off on the accelerator at the last second and gain the Green Burn.

### Silver Coin Challenge

The coin placement here gives you a small taste of things to come: One is off-track entirely, just outside the mouth of the tunnel. You'll have to kick out the vehicle's back end slightly to grab it without slamming into the wall, but you don't actually have to touch it: Just kick in its direction. If you come within a foot or so, relatively speaking, you'll pick it up.

The remaining coins should be easy pickings for you, at this point. Hopefully, you took our advice and got used to making the run through the dinosaur's skull. The coin there now requires the trip.

# Diddy Kong Racing

## Jungle Falls Multiplayer

Since there are very few Blue Balloons available on this track, you have to rely on the Zippers for Speed Boosts. That leaves you with Red, Green and Rainbow colored Balloon Power-Ups. Missiles and road hazards are always good weapons to have, but don't forget the Magnets, especially just before the finish line.



**Rainbow Balloon  
Number One**

There's only two places on the track where you find the Rainbow Balloons. The first place, the mouth of the smaller tunnel running directly above the larger tunnel, is accessible only by Plane. The second Balloon is located outside, and to the right, of the giant dinosaur skeleton just before the finish line. If you pass between the dino's ribs, rather than outside and to the right, you'll miss the second Rainbow Balloon completely.

If you're driving a Car, stay to the right as you're approaching the wooden bridge. This helps keep you out of the water.



**Rainbow Balloon  
Number Two**

# Diddy Kong Racing

## Hot Top Volcano

### Gold Balloons Required

First Race: 5

Silver Coin Challenge: 10

### Beating the Course

Your first Plane course is a lava-filled run with two major tests of your piloting skills.

The first test is a hard turning passage to the

left immediately after the start, where rocky obstructions force you to bank skillfully. Don't concern yourself too much with the Power-Ups here unless you're feeling very comfortable in the air: It's more important to make a clean run.

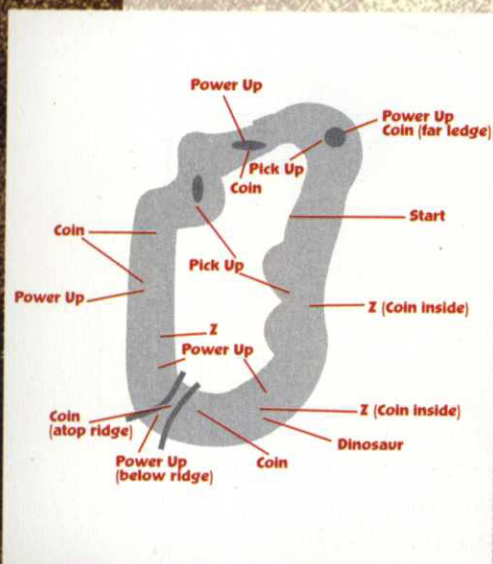
The second gauntlet is the wide area approaching

the finish line, where another dinosaur paces. He most often moves from left to right. Try and bank around him to the left, and then keep banking at about his head level to hit the floating Zipper just beyond. If you're still

into your turn as you hit that Zipper, it will help line you up nicely with another on the far side of the cavern. That's not a crucial double-Zip right now, but it will be soon.

### Silver Coin Challenge

Hitting the Silver Coins in the Plane requires good judgment of trajectory. The Plane is the most unforgiving vehicle: Once you're past the prize, you have, at best, two more chances to get at it, and sometimes it's hard to adjust on the fly. Of course, you don't want to bang off any walls, but try to cut it close.



**Swerve left and then back right past the dinosaur to hit the first Floating Zipper and line up nicely to catch the sec-**



Strive to make that double-Zip just past the dinosaur: A coin lies in each of the Floating Zippers. Of course, you can take them one per lap, but hitting the first Zipper should line you up nicely for the double-take, as long as you're banking right a tad.

One coin is actually hidden from view of the main course. You must circle wide around the rocks just past the start line and hug tightly to the turn to pick the prize off a ledge. The double Zipper near the dinosaur becomes more important when you factor in the time it takes to detour off that most expedient flight path.

**Bank on the course's first left turn to avoid the rock outcroppings.**



# Diddy Kong Racing

## Hot Top Volcano Multiplayer

There are Floating Zippers for the Plane, but no Zippers for the Hovercraft. If you're driving a Hovercraft, keep an eye out for a Floating Zipper to the left of the lava cave. Stay to the left, riding up along the embankment. Tap on the shoulder button to pop you up into the air, propelling you through the Floating Zipper for a quick Speed Boost.

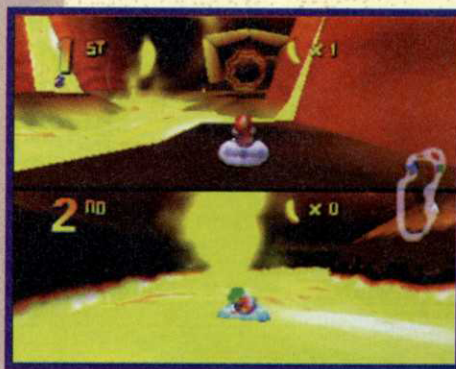


**Make sure you stay to the left if you want to hit this Zipper.**

Watch out for a lava waterfall off to your right just before the finish line. If you stay to the right and drive up the embankment, you should be able to catch just enough air with a tap on the shoulder button to propel you through the Floating Zipper. You'll gain a quick Speed Boost, pushing you ahead of a competitor just before the finish line.

Also, remember to use the Blue Balloon Speed Boosts to propel you up onto the embankments, keeping you out of the lava.

**Tap the shoulder button as you climb the embankment to hit this Zipper.**



# Diddy Kong Racing

## Fire Mountain

### Requirements

Key from Ancient Lake

### Beating the Course

The first of T.T.'s challenges opens once you claim the Key from the slab in Ancient Lake. To win, you must fly to the central nest and claim the eggs that appear there. Use your brakes to help you aim carefully, and sit in the central pit and wait if no eggs are readily available.

When an egg appears, just fly through it to attach it to the underside of your Plane. Head for the nest that has your pilot's likeness posted above it, and go in nice and slow to make sure you're safely over the hatchery. Pull the trigger on the control pad to drop the egg into the nest.

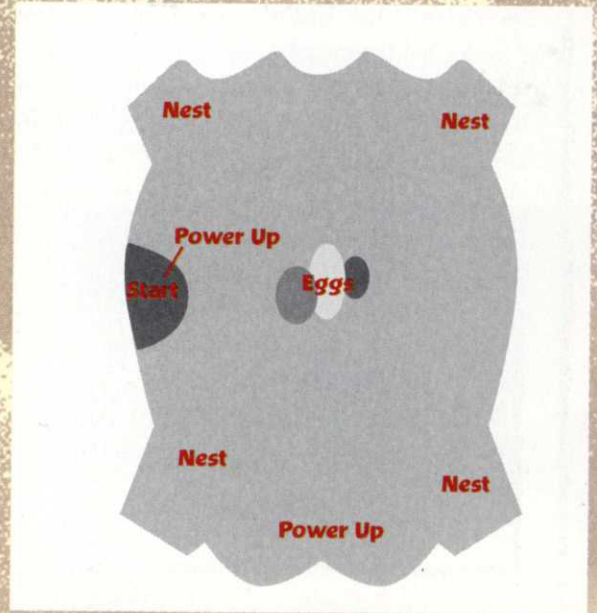


**Carry three eggs to your nest before the other fliers—and prepare to defend them—to win the first of T.T.'s challenges.**

With a little luck, you should be able to deposit three eggs into the nest before any of your competitors, but you can also swipe eggs from their nests if someone else is close

to winning while you're still a ways off.

Your reward for first place is the first section of the T.T. Amulet. The completed amulet will get you a race with T.T. himself toward the end of the game.



# Diddy Kong Racing

## Fire Mountain Multiplayer

Make sure you tap the A button twice just before the “Go!” to get a quick Speed Boost, then immediately fly straight ahead. Dive into the lava pit in the middle of the track, grab an egg and head for your nest. You need to hatch three eggs to win.

The key to victory on this track is being aware of how many eggs the other characters’ have. Always keep an eye on the score to see who is accumulating eggs the quickest. Aim for the racer’s nest with the most eggs and try to steal their eggs before they hatch. You can steal eggs from the other nests only if the eggs are unhatched. If the eggs have blinking eyes, they’re untouchable.



**You can't steal eggs with eyes—they've already hatched.**

There are Red Balloons generously distributed all over the track, making it relatively easy to accumulate Homing Missiles. Continually use the Homing Missiles to attack the other racers while defending your nest.

**There are plenty of Red Balloon Power-Ups, so make use of them constantly.**





# Diddy Kong Racing

## Boss Challenge

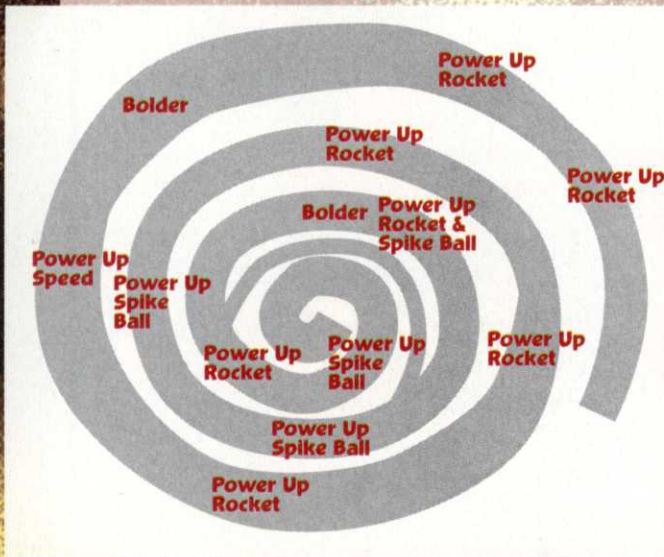
### Requirements

First Race: First-place finish in all four Dino Domain courses

Second Race: First-place Finish in all four Silver Coin Challenges

### Beating the Boss

The triceratops Boss of the Dino Domain challenges you to race the spiraling path to the top of his mountain, a formidable task that requires you make good use of Power-Ups along the way while avoiding a pair of rolling boulders.



Hug the inside wall of the course when you hear a boulder rumbling down from above, and try to pick up two Missile Balloons whenever the opportunity presents itself. You can fire the homing Missiles without a line-of-sight bead on the Boss and

they'll still catch up to him: You should hear a satisfying grunt of pain shortly after launch.

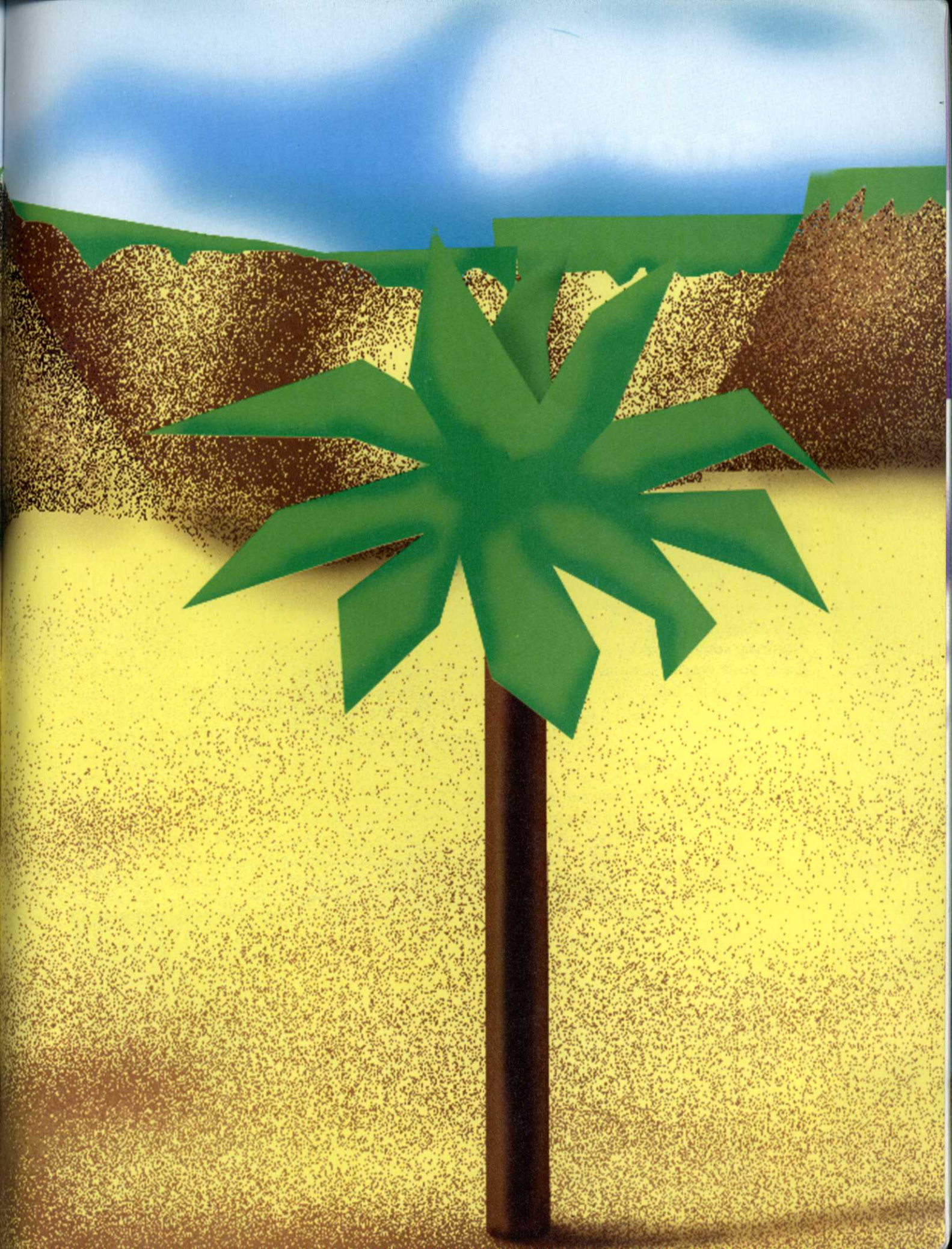
When you're not firing Missiles, give yourself a Speed Boost, but only single bursts, or you risk sailing off the trail. By the same token, there's a small shortcut, but taking it and then turning back onto the path is risky, and you'll lose momentum in the process.

Near the top of the mountain, the Boss runs out of steam on the final steep slope, so don't give up. You may nip him at the wire even when he has a seemingly comfortable lead.

Once you've beaten the Silver Coin Challenge races, you're back to the Boss for round two, but this time his thunderous strides shake loose large trees that fall across your path: If you don't get a good start off the line, you'll have to angle hard left toward the base of the first tree and pass through the space it leaves when it topples. When you win round two, the Boss rewards you with the first section of the Wizpig Amulet. The completed medallion grants you a showdown race with Wizpig at the end of the game.

**Watch out for the trees the Boss knocks into your path as he charges up the mountain the second time.**





# Chapter Three

## Snowflake Mountain

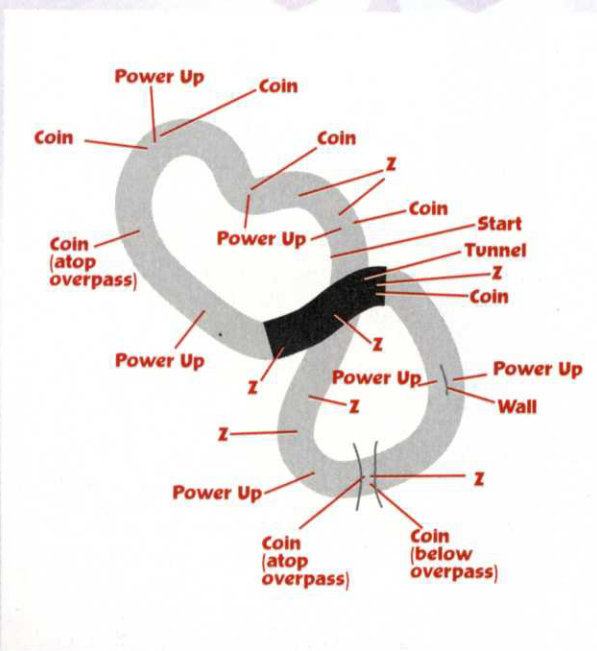
### Everfrost Peak

### Gold Balloons Required

First Race: 2  
Silver Coin Challenge: 10

### Beating the Course

Everfrost Peak is another Plane race, although this one is, in some ways, less demanding than Hot Top Volcano. The path is a relatively clean, sweeping figure eight, requiring some sharp banks, but with little to get in your way as long as you hold the turn smoothly each time.



Once you've picked up a few Bananas, concentrate on hitting the Zippers to help put you in the thick of the race.



In the narrow gorge, you can usually shake loose a couple of Bananas from a front-runner without having to resort to a Homing Rocket.

Try to get a good start, and pick up some Bananas to give yourself an edge. There are plenty of well-positioned Zippers throughout the course—both floating and on the ground (requiring you to bounce off the ice to get the desired effect). With the Zippers to aid you, claim mostly Missile Power-Ups. With so many racers keeping the same line, anybody who gets in front of you soon becomes an easy target, even if your Missile isn't the homing variety.

Dip low in the tunnel to catch the Floating Zipper, and be ready to bank hard left and pull up to safely exit the passage.



In the tunnel, be ready to dip low to catch the Floating Zipper, then pull up and bank right to exit without smacking into the wall. Near the finish line swing wide right to catch another Floating Zipper and then bank back left. If the pack is hot on your tail, make the effort, or someone may zip past you at the flag.

## Silver Coin Challenge

As with Hot Top, the Silver Coins here are tricky less because of their placement than because you have so little margin for error in the Plane. A couple of misses can make a first-place finish doubtful.

You needn't bank too hard to get at the pair of coins on the ledge near the tree: More importantly, you must skim the ledge, and even flatten out the turn a tiny bit to make sure you pick them both off. When you come off the ledge, however, bank hard left to continue around the corner, or your momentum may send you into the wall.

It becomes more crucial to hit all the Zippers when you're collecting these Silver Coins, but don't become so preoccupied you neglect your share of the Bananas.

Finally, you get extra style credit if you take the coins from atop and beneath the overpass with a single loop-the-loop.

## Everfrost Peak Multiplayer

Winning in the Car or the Hovercraft is all about speed. Concentrate on collecting Speed Boosts and hitting the Zippers to gain maximum speed on this track. There is also a solitary Rainbow Balloon off to the far right of the track near the starting line.



**Try your best to maximize your speed by hitting every zipper.**

If you choose the car, you can't use the power slide because you'll lose control momentarily. Since the track is so icy, you need to maneuver around Everfrost Peak using normal steering.

Missiles are the only truly offensive weapons available, but they aren't too much use to you if you're in the Car or Hovercraft. Everfrost Peak is full of twists and turns, so you'll rarely get a clean "line-of-sight" shot on your opponents.

However, Missiles are still an option for the Plane because you're flying far above many of the terrain features that make Missiles a poor choice for the other two vehicles.

**Homing Missiles are always an effective weapon.**



# Diddy Kong Racing

## Walrus Cove

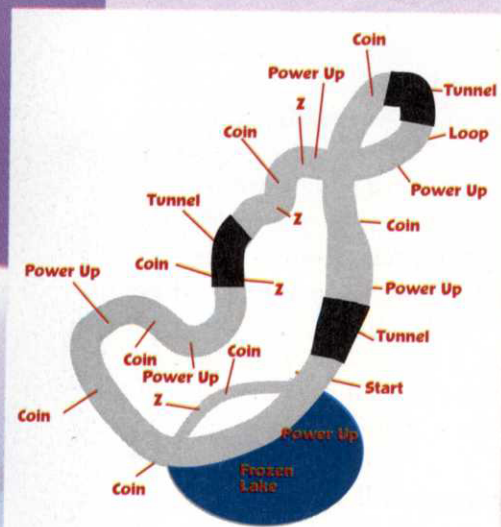
### Gold Balloons Required

First Race: 3

Silver Coin Challenge: 11

### Beating the Course

Walrus Cove is a quick little course with one outstanding characteristic—a full loop shortly after the start of the race. There's also one major shortcut.



Getting through the loop is no problem, as you'll be given a complimentary Speed Boost for the trip. Look out for the tight right-hand turn beyond that, though, and don't pass up the Bananas if you can help it. The turn through in the second tunnel is even more treacherous, requiring a skid for most racers. Once you're out on the narrow track through the frozen lake, look to the left and you'll spy an even smaller trail passing on the opposite side of the large ice chunk. There's a Magnet Balloon back there, and a Zipper that can help you make up some serious ground, as long as you don't overlook the slight bends in the course. If you run off the narrow road after exiting the Zipper, you'll likely bounce straight up in the air, and come to a full stop.



Be ready for the sharp S-turn on the other side of the loop.

Look to the left near the frozen lake, and you'll spy a shortcut down a narrow passage.



Between the Magnet Balloon and the Zipper, the shortcut should leave you primed to make up some serious ground near the finish.

### Silver Coin Challenge

This is another course where the placement of the Silver Coins turns a fairly straight-forward race into a real accomplishment.

The real trick is to realize early on that there are two Coins beside the wide road leading alongside the frozen lake: Both are located in the trees on the right, requiring tricky skids to throw out the back of your Car without losing too much momentum. If you pick up both of those Silver Coins on the first lap, then you can use the shortcut for laps two and three. There's also a Coin there, using the shortcut for two of the three laps is the most important thing.

The rest of the Coins are easy to spot. Just notice when you have to pass up a Zipper for a Coin, and make a point of hitting that Zipper on subsequent laps. In that way, a few of the Coins actually serve as good landmarks.

# Diddy Kong Racing

## Walrus Cove Multiplayer

There are several strategic locations on this track worth noting. As you're racing over the series of low ice hills just before the finish line, the fork to the left conceals a Rainbow Balloon and a Zipper—a powerful one-two combo if you're in second place!



**Stay to the left just before the finish line to hit the zipper and pick up the Rainbow Balloon.**

Earlier, as you're exiting the last tunnel, there is a Zipper and two embankments—one to the right followed by one to the left. In between there are four Balloons, two yellow and two blue. Hit the Zipper, ride up and over the embankment, burst a Blue Balloon, instantly steering left. Immediately tap the Z button to trigger the Speed Boost as you hit the next fairly steep embankment. The boost will shoot you completely up and over the embankment, avoiding the big curve, dropping you right onto the first of the ice hills.

Remember, if you choose the Car it's not wise to use the power slide or you'll lose control momentarily.

**Carefully line up your approach on the two big snow banks as you exit the last tunnel.**



# Diddy Kong Racing

## Snowball Valley

### Gold Balloons Required

First Race: 6

Silver Coin Challenge: 14

### Beating the Course

Snowball Valley is an interesting little course that requires some very precise skidding: You're shooting across the ice in your Car, and going too far in the wrong direction can greatly increase your lap time.



For starters, fire off the line and take the path to the right, ready to skid back and forth down the narrow ice lane, and avoid slipping into the icy water on either side. Most of the pack will generally take that route, so try and drop an oil slick here if you can nab that Power-Up. Through the narrow passage, bank as hard to the right as you can to drop off the

cliff: There's a Zipper by the right wall heading into the valley, and ideally you want to hug the right wall through the valley entrance far enough to claim the Speed Boost on that side of the narrow opening.

**Take the right-hand path as the race begins, ready to mess with the pack if the opportunity presents itself.**



**A double Speed Boost charge is the quickest way to get out of the path of the snowballs.**

In the valley, giant snowballs roll down at you from either side of the opening above. Try to pick up another Speed Boost, and then activate the double-charge to shoot you quickly out of harm's way. In the tunnel beyond, catch the Zipper and lean right, angling for another Speed Boost on the left row of Power-Ups. If you can pick that one up, as well, you'll have a much easier time arresting your momentum and directing your Car back toward the finish line.

**A small cave off the beaten path holds the key to this world's T.T. challenge course.**



# Diddy Kong Racing

Finally, when you've beaten the race, come back and claim the key from the small hidden cave, off the path to the left from the finish line. That opens up this world's T.T. course back in the lobby.

## Silver Coin Challenge

The path to the Silver Coins here varies two ways from the usual run. First, you must traverse both left and right passages from the starting line, as Coins wait down each avenue. The left path is narrow past the divide: Be ready to slide hard right to make it inside the tunnel opening. On the following two laps, take the right path, and skid to the right hard off the jump to try and claim another Coin near the base of the cliff.

In the Snowball Valley itself, a Coin lies close and to the right as you enter; another more distant one lies on the left. It's easiest to get them on separate laps because that lets you focus a little more on the rolling snowballs: Don't make up your mind which you're going to take first until you see where the snowball on that side of the valley is in relation to your own timing, but do try and get a Speed Boost if at all possible.

## Snowball Valley Multiplayer

Stay to the left when you leave the starting line. A snow tunnel provides a shortcut through the mountain. Use this tunnel to pull ahead of the pack.



**Take the shortcut to the left as you collect Blue Balloon Power-Ups.**

There will be two Blue Balloons directly in your path. They're no effort to collect if you stay left. As you drop out of the tunnel, head to the right, avoiding the rolling snow boulders. Pick up a third Blue Balloon for a third-stage Speed Boost.

Next, look for a Green Balloon or two to obtain a Road Hazard. On your last lap, take the route to the left and pick up the Blue Balloons, while dropping the Road Hazard for your opponents to find.

Even though other weapons are actually useful on this track, you'll still want to hit as many of the Zippers and Blue Balloons as possible for maximum speed. Speed wins races, and Snowball Valley doesn't have too many sharp turns, just several big, wide ones.

**Leave a Road Hazard in the snow tunnel. Careful placement of Road Hazards keeps your opponents busy while you take the lead.**





# Diddy Kong Racing

## Frosty Village

### Gold Balloons Required

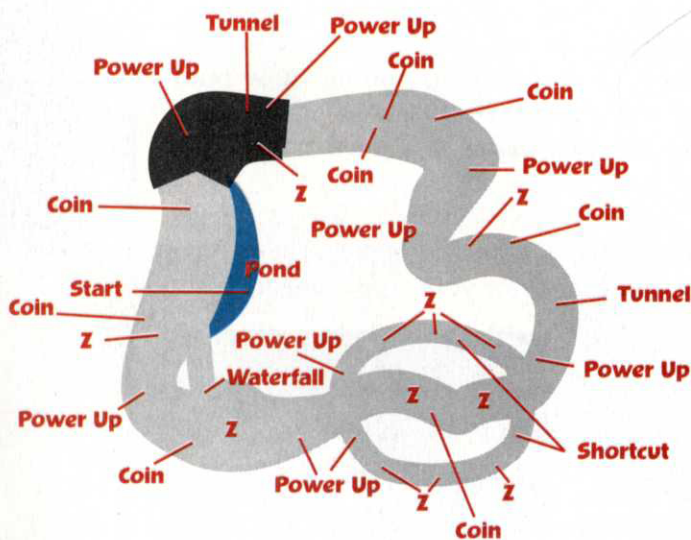
First Race: 9

Silver Coin Challenge: 16

### Beating the Course

The Frosty Village course is by far the game's hardest to this point.

From the starting line, aim for the Zipper, which launches you down the slope to the village below. You must skid so you turn right to enter a tunnel; then immediately skid hard to face back left. You'll lose a lot of momentum, but it's worth it to hit the Zipper along the tunnel's left wall.



Use the Zipper above the village to get a good head of steam, and be ready to skid and look right to enter a tunnel requiring another sharp adjustment.



With plenty of Zippers at your disposal, don't hesitate to shake loose a few Bananas from any front-runners.

Out of the tunnel is a nasty little slalom where the object is to hit first one Zipper, and then bank back and forth to catch a second that shoots you into another tunnel. Skid left exiting the tunnel, and you'll catch yet another Zipper to throw your Car across the relatively wide expanse of ice.

The last Zipper requires a skid to the right and then a correction back left to properly line up a shot toward the finish line. This may take practice, and you may also want to mess with the competition every chance you get: With so many Zippers to aid your run, you can afford to be offensive-minded in claiming Power-Ups.

### Silver Coin Challenge

As bad as the run was without Silver Coins, it just got a whole lot worse.

The coin just past the starting line on the left is tempting, but it's going to waste all your momentum very early in the lap. Consider getting it on lap two, when the other racers aren't right there jockeying for position.

# Diddy Kong Racing

The hardest Coin of the whole lot, however, is the one sitting just outside one of the houses in the village. To get it, you really need the Speed Boost from the area above the village before you hit the Zipper up there. When you have that, use the Zipper to throw you through the narrow avenue of the overpass—claiming another Coin in the process—and then skid so you face the tunnel and fishtail into the coin near the house. As soon as you have it, hit the Speed Boost to push yourself toward the tunnel.

You must catch the Zipper in the tunnel to get at the Coin just beyond. If you can start the race with those three, maybe even snagging the one near the starting line, the remainder are, comparatively, cake.

## Frosty Village Multiplayer

The most desirable Power-Up available on this track is the Rainbow Balloon. The first Rainbow Balloon appears in the Alpine Village at the bottom of the first big hill. Up next, there are two rows of four Zippers each—one row to the left of the big trees and one row to the right. A single rainbow balloon is located at the end of each row, just before the tunnel.



**One of two rainbow balloons found on either side of the big trees.**

The last Rainbow Balloon is in the shortcut hidden behind the waterfall, just before the finish line. A water Zipper awaits beyond to boost you to victory.

There are no mid-air Zippers. However, if you're flying a Plane, you can get a Speed Boost should you desperately need one. Fly as low as possible over the track, lightly touch the track with your wheels while passing directly over one of the road Zippers. You'll get a Speed Boost exactly as if you were a car!

**Always take this shortcut, hidden behind the waterfall, through the mountain.**



# Diddy Kong Racing

## Icicle Pyramid

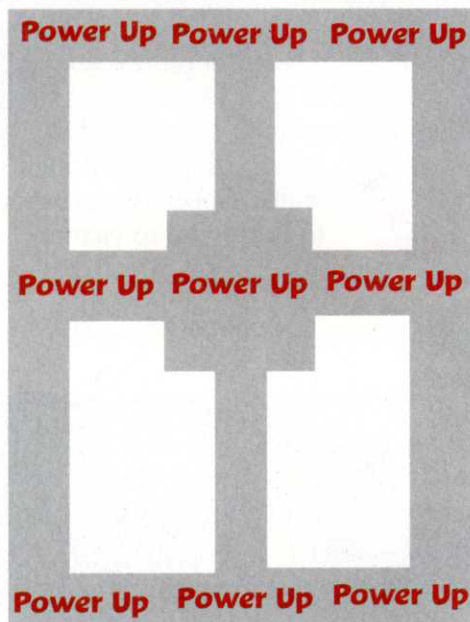
### Requirement

Gold Key from Snowball Valley

### Beating the Course

The second of T.T.'s challenge courses is a duel to the final Banana among you and three other racers.

The Pyramid's layout is a bit tricky, and hard to represent with a 2-D map, but it's at least symmetrical.



In the center of the course, on the upper walkway, are Power-Ups for both Missile and Spike Ball. At the end of the hallways on the ground floor you'll find alcoves with Invulnerability Balloons.

Usually, if you go for the protective measures, the other racers are content to smack each other around in the meantime. Then you can head toward a Missile Balloon, holding off to activate the Invulnerability until just before you grab the offensive Power-Up (or, of course, if someone decides to take a shot at you).

**Fight a defensive battle, and let the other racers soften each other up**



With your shields up and a Missile to dispense, it's time to look for trouble. (Keep an eye on the inset map, in case trouble comes looking for you.)

Hold your aggression at the beginning of the contest and let the other players knock loose a few of each other's Bananas before you join the fray. The screen will keep a running count of everyone's current Banana totals, so it's easy to see who's ripe for the picking, as it were.

Your reward for first place is another section of the T.T. Amulet. Only two more to go.

# Diddy Kong Racing

## Icicle Pyramid Multiplayer

Do yourself a favor, and thoroughly familiarize yourself with Icicle Pyramid. Study the map, memorize the types and locations of Power-Ups, and practice, practice, practice. Play through Icicle Pyramid over and over again until you're easily familiar with using the three different levels to avoid an attack, hide, or launch a surprise assault. Remember, Diddy Kong Racing is true 3D, so you're able to pounce from above.



**Keep an invulnerability ready to use as you race for your next weapons Power-Up.**

The Power-Ups available are Missiles, Homing Missiles, Spike Balls and Invulnerability.

Once you've memorized the locations of the Power-Ups, combine their uses to your best advantage. For example, collect two Red Balloons to get a Homing Missile, then hunt for a unsuspecting target. Fire off the Missile, then collect an Invulnerability. Trigger the Invulnerability to protect you as you grab a Spike Ball. Drop the Spike Ball as you collect two more Red Balloons, then look for your next target. Repeat as needed.

**Homing Missiles rarely let you down in the heat of battle.**



# Diddy Kong Racing

## Boss Challenge

### Requirements

First Race: First-place finish in all Snowflake Mountain courses

Second Race: First-place finish in all Silver Coin Challenges

### Beating the Course

The Snowflake Mountain Boss is a large Walrus with a significant advantage on his icy downhill slope: He never seems to wander too far from the direct route. In your Hover, you may not be so lucky.



**Keep heading straight down the path, and the snowballs should miss you.**

**When you catch some air at the big arrow, make sure you use it to angle left.**



In the icy tunnels, realize that you can ride up slightly on one edge of the hallway and still keep quite a bit of speed; just don't overanticipate the course's turns, or you'll wind up with your face in a wall.

In the large open area, keep straight to the path, perhaps even saving the Speed Boost for the home stretch. After you've won the Silver Coin races, the valley will be crisscrossed with rolling snowballs. They won't hit you if you don't slow down, and have made decent time up to that point.

This is more a test of speed than anything, although, of course, you can nab up a couple of Missile Balloons and slow the competition to help your overall performance.

When it comes to navigating the course, remember to take advantage of the brief instances when the Hovercraft leaves the ground to correct its direction without wasting too much momentum, especially the hard left turn where you see the big arrow.



# Chapter Four

# Sherbet Island

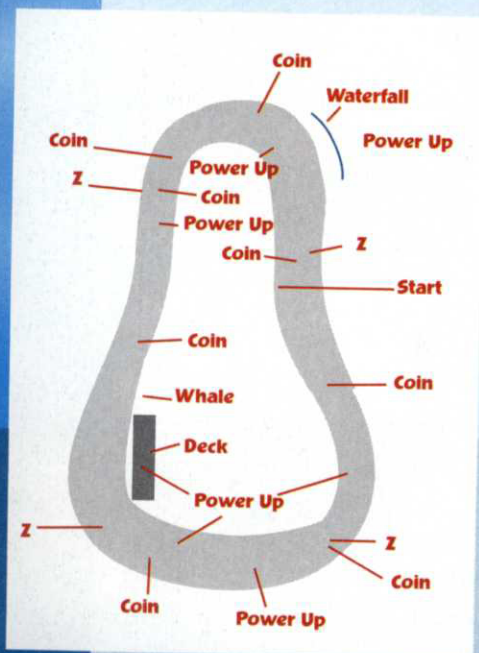
## Whale Bay

### Gold Balloons Required

First Race: 10

Silver Coin Challenge: 17

### Beating the Course



The Whale Bay course is a quick little oval that presents you with some tight turns to make in your Hovercraft. There are a couple of ways to smooth out the track—by using the whale, and by using the series of Speed Boosts behind the waterfall at the other side of the loop.

The first turn is particularly tight:

You can take a slow start and angle over to the Zipper to get in good position. Then try and take the Speed Boost tight inside the corner to help restore your momentum after the turn. The alternative is to go wide and scoop up the Speed Boosts behind the waterfall,

using those to rocket through the turn and hopefully hit the Zipper that pushes you toward the Whale.

**The Whale will create a ramp up to the deck of the ship, giving you a significant advantage.**



**The Speed Boosts you can pick up beneath the waterfall will help you take that turn fast as well as wide.**



On the straightaway where you can see the Whale and the boat on the left, the mammal will rise up to the level of the deck as you approach. This allows you to bypass the second tricky turn. Pick up some Bananas and at least one of the Magnet Balloons. Then angle left of the tree to hit a small patch of sand below to stay pointed in the right direction. You may fall off in a couple of places as you traverse the deck, but you'll gain ground once you're back on the water.

## Silver Coin Challenge

The Silver Coin Challenge at Whale Bay can be a pain, simply because you must pick up the loose change cleanly, or you'll waste all your momentum floundering around.

Try to get the Coin right in front of the starting line as you leave the gates, or you'll have a rough time making that Zipper nearby on subsequent laps, and that can really hurt your time.

Also, realize you must take the non-Whale turn very tight at least once to pick up two Coins there. Acquiring the second Coin makes hitting the Zipper very difficult. If you let your momentum carry you past that second Coin, instead of turning toward the Zipper sharply, you may find it just as helpful to claim the Speed Boost from the sandy shore in that direction.

## Whale Bay Multiplayer

Hit the Floating Zipper as you approach the whale ramp, then tap your R shoulder-button to "hop" up and over the side of the ship. If you hit the edge of the ship as you launch off the whale, you'll lose your momentum.



**Grab all three balloons for a purple speed boost.**

Three Blue Balloons are hidden behind the waterfall. Burst all three balloons to get a Purple Speed Boost. Tap the Z button just as you hit the whale to lift up, over, and completely clear of the pirate ship without ever touching the deck! Make your approach at an angle so you won't collide with the ship's mast.

A sand bar ramp is located to the right of the finish line. Swing right of the smiley-face buoys, then tap the R shoulder button as you hit the sand bar to gain extra distance on your jump. You'll be directly facing a Floating Zipper as you land. The Zipper is difficult to hit if you follow the track.



**Stay outside and to the right of the buoys to hit this ramp.**



# Diddy Kong Racing

## Crescent Island

### Gold Balloons Required

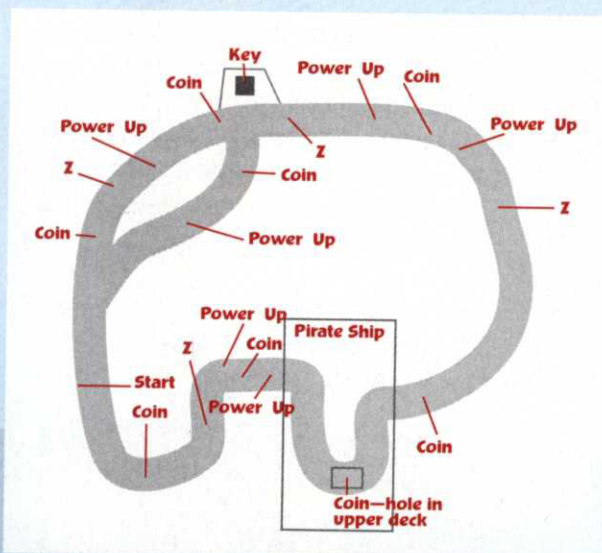
First Race: 11

Silver Coin Challenge: 18

### Beating the Course

Beating the other racers on Crescent Island requires some crafty driving, but this is one of those courses where the Zippers are relatively well-positioned, and thus you can make up the ground you lose in tight turns as long as you pay attention to the track.

From the start, try angling left onto the narrow seaside ledge, where a Zipper and



Magnet Balloon help further your cause: Don't use the Magnet until after you've hit the second Zipper, around the bend to the right (and maybe not even until after you've hit the Zipper near the railing on the left).

The ramp to the upper deck may not be much of a shortcut, but it is fruitful.



Don't forget to go back and get the key to this world's T.T. Challenge after you win the race.



Getting through the ship without getting hung up can be a pain: If you miss the first opening after the sharp left on the deck, you can pick up a load of Bananas as you head for the upper deck, and then drop through a hole in the floor up there.

Out of the ship, hug the left wall inside the cave to hit another Zipper, and don't overlook the shortcut on the last tight corner to the right before the finish line: If you're desperate, you can sometimes nip three or more racers with a well-executed skid.

Finally, notice that the Key to this world's T.T. Challenge waits on this level, in a small cave facing the ocean. You can't see it from the course.

# Diddy Kong Racing

## Silver Coin Challenge

As easy as it was to hit Zippers without the coins on the course, hitting them once the silver's in place becomes a real chore.

If you swing wide left at the start, you can grab two Silver Coins there; then use the Zipper beyond the bend to boost you back toward the wall on the right, where another Coin waits behind some trees.

On the ship, you must venture to the upper deck at least once, as another Coin waits in the hole up there.

You'll also have to make it through that tricky narrow passage near the finish line at least once; a Coin rests between the rocks. Take the corridor up to the last curve wide left, and start your slide early: It's better to pull out early than it is to overshoot the gap and try to angle back to it while the crowd bears down on you.

## Crescent Island Multiplayer

The two most effective Power-Ups at your disposal are the Rainbow Balloons and the Red Balloons—Homing Missiles will never let you down, so use them liberally.



**A Rainbow Balloon waits for you on the narrow road to the left of the starting line.**

The narrow roadway just off to the left of the starting line hides the first Rainbow Balloon. The next two Rainbow Balloons are located one right after another—one just outside the exit of the pirate ship and one just inside the mouth of the tunnel. Ignore

the path leading across the top of the pirate ship; you gain nothing by taking that route. Collect all three Rainbow Balloons and you've got the most powerful Magnet available while you're still a good ways away from the finish line.

The Magnet Power-Up really comes in handy if you're in second place during a close race and you miss the shortcut directly to your right just before the finish line. Trigger the Power-Up to pull your opponent off the finish line, launching you forward to victory.

**Power slide right into this shortcut as you're exiting the tunnel.**



# Diddy Kong Racing

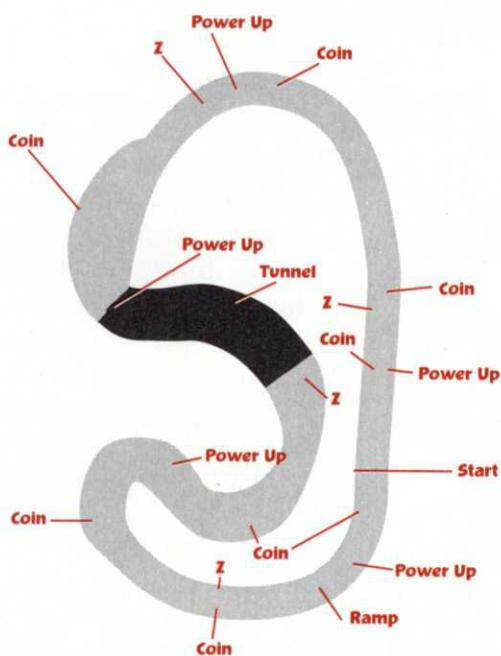
## Pirate Lagoon

### Gold Balloons Required

First Race: 13

Silver Coin Challenge: 22

### Beating the Course



Another Hovercraft race, but this one has some very easy ways to make up the ground you're likely to lose in the tight turns.

Down the first stretch past the start, remember to ease into the turn as much as possible when you're air-hopping among the islands. That turn can really slow you, but line up with the Zipper just beyond, and you'll be right back in the thick of things.

Use the Speed Boost in the entryway to help with your trip through the tunnel.



Burn green and bear left up the Zipper and over the ramp, and you can sail over the competition.



Make sure to get the Speed Boost Balloon in the tunnel entrance and turn left as you enter. Activate the Boost, and you should shoot down the tunnel in fine form.

The next turn can be a real pain, as well, but don't panic if you don't negotiate it perfectly. As long as you hit the Zipper and the ramp just beyond the turn—and bear hard left once you're airborne—you'll make up all kinds of time in the home stretch.

### Silver Coin Challenge

As with most of the Hovercraft Silver Coin courses, this one takes you out of your way to get at the prizes, causing you to forgo Zippers at least once in most instances.

It becomes crucial, therefore, to hit every Zipper you can, and to use the Speed Boost (to get down the tunnel) and the ramp (near the finish).

Also, for the one Coin that sits wide to the right around the first turn, don't overlook the Magnet as a quick means of getting back to the pack (and be sure to get the Bananas from the shore, as long as you're over there).

# Diddy Kong Racing

## Pirate Lagoon Multiplayer

As you're approaching the tunnel aim for the Blue Balloon off to the right. Turn into the curve early so that you can collect the Speed Boost and face the correct direction at the same time. Tap the Z button to engage the Speed Boost, flinging you down the length of the tunnel.



**Use the Blue Balloon Speed Boost to blast your Hovercraft through the tunnel.**

You must hit the last Zipper just before the finish line, which boosts you up and over the ramp—and the barrier reef. Be careful, the choppiness of the water makes it difficult to control the Hovercraft. If you don't make this critical jump you have to go the long way around the reef, which costs you time.

Lay traps for the other racers. Your best bet is to anticipate what they need to win—Speed Boosts—and try to beat them to the Zippers and the Blue Balloons. Leave Oil Slicks behind to keep your opponents away from the precious Power-Ups.

**You must both hit the Zipper and the ramp to clear the barrier reef.**



# Diddy Kong Racing

## Treasure Caves

### Gold Balloons Required

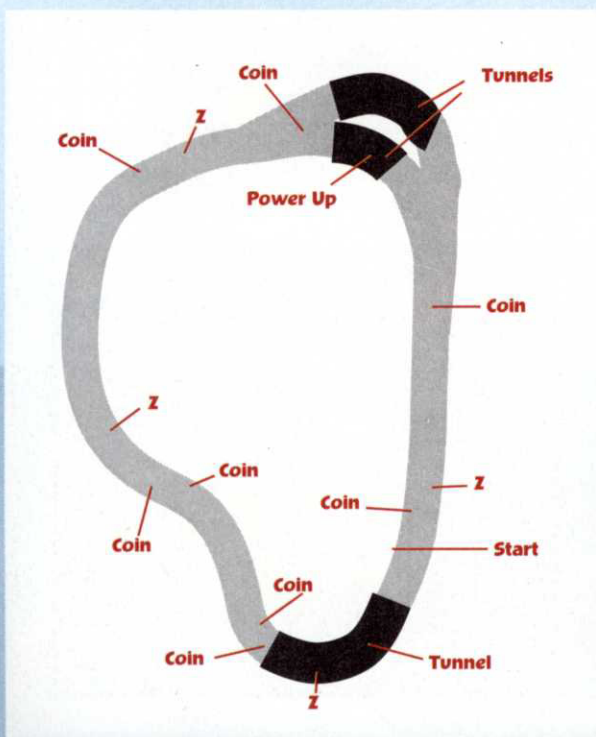
First Race: 16

Silver Coin Challenge: 22

### Beating the Course

As the race begins, don't be too eager to get at that first Zipper, on the right. If you hug the left wall, you can make a run at a nice row of Bananas, which pays off in the long run.

In the first tunnel, don't be distracted by the upper ledge: It's meant for Plane Racing. You'll want to bear left through the wide rock arc, but swing a little wide beyond that to catch another Zipper.



As the race begins, you can choose Bananas over the Zipper to the right.



As long as you're ready to react to the course, you can use every Zipper to its maximum advantage.



The track through the watery room makes a little zig in the middle, so be ready to account for that once you've hit the Zipper, or you'll bog down in the mire. You'll want to be hugging that right-hand wall when you come out into the daylight in order to hit the Zipper just beyond the finish line.

### Silver Coin Challenge

As with the regular race, don't be so quick to plow through the line in the direction of that first Coin: You can easily save it for lap two or three.

In order to get the Coin near the shore, which puts you in a bad position to get through the rock arc, just grab the Speed Boost Balloon beforehand, and keep right on going out into the water. Use the Boost to hurl you back in the direction of the shore on the other side of the arc, where you should line up nicely with the Zipper there.

# Diddy Kong Racing

Into the large, dark area where the course runs through a murky pool, you'll have to have a good-handling Car in order to hit the Zipper and then gain both Coins from the walkway nearby (even on different laps).

Also, just outside the distant doorway, another set of Coins means that you'll probably have to skid a bit on separate laps in order to claim both tokens and keep moving forward at a good clip.

## Treasure Caves Multiplayer

As always, if you're driving a Car or Hovercraft, make sure you hit every Zipper on the track. Treasure Caves holds within it every Power-Up except Invulnerability. Picking up road hazards and dropping them in front of other Power-Ups to frustrate your opponent is still a worthwhile strategy. Collecting Red Balloons to acquire Homing Missiles is another reliable strategy.



**Drop Road Hazards in key locations to delay your opponent.**

The regular Missiles and the Multifire Missiles are harder (but not impossible) to use because you have to aim these two Missiles using "line-of-sight." Since this track has several curves, and few straight-aways, the big cave is the one area where you can successfully use non-Homing Missiles.

If you're flying a plane, the best weapons to use on this track are the Homing Missiles and the Magnet. Secure a third-stage Magnet and immediately use it inside the massive cave for the perfect opportunity to pull ahead of your competitor in a tight race to the finish line.

**Collect Rainbow Balloons to earn a third-stage Magnet.**



# Diddy Kong Racing

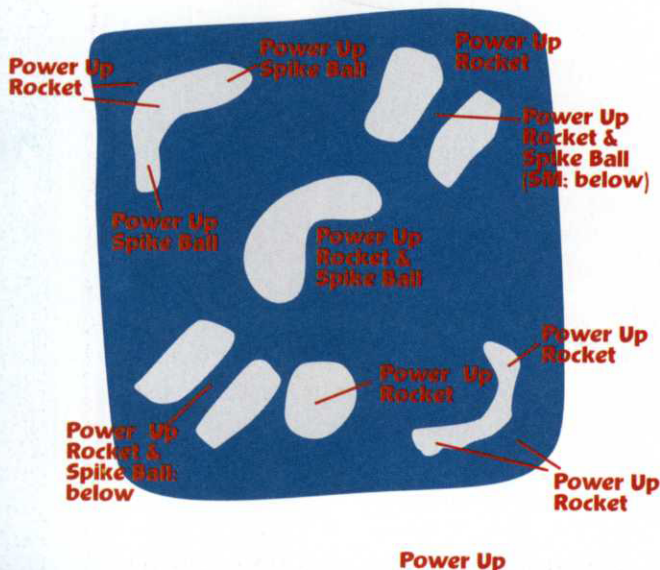
## Darkwater Beach

### Requirement

Key from Crescent Island

### Beating the Course

The third of T.T.'s Challenges is a Banana slug fest at Darkwater Beach, where you and three other racers duke it out with Missiles and Spike Balls.



Keep an eye on the competition's Banana total, and target whoever is ripest for destruction.



The Invulnerability power-up can give you a decided advantage.



Beyond that, Missiles are the quickest way to take care of business. Avoid trouble at first, to let the other players soften each other up, and then target whoever takes the worst of the initial exchanges. The less competition, the better, so don't let anyone Hover around with just a pair of Bananas when one Missile will take them out of the race.

The reward for first place is, of course, the third segment of the T.T. Amulet.

The contestant who hangs onto his Bananas the longest wins, as each player starts with eight, coughing up a pair each time they take a hit.

Notice that there is one Shield Power-Up, hidden underneath one of the ramping islands. That can be an edge, as the other players seldom stumble across it.

# Diddy Kong Racing

## Darkwater Beach Multiplayer

Each racer begins with eight points, losing two points for each Missile Hit or road hazard collision. Darkwater Beach's essentially a free-for-all—you just need to stay healthy long enough to defeat the last survivor.

There are two main Power-Ups—Missiles and Homing Missiles, together with Spike Balls. There's one Invulnerability Power-Up concealed in a tunnel beneath one of the big islands...but it's the only one of its kind.



**Hang out here,  
next to the  
Invulnerability.**

Linger near the lone Yellow Balloon, making sure you always have an Invulnerability ready. Trigger the Power-Up, then make a quick dash to collect two Red Balloons. Fire off the Homing Missile at ant racer that happens to make a convenient target (particularly if you're defending your position), then hightail it back to the Yellow Balloon. Repeat the procedure as needed.

Green Balloons are objectives of opportunity. If you happen to get a spike ball going after a Missile, use it—just don't make a special effort to get one.

**Trigger your  
Invulnerability, then  
dash for a Missile.**





# Diddy Kong Racing

## Boss Challenge Requirements

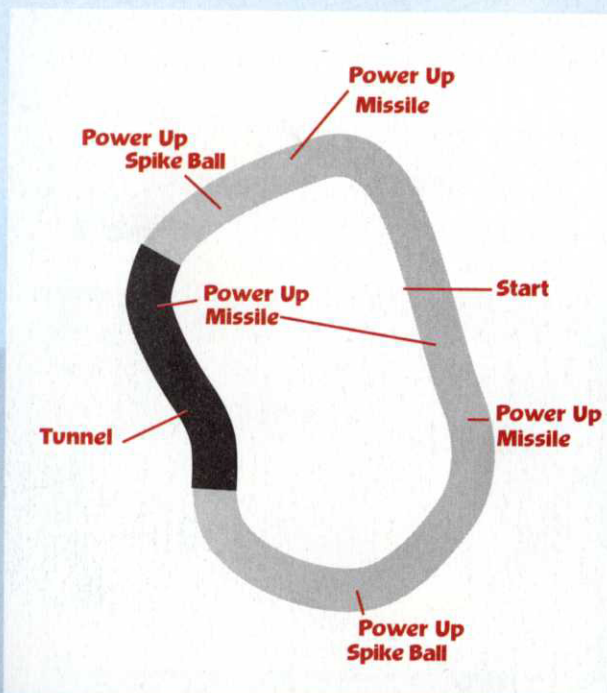
First Race: First Place Finish in all Sherbet Island Courses

Second Race: First Place Finish in all Silver Coin Challenges

## Beating the Course

The Octopus is a nasty Boss Race, as he moves very quickly through the watery course, and even goes so far as to drop Spike Balls (the first race) and Bubbles (the second race) in his wake.

You'll have to run a very well-rounded race to beat the Octopus, utilizing Speed Boosts but also Homing Missiles, which slow down the Boss considerably.



**Use Homing Missiles to slow down the giant Octopus.**



**Avoiding the Boss's traps and still not straying too far off course can be a real challenge, but there's always some small avenue to slip through.**



Of course, if you can get out in front of him, you want to switch to Speed Boosts exclusively, but it's usually hard to catch up to him until the final lap. In the meantime, you've got to be thinking about turning when the Hover grabs air, and looking for ways to avoid Octopus traps while still not straying too far from the course.

Don't shoot the Octopus when you're in the narrow tunnel unless he's right in front of you: If you do, you'll only slow him down enough so that you'll be right behind him when he exits the passage. At that point, he'll drop three obstacles across the tunnel mouth, and you'll have nowhere to go to avoid them. Otherwise, keep those Homing Missiles coming whenever you get the chance, especially as you approach the finish line (on every lap).



# Chapter Five Dragon Forest

## Windmill Plains

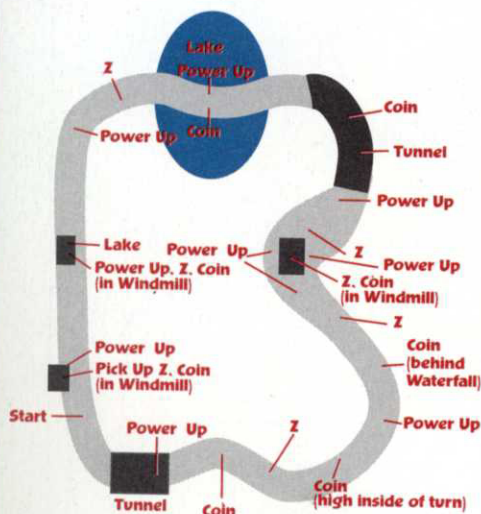
### Gold Balloons Required

First Race: 16  
Silver Coin Challenge: 23

### Beating the Course

Back in the cockpit of your trusty Plane, the Windmill Plains course requires some difficult maneuvers even before the Silver Coin stage.

From the start, go for the Speed Boost power-up, and use that to get underneath the windmill where you can see the Magnet Balloon. Out the other side, don't be too quick to hitch a ride, as anyone in front of you may have also grabbed the prize, and the two Magnets will actually repel each other.



If you hit the Zipper and cut the corner across the lake, you can have a serious impact on your overall time.



Be sure to hit the Zipper right in front of the Windmill dead-center, or you'll likely bang into the wall beside the opening.



Keep that in mind on this course in particular: Often, if you follow someone under a Windmill, they're going to pick up a Magnet right before you do, and using your own will actually hurt your cause.

Hitting all the Zippers here is a major consideration, but you'll have to be perfectly lined up for the one that pushes you right at the Windmill. And, before that, you'll have to power dive through another in order to make it inside the small cave below without banging your head.

Realize that in the area near the waterfall, you don't have to follow the course perfectly, as most other racers will: You can cut the corner to the left, and make up ground on anyone that doesn't catch both of the Zippers in that area.

## Silver Coin Challenge

Unless you got lucky the first couple of times out at the Windmill Plains, you're probably familiar enough with the course that the addition of Silver Coins won't present a serious problem. For the most part, they're easy enough to get at.

Notice that there's one under the Windmill immediately to the left of the Starting Line, though you'll probably want to get that on lap two.

The toughest one to get at is the one behind the waterfall in the large, open area, requiring that you bank hard to the left, and then swoop through going back to the right to claim the Coin. Once you have the prize, you'll have to make another hard bank, back to the left, once you're away from the falls, in order to get down the canyon beyond. Hug that inside turn, and collect another Coin high off the wall there. If you can get both of those Coins in one lap, you're looking real good past that point. Just make sure to hit the Zipper that pushes you toward the Windmill right in its center: Missing that Windmill opening is the biggest time-waster of the course.

## Windmill Plains Multiplayer

Windmill Plains is fairly subtle in its difficulty. There are enough twists, turns and obstacles on this course to keep you occupied, so chasing after weapons may not be your best bet.



**Careful  
placement  
of  
Road  
Hazards ...**

If you collect Green Balloons, there are several narrow gaps and tunnels where dropping a Road Hazard means an unavoidable obstacle for your opponent. If you collect Red Balloons, the Homing Missile is still your best choice for frustrating another racer's progress. Speed also wins races, so you may decide to avoid the Red and Green Balloons entirely, concentrating on collecting Bananas, Blue Balloons and hitting the Zippers.

**... can mean  
inescapable  
impediments  
for the other  
racers.**



The Power-Ups occurring most often and easiest to collect are the Red, Blue and Green Balloons. There is one Yellow Balloon at the start of the race, and two Rainbow Balloons just before the finish line. You may want to concentrate on collecting and using the Rainbow-colored Balloons to pull your opponent off the finish line, propelling you forward to victory.

# Diddy Kong Racing

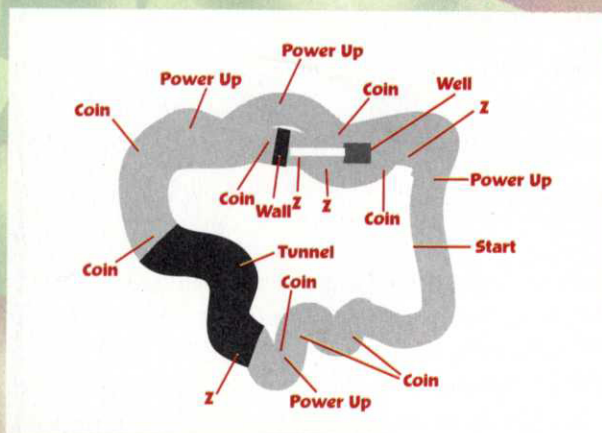
## Greenwood Village

### Gold Balloons Required

First Race: 17

Silver Coin Challenge: 24

### Beating the Course



If you think Greenwood Village is hard without the Coins, just you wait.

The real trick to this course is that you want to run out front from the beginning, for at least one lap.

The problem—there are several turns that the computer-controlled racers are going to make quicker than you no matter what you do. If one of the competitors gets out in front right away, they'll have the added advantage of gathering several Bananas that wait right in the middle of the track. You really need to get to them first, just to slow the other guys down.

Also, notice the shortcut through the Well. That'll save you having to make one tight turn. Enter at an angle headed from left to right, and you should drop through in

good shape to traverse the hallway down below. You may need to tap your brakes in order to fall down the Well, especially if you hit the Zipper before that.

**The key to this race is getting out in front of the pack, and depriving them of easy Bananas.**



**Skid back and forth to take the tight turn, ending up in position to hit the Zipper beyond.**



In the very tight turn, you'll have to do a series of controlled skids, first skidding to the left to round the bend, then back out to the right, then finally to the left again. You want to make that final skid far enough so that you line up with the Zipper near the wall, and burn green to try and make up some time.

Other means of getting through that turn include cutting to the left (inside) another racer just as they approach, and letting them herd you through the bend. You can also use the Magnet, if you make a point of saving it from earlier in the course: Just be sure that if you go to that much trouble, you use it before you contact one of the Road Hazard Balloons at the corner.

# Diddy Kong Racing

## Silver Coin Challenge

Get the Bananas. The only way you can beat this race in the Silver Coin Challenge stage is to make one pass through the track, in the lead, and prevent anyone else from loading up on the easiest Bananas. Aim for the first Banana in the row of power-ups, then be first to the Zipper, and drop through the Well. Out in front, hit every piece of fruit that someone else might easily claim.

On that same first lap, you should pick up the Coin at the end of the fence (grabbing more Bananas in the process), but not the one in the tight circle nearby.

Through the tight turn, do the series of three skids to get another piece of Silver, as well as several more pieces of fruit.

On lap two, hit the Zipper past the Finish Line, and skid to the left, rounding the corner to pick up the Coin near that wall. If you continue along the wall, you can hit another Zipper to angle at a Coin beside the entrance to the tunnel. Once inside the tunnel, you have to take the left-hand turn very tight, or grab the Speed Boost Balloon when you swing wide: There's another coin on the left, down the tunnel. You really need to get all three of those in one lap: The two in the courtyard and the one in the tunnel. If you do that, you can use the Well shortcut on the final lap. Otherwise, it's back into the tunnel, and it's unlikely you'll be able to make up the ground you'll need to.

Remember to hit those Zippers, and burn green. And, whatever else you do, grab those Bananas on lap one.

## Greenwood Village Multiplayer

You need to hit most, if not all, of Greenwood Village's Zippers driving either vehicle. Your vehicle needs to be at peak performance to handle the rugged terrain—hand yourself an advantage by picking up at least 10 Bananas right away. At a minimum, you should be able to collect six Bananas by the time you leave the village. You should have at least eight Bananas by the time you exit the first tunnel, making the next two Bananas easy pickings.



**The well in the center of the village is a handy shortcut, dropping you into the tunnel below where a Zipper awaits.**

In a Car, this track lends itself well to the power slide technique. Watch for the last curve just before you exit the tunnel. As you're approaching the curve, hit the shoulder button to start your power slide early.

You'll end up facing the correct direction to exit the tunnel cleanly, and you'll also avoid running into the tunnel wall. Running into walls always costs you several seconds you can't afford to lose.

**Watch for this alternate route through the woods.**



# Diddy Kong Racing

## Boulder Canyon

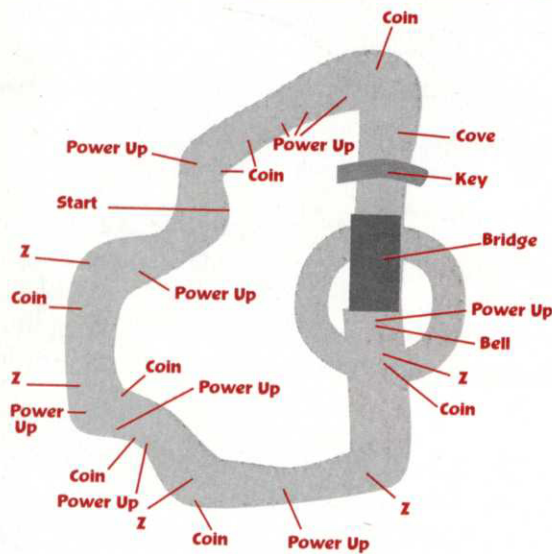
### Gold Balloons Required

First Race: 20

Silver Coin Challenge: 30

### Beating the Course

This is another race where being out front is a big part of winning, but not primarily for gathering Bananas.



The thing is the Bell that's just across the bridge about halfway through the course: If you ring it, the bridge behind you elevates, which means that anyone not immediately behind you is faced with a lengthy detour. Try and hit the Bell each time through, and most of the other racers will get left behind at some point.

Other than that, take advantage of the Zippers to get your Hover down the hallway quickly, and focus on the Speed Boosts as a means of quickly changing direction should you start to flounder.

**Ringing the Bell raises the bridge behind you, making it very difficult for other racers. You can also use the bridge as a ramp to get at the last of T.T.'s Keys.**



**Using the many Speed Boost Balloons, as well as the Zippers, is the best way to keep from floundering in Boulder Canyon.**



Also, notice that the two narrow passages in the upstairs area crisscross in the dark, so you can actually take the one on the left and come out downstream of the right-hand one. If one path is giving you a hard time, opt for a little variation, and see if the momentum of Plan B isn't more to your liking.

Finally, once you've won, reenter the course and get the final Key to a T.T. Challenge. This one is on a ledge that you reach by ringing the Bell, then using a Speed Boost to power up the raised bridge to a ledge where the prize waits.

### Silver Coin Challenge

Once again, ringing the Bell and raising the bridge goes a long way to winning this race, as that does so much to slow down the other racers. Therefore, if you can get out in front of the pack by cutting toward the left from the Start Line, that's better than making any

# Diddy Kong Racing

early side-trips in order to collect Coins (though there is an easy one to take before you go down the steep incline).

Also, notice the Coin at the top of the inside ramp, through the Zipper on the left: You'll have to hug the left-hand wall to line up for it. You'll also have to choose the left-hand hallway past that point, where the room divides, at least once. There's a pair of Coins down that path.

Keep ringing the Bell, and using Speed Boost power-up to stay the course, and this turns out to be one of the easiest of the Silver Coin Challenges.

## Boulder Canyon Multiplayer

There's a Bell located directly behind a Blue Balloon just past the bridge and inside the castle to the left. If you hop up, hitting the Bell as you race past, the bridge lifts. Any racer behind you is prevented from crossing over the moat!



**Hit the Bell behind the Blue Balloon to raise the draw-bridge. Take the light tunnel to get Speed Boosts and a Rainbow Balloon.**

If you happen to be the racer caught on the wrong side of the upraised bridge, quickly dive into the moat. There are ramps on either side of the castle that let you re-enter the fortress. Just be aware that immediately after you re-enter the castle, you have to hang a hard turn to get back on track.

There are two Rainbow Balloons, one inside the castle and one just outside the castle. If you choose to take the darkened tunnel, you only get the Rainbow Balloon. If you choose to take the light tunnel, you get a Blue Balloon, a Floating Zipper, and the Rainbow Balloon.

**Watch for the log hazard as you collect the Rainbow Balloon. Use Speed Boosts to hurl you forward as you hop off the crest of a waterfall.**





# Diddy Kong Racing

## Haunted Woods

### Gold Balloons Required

First Race: 20  
Silver Coin Challenge: 37

### Beating the Course

The final race of Dragon Forest is a test, to be sure, but once you get past the initial fountain area things are a lot less rigorous.

Depending on your position at the start, it's sometimes easiest to make a right-hand turn and go around the fountain that way on lap one. The rest of the pack invariably bears left, and that leaves you free to gobble Bananas and claim Power-Ups without rubbing shoulders until you reach the other side of the spout.

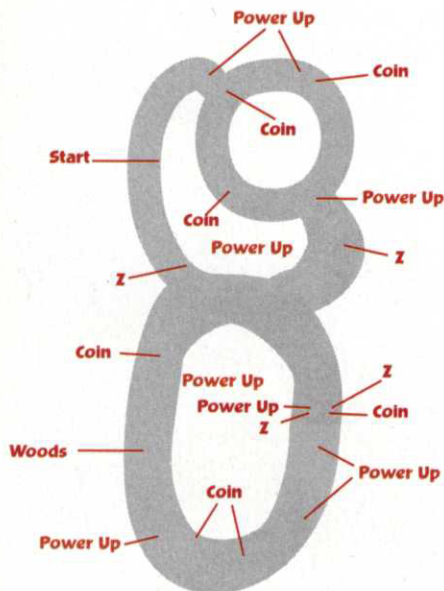
Use the steep bank of the course through the woods to help conserve your momentum in the turn.



Make a point of catching the Zipper near the Finish Line, and blast down the home stretch.



In the hallway beyond, you'll be making what is, in essence, one big left-hand buttonhook. Use the steep bank of the turn to help conserve your speed, and hit the Zippers, especially the one right before you emerge near the Finish Line. For whatever reason, the rest of the racers seem to have a hard time with that one, so by using it you can usually gain an advantage down the home stretch.



### Silver Coin Challenge

The Silver Coin Challenge here isn't exactly a cakewalk, but, if you made it through Greenwood Village, it may seem that way.

You definitely want to make a right-hand turn around the fountain, picking up the coin in the intersection and then another just down the circular path.

# Diddy Kong Racing

Past the Fountain, you'll have to hug the right-hand wall inside the tunnel, bypassing the Zipper there to gain another Coin tight in the turn.

In the woods, you'll find there are a pair of Coins in tight on the big turn to the left: Try and get them both on the same lap, so that you can choose a line based on your competitors on subsequent trips.

If you can take the two nearest the fountain and then those two on the inside of the turn, the rest of the race you can concentrate on Zippers and laying down Road Hazards.

## Haunted Woods Multiplayer

Haunted Woods is a small track, so the race to the finish line is brief. There are essentially only two objectives you need to focus on—collecting Bananas and hitting the Zippers. There aren't any Blue Balloons, so the only way you're going to pull ahead of the other racers is by having 10 or more Bananas (which helps you hug the road, which helps you hit every Zipper).



**Make absolutely sure you hit Haunted Woods' last Zipper on your third lap. The Speed Boost literally launches you over the finish line!**

Don't race this course too "wide." Stick to the inside of the turns as much as possible. Basically, put yourself ahead of the pack by sticking your turns and maximizing your top speed.

Other than one Rainbow Balloon and one Yellow Balloon, Haunted Woods limits you to Red and Green Balloons. The twists and turns of this track make any Missile except the Homing Missile an unattractive choice. However, there are any number of curves in the road where you can lay traps for your opponents, making Road Hazards especially effective weapons.

**Note the brief appearance of the targeting reticule as you line up a Homing Missile shot on your opponent.**



# Diddy Kong Racing

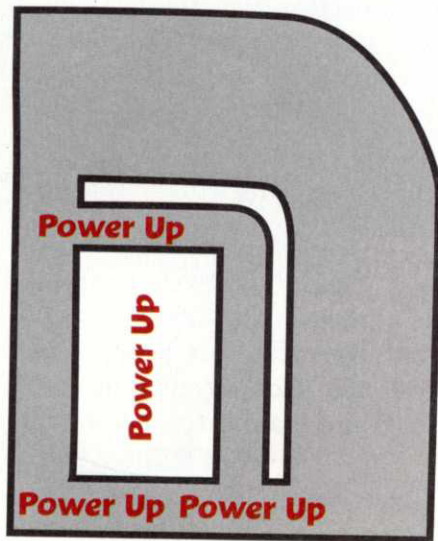
## Smokey Castle

### Requirement

Key from Boulder Canyon

### Beating the Course

The last of the T.T. Challenges is a race to collect Bananas from the area around Smokey Castle.



Notice where your Treasure Chest is, and then head down the ramp. You really only want to take Power-Ups if someone has stashed six Bananas, and you need to keep them from winning. Otherwise, concentrate on your own collection efforts.

**Find a pair of Bananas close to your ramp, and just keep coming back for more.**



**Only use Power-Ups if you need to shake loose Bananas from a competitor.**



Gather Bananas from the outer lawn—mainly the intersection of the paths—and also around the edges of the Castle. They regenerate quickly, and you can only carry two at a time, so don't run all over looking for big Banana nests. Just find the pair closest to your ramp, grab them, and head back up to your Treasure Chest. And avoid the moat. There's Bananas down there, but it takes far too long to get back out of the water to make them worth the struggle.

When you get close to the chest, the pair of Bananas you're carrying will hop into the basket. Collecting eight makes you the winner, and the proud recipient of the final piece of the T.T. Amulet.

# Diddy Kong Racing

## Smokey Castle Multiplayer

The goal is to be the first racer to collect 10 Bananas—two at a time. It's relatively easy to win if you simply focus on collecting the needed Bananas.



**There are plenty of Red Balloon Power-Ups to be had in the central courtyard. You should never be without a weapon ready to fire.**

Hit the A button just before the “Go!” to launch yourself off the ledge into the central courtyard. It's okay, you won't take any damage. Pick up two Red Balloons, then head outdoors for some Bananas. There are a dozen or so Bananas immediately surrounding the castle, including three apiece hidden under each bridge.

Chances are good that, if you're fast enough, you might not ever need a weapon. If you do, make your weapon count. Homing Missiles are the best weapons to have. Spike Balls are nearly useless considering how wide open Smokey Castle is. There's no way to trap another racer, or catch him or her off guard, with a Road Hazard—so don't bother. If you happen to pick up a Spike Ball accidentally, fine. Drop it, and move on.

**Mess with the mouse, you get the Missile—Homing Missile, that is. Homing Missiles are really the only weapon for this job.**



# Diddy Kong Racing

## Boss Challenge

### Requirements

First Race: First Place Finish in all Dragon Forest Courses

Second Race: First Place Finish in all Silver Coin Challenges

### Beating the Course

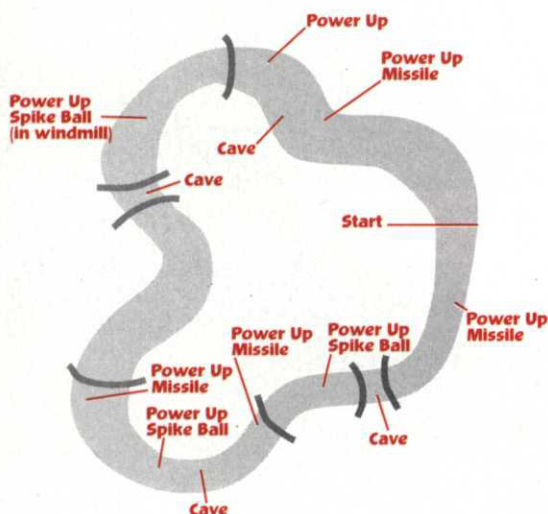
The Dragon Boss is a nasty beast, leaping off the Starting Line far too early, and then belching hazardous clouds of smoke all over the course you have to fly through.

Keep in mind that the course has only left-hand turns in the largest sense—though, of course, you'll occasionally have to bank to the right to avoid some obstacle.

**Use Homing Missiles to help slow down the Dragon, but make sure you have a fairly clean shot.**



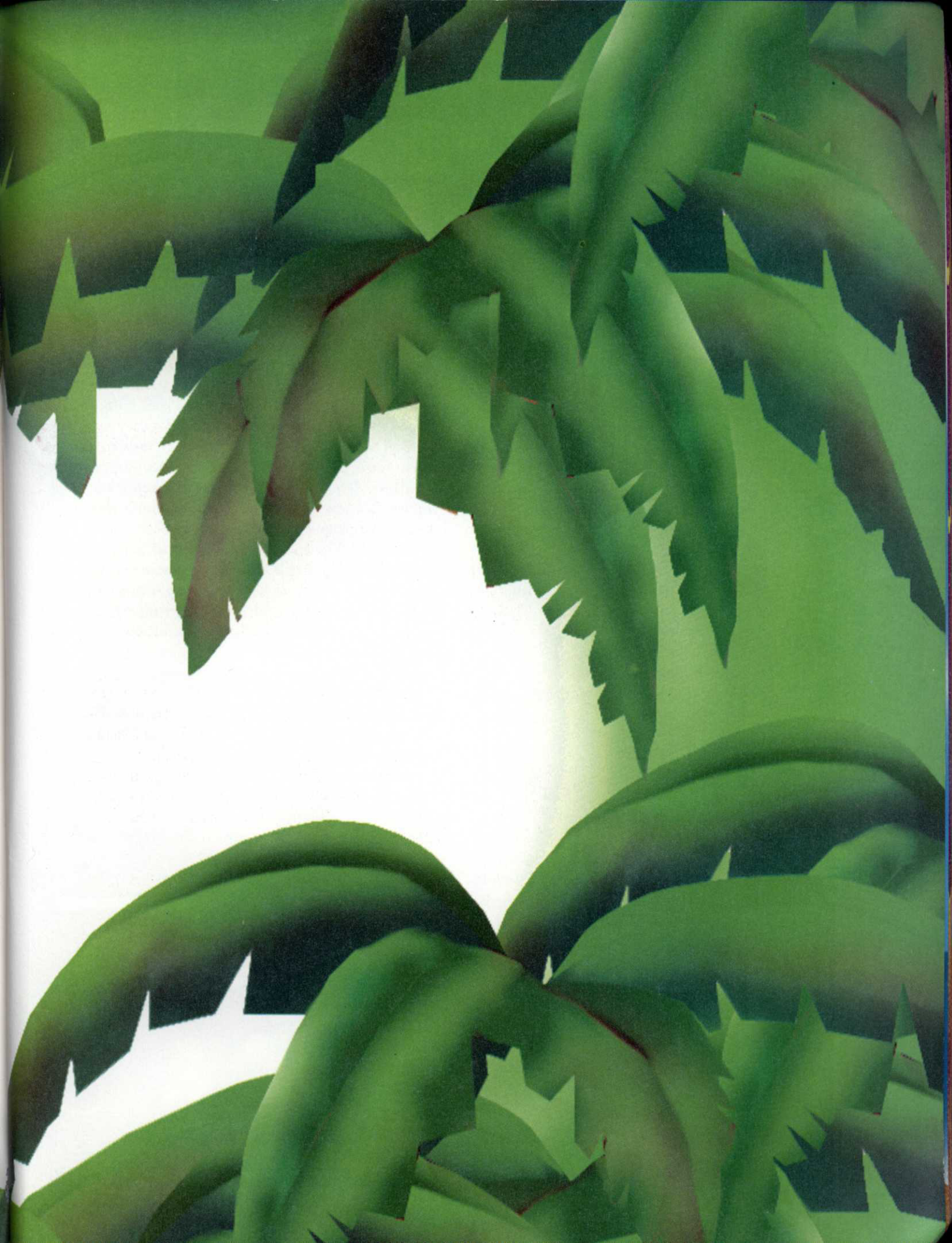
**Angle hard to the left through the final cave, and you can cut a big chunk off the home stretch.**



Only fire your Homing Missiles when you have line-of-sight target confirmation: For whatever reason, the Missiles don't seem to track very well through the caves.

Utilize the Speed Boosts when you can, but rely mostly on Missile to slow the Dragon, and then cut your own time by cutting the corner near the finish line: You can hug that left-hand wall coming out of the tunnel, and shave a good portion off that straightaway.

When you've beaten the Boss for the second time, you'll receive the final piece of the Wizpig amulet, and the huge Wizpig head back at the main island will open its ugly mouth, bidding you to face the Big Pig Boss.



# Chapter Six

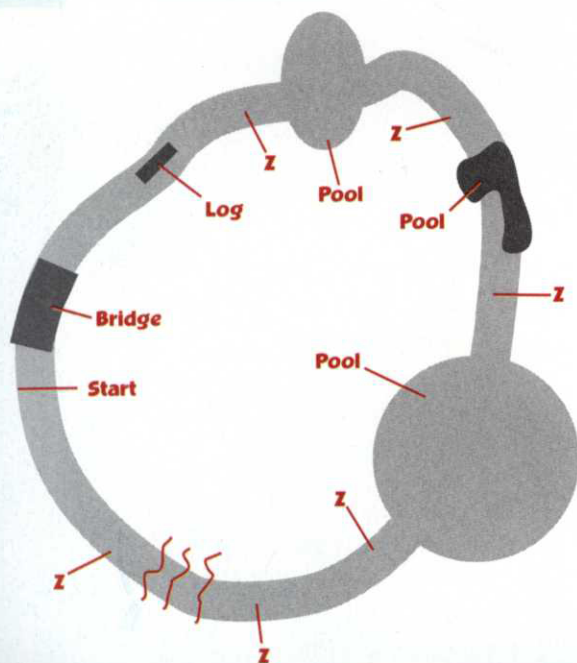
## The Showdown

### Racing Wizpig

#### Requirements

All Four Pieces of the Wizpig Amulet  
(Acquired by Beating All Four World Bosses Twice)

#### Beating the Course



Racing the Wizpig is an ugly proposition, to be sure, and you'll need all your Zipper skills to carry the day.

The Wizpig course is a straight-forward oval, dotted with Zippers and marred by hazards where one mis-step can easily cost you the race.

To travel from Zipper to Zipper without winding up waterlogged is bound to take you a few tries, and there really is no substitute for the first-hand experience. There are a few things to remember, however, that can make you more than a match for the Pork King, as long as you execute with precision.

For starters: Choose your racer wisely. We went with Pipsy, mostly due to her superior handling. It's pouring rain on the Wizpig home track, and it's hard enough to hit the Zippers without sliding all over the course.

Second: Try to get some kind of a burn at the start, and let the Wizpig kick you along in front of him a bit. As long as you get out front, he'll provide some added momentum until he takes his first leap into the air.

**The showdown with Wizpig requires all your finely tuned Diddy Kong techniques.**



**Make sure that you leave your finger off the accelerator until you get the second-stage surge.**



# Diddy Kong Racing



**Try not to let the big pig distract you: You're going to have to be underfoot for most of the race.**

Also: Try and ignore the Pig. It's tough, but you need to be focused on the track, even when he's bounding overhead. If he steps on you, the race is pretty much over, but you're going to be in this thing neck-and-neck, so don't let him distract you. There's certainly an element of luck (i.e. not getting stomped) involved.

Most importantly: Burn Green whenever you can. Realize that if you leave your finger off the accelerator until the last of the exhaust has come out in rainbow colors, you'll actually get a second, small surge from the Zipper. Getting that second-stage push whenever you Zip—no matter what the color—is the key to winning this race. If you're not Burning Green the majority of the time, and keeping your finger off the throttle until the second-stage surge passes, the Wizpig will have you for lunch again and again.

Now some course specifics:

✓ Off the first Zipper, bear right, and hug the edge of the cliff into the turn, keeping the wall close on your right until you see the next Zipper ahead.

✓ Off the second Zipper, angle right and then back left when you catch the second-stage surge. That should put you atop Zipper number three.

✓ Off the third Zipper, angle sharply to the right, and pass close to the cliff to line up with Zipper four.

✓ Zipper four is a quick trip, leaning left, to Zipper five.

✓ Burn Green off Zipper five, and aim for the left side of the roadway as you hop the hills.

✓ Down the home stretch, angle hard right off the final Zipper, and just maybe you catch the swine at the finish line.

One more time for emphasis: Keep your finger off the accelerator until all the exhaust has burned away. You can hit every Zipper perfectly, and, without the second-stage surge, you'll never notch the win.



# Chapter Seven

# Future Fun Land

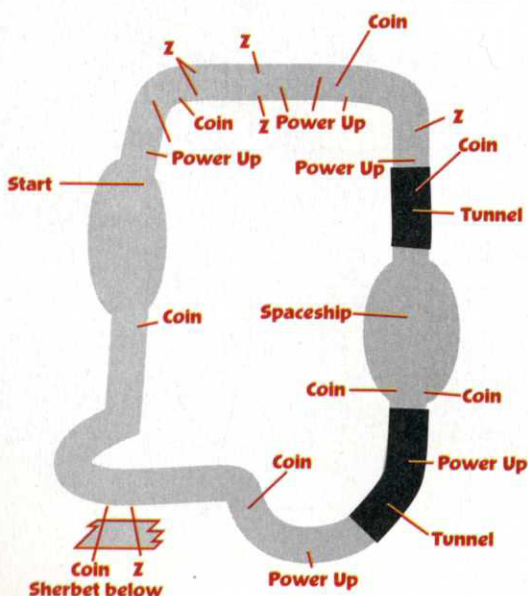
## Spacedust Alley

### Gold Balloons Required

First Race: 39

Silver Coin Challenge: 43

### Beating the Course



The Spacedust Alley course is a relatively tame little Car ride, the way that most of a world's first level is kind of an icebreaker.

That said, there are still some rough spots to the wide course, which are generally smoothed out by using the plentiful Zippers.

**Don't be rattled by the spaceship: Just keep flying straight between its blaster beams.**



**The shortcut isn't much of one, but it does let you bypass the hazards (and the crowd) above.**



# Diddy Kong Racing

Down the first stretch, hitting a couple of Zippers can give you a real edge early in the race, putting you out front to harvest all the ripest Bananas. When you bank right, stick to the floor of the tunnel you enter, following it downhill, to avoid the electrical current.

Into the open area, don't get spooked by the spaceship: It's beams can hurt you, but you can fly straight between them as the craft advances.

In the wider area that follows, watch out for the electrical current if you follow the course proper, but also realize that there's a shortcut tunnel at ground level. It's not much of a shortcut, but it doesn't cost you any time, and it lets you avoid the hazards up top.

## Silver Coin Challenge

The Challenge course at Spacedust Alley will probably seem pretty pedestrian by this point in the game, as there's little here that you haven't had to deal with already.

One tricky area is the electrified tunnel: You have to angle high upon entry, then cut power and dive once you have the Coin to avoid getting zapped.

Past that, the spaceship is guarding two precious pieces of Silver. The one on the right can be had with a little flick of the tail, but the one on the left is easier to take if you swoop to that side of the room, and come all the way back for it en route to the exit.

In the large open area, there's another Coin up near the arcing electrical current. You may get zapped when claiming the prize, but that might actually work to your benefit, as you'll likely be tossed in the direction of the floor. Far down below, through the previously mentioned shortcut, there's also a Coin hiding out.

## Spacedust Alley Multiplayer

The key to victory in Spacedust Alley is speed. The first order of business should be to collect as many Bananas as possible. Dedicate your first lap to collecting Bananas, rather than trying to hold on to first place. By all means, take the lead early so that you can get to as many Bananas as possible before your opponents do, but don't panic if you slip to second or third place.

If you can hang in there at second or third place, but are able to gobble up the majority of the Bananas, you'll be able to fly past the other racers in the next two laps. At the same time, collect as many Blue Balloons as possible and hit every Zipper.

While weapons are very useful in Car and Hovercraft, when you're in a Plane weapons are absolutely secondary to flying skills. Navigating the obstacle-filled tunnels successfully is the key to an aerial victory.

**The spaceship isn't a serious threat as long as you drive directly in between the laser blasts.**



**Take this shortcut located directly underneath the main tunnel.**



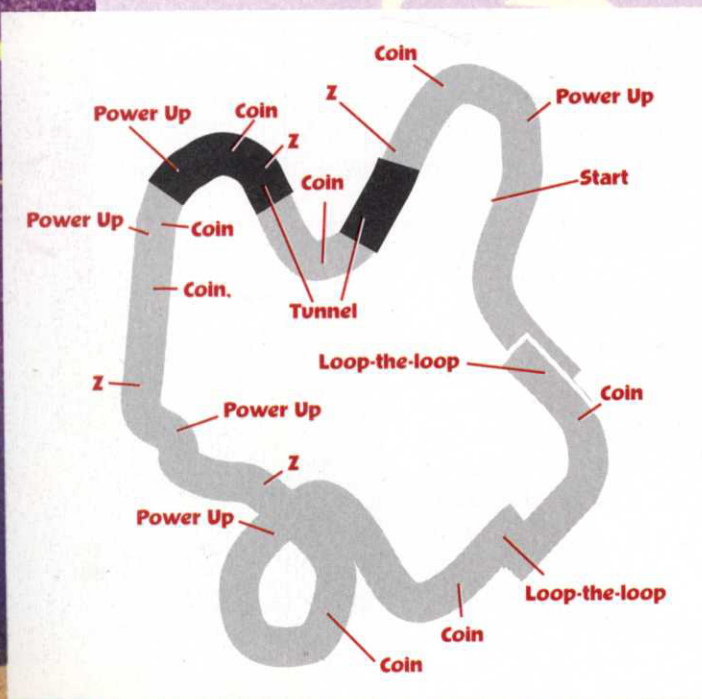
# Diddy Kong Racing

## Darkmoon Caverns

### Gold Balloons Required

First Race: 40  
Silver Coin Challenge: 44

### Beating the Course



Darkmoon Caverns is an exceptional Car race, featuring plenty of beautiful scenery as well as a solid test of your driving abilities.

One thing about this course: It's a long one, and that means that Bananas are going to be very important for the competitors. Try to get out in front, and keep anyone else from loading up too early. Over such a long

Make sure you load up on Bananas at every opportunity.



Concentrate on hitting those Zippers, and the Caverns of Darkmoon are yours for the taking.



Be ready to hang a hard left in the tunnel out of the first loop-the-loop.



haul, it's likely the racer with the most fruit will take the flag.

For the most part, the course is easy enough to follow, though sometimes the wide track makes it hard to tell which way the turn is coming from. Once you've had a couple of practice runs, however, you'll find it's pretty much a test of speed. (Grab those Bananas!

# Diddy Kong Racing

The course ends with a pair of loop-the-loops: the first one sends you hurtling into a dark tunnel with a sharp turn (to the left) that you must negotiate in order to take the second ride. The rest of the time, if you concentrate on hitting your Zippers and hugging corners whenever possible, things pretty much take care of themselves.

## Silver Coin Challenge

The Silver Coin placement here requires a little forewarning, but at least they're all sitting out in the open, which makes it easy to pick your targets with the race underway.

Out of the eight Coins, perhaps four are worth mentioning from a tactical standpoint.

The first is just out of the second tunnel, where the course widens. You have to cut that corner—coming out of the tunnel—hard to the left in order to make the pick up.

Just past that, if you loop around the central rock pile, you'll see there's another bit of loose change waiting. If you come from the left and skid while turning to the left, you should be able to snag the Coin and line up nicely with a Zipper back there.

The other two are the Coins at the mouth of each loop-the-loop. You have to take the second one with a particularly tight left-hand turn in order to claim the prize, and you'll have plenty of momentum going, having just come off the first rollover.

## Darkmoon Caverns Multiplayer

Remember, speed *and* handling wins races. Darkmoon Caverns is a difficult course because it's filled with hard-to-negotiate twists and turns. Immediately collect 10 Bananas and, as always, try to hit every Zipper and as many Blue Balloons as possible.

Try not to get too clever with the weapons. Stick with the basics—Homing Missiles and Oil Slicks.

The deciding factor is usually the Rainbow Balloon. If you hold on to first place while collecting the Magnet Power-Up on every lap, that keeps the Magnet away from any racer who could be a threat to you (whoever is in second or third place). If you're not in first place, but you're a serious contender for the checkered flag, try to snag the Magnet at least once as you round the track. Having the Magnet loaded and ready to trigger in a race to the finish line could mean your ultimate victory.

**Stay to the right of the craters if you want to hit this Zipper just before the tunnel.**



**Don't worry about the laser blasts—they don't track you. To avoid the blasts, just steer around the impact point.**



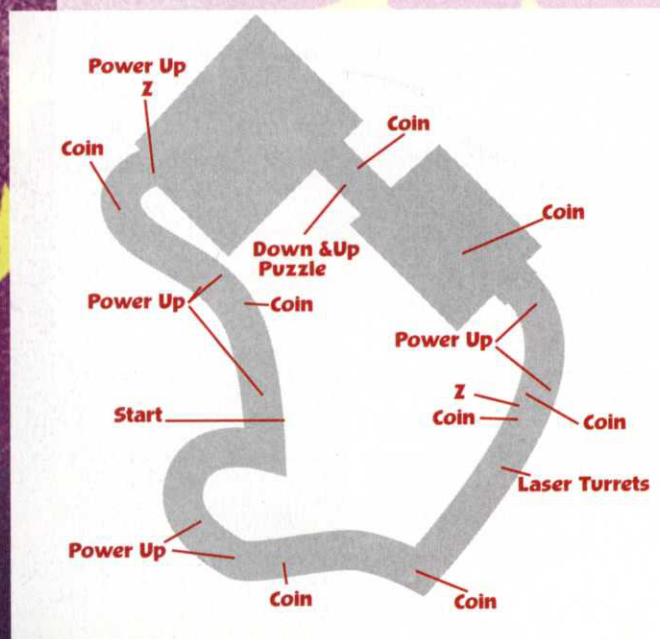
# Diddy Kong Racing

## Spaceport Alpha

### Gold Balloons Required

First Race: 41  
Silver Coin Challenge: 45

### Beating the Course



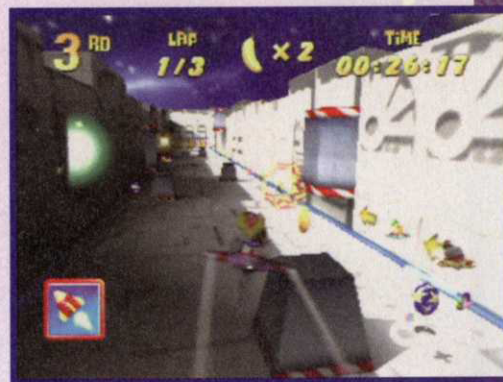
The Spaceport is a nasty little Plane level, featuring one truly rotten movement trap and also a gauntlet of laser fire a la the Star Wars Death Star trench run.

Through the first room, bank hard to the right, and then climb up to near the ceiling: There's a Floating Zipper high up there that'll line you up nicely to defeat the movement puzzle just ahead.

Use the Zipper to get some altitude for the "down-and-up" puzzle. The extra momentum will help you pull out.



Be evasive in the hallway full of tracking lasers, or they zero in on you!



Across the wide room, you'll see a tunnel heading down—straight down, it almost seems. From your post-Zipper position up near the ceiling of the large chamber, dive down inside the opening, just missing the lip of the hole with your wheels, then cut power just a tad and pull back hard: In order to get out of the hole, you have to swoop back up into the adjacent large chamber, leveling off as soon as you're even with the floor there. If you go too high, you'll give the other racers a chance to catch up to you. Later in the race, Bananas can help you to navigate the down-and-up juncture with more precision, but you'll find that the computer foes have a real problem with it regardless of their fruit load. Getting through here cleanly even twice will pretty much win the race as your competition falters.

# Diddy Kong Racing

In the hallway where the lasers threaten to relieve you of your own Bananas, keep evasive, changing elevation as well as swerving slightly from side-to-side, and you'll find the lasers will pick easier targets. Only hit a Zipper if you notice that a laser has just fired through it prior to your approach, otherwise that ride will end in the rudest possible manner.

## Silver Coin Challenge

Of all the Future Fun Land Coin Challenges, this would have to be the hardest. They're all in plain sight (small pun intended), but there's very little margin for error in picking up all eight.

We like to leave the one just past the start for another lap, the better to get some of those Bananas. Even the one in the next room is a little out of the way for lap one—and if you don't bank tightly enough, you'll hit an edge trying to get back toward the exit.

There is, of course, one in the "down-and-up" movement puzzle. Consider letting it wait until you have a full load of Bananas, or something close, otherwise you'll be banging around after it while the crowd passes you by.

There are a total of three Coins in the hallway where the lasers blast: One on the floor about halfway down, another just beyond (and slightly above) a Zipper, and then another at the very top of the large exit portal.

We usually take the one on the floor if we manage to grab the Speed Boost on the way in, then decide whether to bank hard to the right and try for the one near the Zipper, or let it go for a lap. If you bank hard in front of the crowd, the odds are that someone will shoot you, and you may even get pegged by a laser turret that's firing into the group of racers.

The one high near the laser alley exit is the toughest: Don't fly straight for it, but zig and zag to throw off the lasers.

## Spaceport Alpha Multiplayer

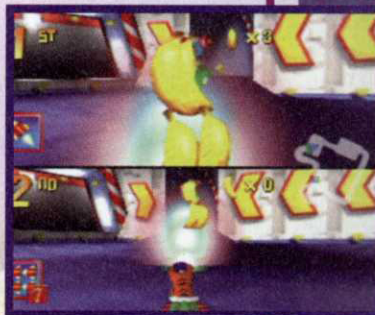
As always, collect at least 10 Bananas as soon as possible. Bursting Blue Balloons and hitting Zippers should also be a comfortable routine by now.

Negotiating the Death Star trench is no trouble for the Car. Just make sure you start your power slide early enough to make the last right-angle turn as you exit the trench. In a Plane, just stay low and fly down the center of the trench. If you can avoid the temptation of the Power-Ups and Zippers to either side, you can also avoid most of the laser blasts. Fortunately, as you enter the trench, there's a Blue Balloon waiting for you. Trigger it immediately to propel you the length of the trench.

Spaceport Alpha has a number of straight sections and several gentle curves, with few real hard turns. Any Missile is a good weapon to have. Oil Slicks (and green Gas Clouds) are also extremely potent weapons.

**The large, open areas of Spaceport Alpha are perfect for using Multifire Missiles to rob another racer of his or her Bananas.**

**Press forward on the joystick to speed through the air lift in the down-and-up juncture.**



# Diddy Kong Racing

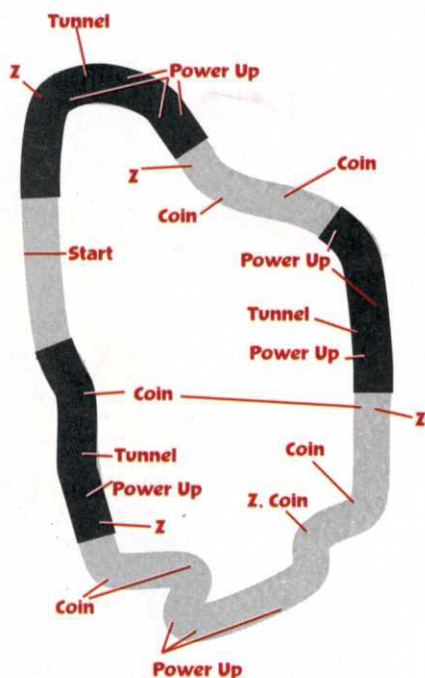
## Star City

### Gold Balloons Required

First Race: 42

Silver Coin Challenge: 46

### Beating the Course



This can be a wicked trip, especially if you're using a racer with relatively poor handling. Even Pipsy has her work cut out for her here, as the course forces you to skid back and forth near the home stretch, which invariably means that computerized foes are gaining ground.

From the start, make sure you claim your share of the Bananas, then swerve to the left-hand wall to line up for the first Zipper. Cut the turn tight on the right,

Go for a big bunch of Bananas as the race begins, then hug the left wall to catch the first Zipper.



Show off your turning abilities through the series of tight corners near the end of the course.



A convenient Speed Boost would serve well to help climb that last hill.



through the tunnel, in order to hit Zipper two, and hopefully you're starting to put some distance between you and the pack.

The back stretch of the course is almost pure straightaway, setting you up for the series of skids in the area beyond. Take advantage of the Speed Boosts to change direction quickly, and make sure you grab another Blue Balloon when you hit the uphill climb—the added burst should further help to cement the first-place finish.

# Diddy Kong Racing

## Silver Coin Challenge

One last Silver Coin Challenge to go, and it's a worthy finale.

The first real tricky one is just outside the mouth of the long tunnel on the backstretch: You'll have to kick out the rear to the right as you exit to make the pick up, and that probably means you'll miss the Zipper on that lap. Consider that beforehand, just in case you'd rather not have the crowd swarm around you at the end of lap one.

Just past that is the area with the switchbacks, and there are four Coins dotting corners as you make the turns. The first you can have by taking turn one tightly, but be ready to reverse the skid—there's another Coin atop a Zipper just ahead, and you definitely want both.

In the final two turns there are Coins in each corner: Just be careful not to slide behind them, and use those Speed Boost Balloons to help get you out of any standstills.

## Star City Multiplayer

In a Car or Hovercraft you must collect at least 10 Bananas and hit every Zipper to win. The series of right-angle turns are nearly impossible to negotiate unless your vehicle is at peak performance.

Don't get preoccupied with the idea of doing battle with the other racers. The only way to win is by being first over the finish line. You won't ever win a race by accumulating the highest body count. Therefore, Road Hazards are your best bet when you're collecting Power-Ups.

Star City has a generous supply of Green Balloons. It's no coincidence that many are located just before each Zipper in the section containing the right-angle turns. If you can grab the Power-Up, drop an Oil Slick before you hit a Zipper. Your opponents won't get the Speed Boosts—and they won't catch you

In a plane, don't worry about Zippers—cut every corner, instead. The green Gas Clouds are grimly effective in the narrow tunnels.

**Be careful when you hit this Zipper. If you're not lined up properly, you'll fly off the track into the enclosed area below.**



**Use the power slide to nail all of the right-angle turns. Start your power slide early to hit this last Zipper before the tunnel.**





# Chapter Eight

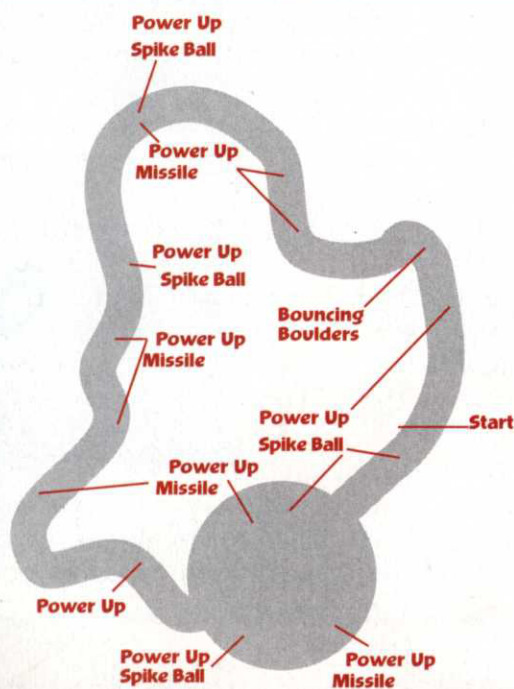
## The Second Showdown

### Racing Wizpig

#### Requirements

47 Gold Balloons and All Four Pieces of the T.T. Amulet  
(Acquired by Winning Every Race Course in Regular and Silver Coin Modes, and All Four T.T. Challenge Races)

#### Beating the Course



After beating all the Silver Coin Challenge courses of Future Fun World, you should have 47 Gold Balloons to your name. If not, check for the three that are scattered around Taj's island home, and don't forget that Taj will also give you a Gold Balloon for winning each of his own Challenge races.

With 47 Gold Balloons, and the completed T.T. Amulet, which you earn for winning all four of the T.T. Challenge races from the first four worlds, you'll be granted entry to the second Showdown race with Wizpig, through the door that has T.T. on it in the Future Fun World lobby.

**With 47 Gold Balloons and the completed T.T. Amulet, you can enter the final door in Future Fun Land.**



**The Wizpig has one last Missile-powered challenge for your champion.**



# Diddy Kong Racing

This race is actually a bit easier than the first time you faced the killer swine—at least there are no Zippers to worry about.

Further, the course is scattered with Power-Ups, but there are only four that you need to use to post a better lap time than the big pig.

As the race begins, try to get some burn off the starting line, and bank hard left through the canyon where the boulders bounce. At the end of that canyon, one of the rocks will be bouncing in front of the low exit to the adjacent chamber. If you got the mild burn off the start line, you'll need to pass the rock low on the right, banking back to the right to exit. If you lucked out and got the Blue Burn, you should be able to swing around the left side of the rock and not have to bank radically to pass through the low hole in the rock wall.

In the area beyond, keep turning slightly to the right, and stick low through the opening with the Missile Power-Up. Zig and zag, but keep low to the floor, ignoring the second Missile Power-Up atop the overpass.

Pull up into the wide area with the electric fencing on the right. If you have the Missile, and get a shot at the pig, so much the better. Take the shot before climbing up to a level with the Wizpig's nose on the statue to the left, and claim the Speed Boost. Burn it with your finger off the accelerator, and enter the hallway. On the left is another Blue Balloon, the second of the crucial Power-Ups.

**Grabbing the Invulnerability Balloon is the only way to safely pass through the raging space battlezone.**



Stick low in the hallway, rounding the first corner to the left before burning the Blue Balloon. Keep low until you see the Invulnerability Balloon: You need it bad.

Pick up the Invulnerability, and bank hard left to enter a room where a tremendous flock of spacecraft begins to hammer away at you with their blasters. You'll find the Invulnerability works just long enough to let you pass safely through the crowd. One note: Don't hit the forcefield around Wizpig's throne. It's the only thing in the game that can hurt you while you have an active Invulnerability Power-Up.

Out the other side of the battle room, bank hard left and pick the fourth crucial Power-Up—another Blue Balloon—from its place near the wall. Line up your Plane with the finish line in the open area beyond, and let 'er burn.

Once you get used to the bank required to traverse the course, the three Blue Balloons and the Invulnerability Power-Up are all it takes to take the checkered flag.

If you've yet to have your fill of *Diddy Kong Racing*, beating the Wizpig the second time, as well as placing first in the Trophy Races, entitles you to select Adventure Two from the screen that begins the game. Adventure Two is just like the original Adventure, but the courses are mirrored.



**Aim for the Blue Balloon atop the pig's nose in the wide left-hand turn.**



**Appendix**  
**Codes and Cheats**

# Diddy Kong Racing

The codes and cheats are one word. There are no spaces between words.

## Balloon/Banana Cheat Codes

Code	Description
freefruit	Start with no Bananas.
bogusbananas	Reduces speed.
byebyeballoons	Computer can't use weapons.
vitaminb	Unlimited Bananas.
toxicoffender	All the Balloons are green.
bombsaway	All Balloons are red.
oppositesattract	All the Balloons are rainbow.
freeforall	Maximum Power-Ups.
rocketfuel	All the Balloons are blue.
noyellowstuff	No Bananas.

## Multiplayer/Track Mode Codes

Code	Description
offroad	Four-wheel drive.
zapthezippers	Turn off the Zippers.
timetolose	Ultimate AI.

## Other Codes

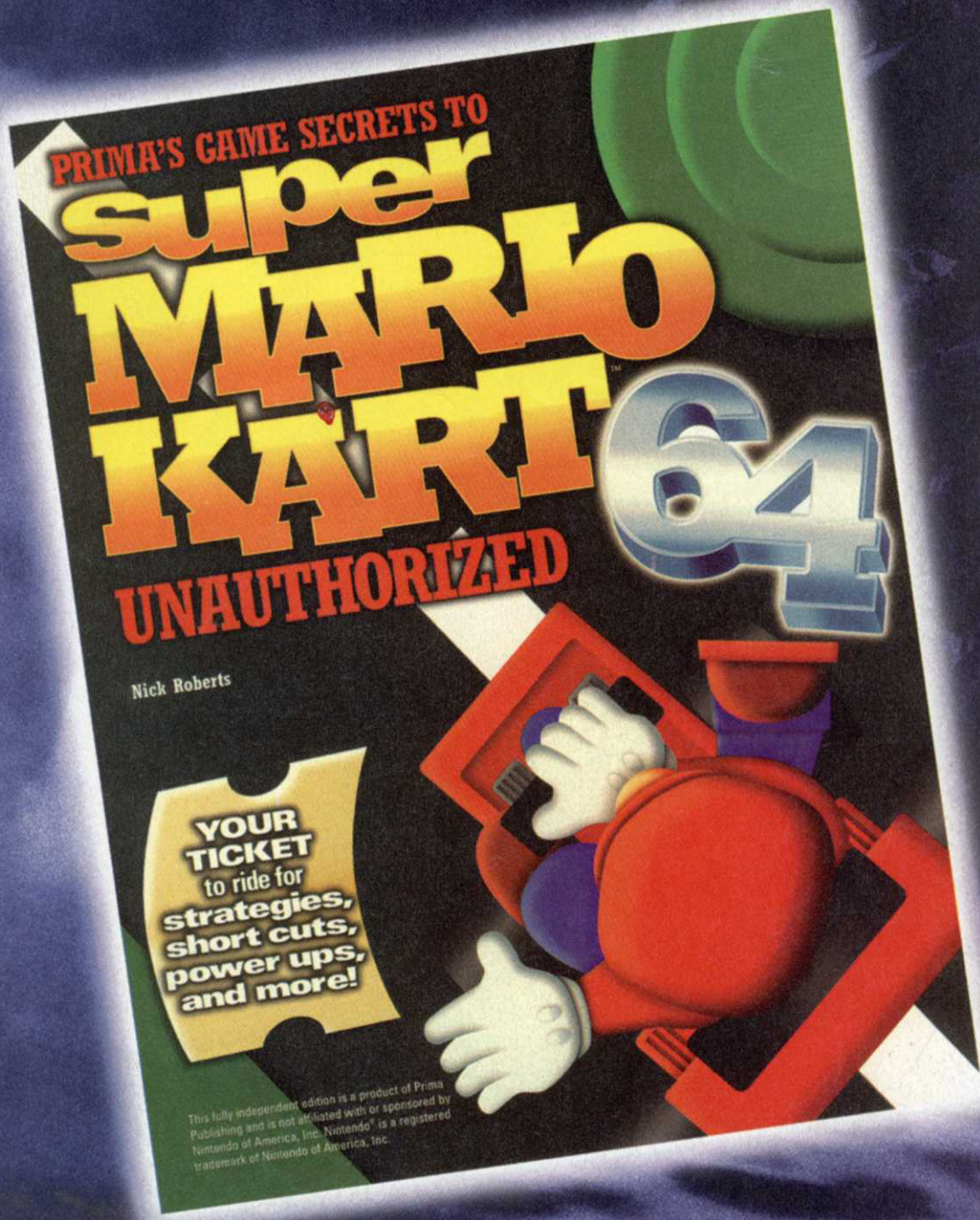
Code	Description
whodidthis	Displays credits.
blabbermouth	Changes the horn sound.
doublevision	Select same player.
arnold	Big characters.
jointventure	Two players in Adventure mode.
jukebox	Accesses the Music Menu
Teenyweenies	Characters are half their normal size

Bodyarmor

- Bodyarmor

jointadventure

- twoplayer adventure mode



PRIMA'S GAME SECRETS TO

# Super MARIO KART 64

UNAUTHORIZED

Nick Roberts

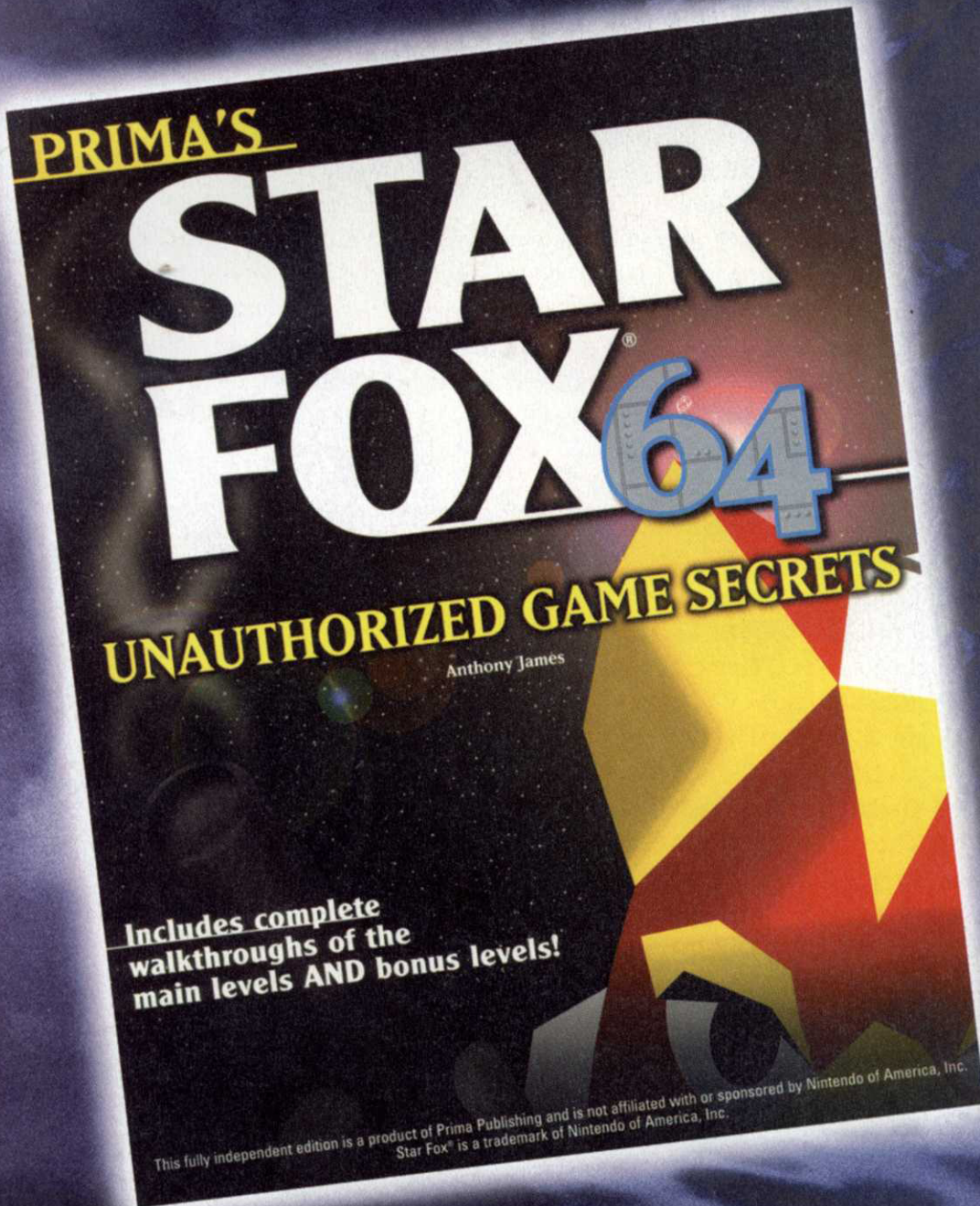
**YOUR  
TICKET**  
to ride for  
strategies,  
short cuts,  
power ups,  
and more!

This fully independent edition is a product of Prima Publishing and is not affiliated with or sponsored by Nintendo of America, Inc. Nintendo is a registered trademark of Nintendo of America, Inc.

to order, call prima at  
I-800-531-2343



PRIMA PUBLISHING



to order, call prima at  
1-800-531-2343

**P**  
PRIMA PUBLISHING