

Playing as Rambi in any level

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ISG method found by RingRush

To start off, we're going to activate Intro Story Glitch.

Once the menu music is gone, we'll enter our file and head to Jungle Japes.

This file needs to have

- a) unlocked DK's bongos

(other kongs' instruments work as well, but it's easier with DK)

- b) cleared the Rambi text

(so that Intro Story won't play if we miss the timing)

Next, we'll crouch slide toward the Rambi crate and release Z just before entering it.

If the camera still moves a bit when DK is in the crate, we'll gain control of him near the end of the transformation.

At this point, we hold Z and mash C-up to start playing DK's bongos before he turns into Rambi.

Now we just need to wait for Intro Story to finish.

And if we played our instrument early enough...

Our rhino is free to explore the world of DK64!

Rambi can't enter barrels or use warp pads.

He can't collect items that are for a specific kong.

He also can't hurt certain types of enemies.

Pressing Z and C-left will not transform us back into DK.

The only way to turn back into one of the kongs is to enter the King Kutout or K. Rool fight.

The cannon behind DK Isle grants us access to the upper levels.

After landing, Rambi will slide across the ground indefinitely. We can only change his movement direction when he touches a wall.

If we press up at the wrong time, Rambi may get stuck on a corner.

After leaving Fungi Forest lobby, we can drop down to Crystal Caves or Angry Aztec.

Using skid jumps, we can also go somewhere else...

Here's another way to reach Frantic Factory. This one requires key 2 instead of key 4, and is not easy to pull off.

A double jump can barely reach this platform when the frame rate is low enough. Adjusting the camera and using widescreen mode helps accomplish this.

But what if the levels we want to enter aren't open yet?

In that case, we can use phasewalking to get in.

Now let's try pausing the game to see if anything is different.

For some reason, pressing Start just froze the game.

To explain why that happened, we need to take a look at the pause menu.

Each of the counters on this screen is unlocked when it becomes relevant.

Four of them use kong-specific sprites, of which there are none for Rambi.

Ammo and instrument counters are unlocked for each kong individually. Since Rambi never gets a gun or an instrument, these two counters don't matter.

That only leaves the banana and coin counters, as they are globally unlocked.

So, let's try pausing in a file that doesn't have them.

And now we can pause-exit levels with Rambi!

But this raises a question: How exactly are these counters unlocked?

Well, let's find out...

As expected, the banana counter unlocks when we collect a banana.

Or a banana bunch.

Or an ammo crate?

Same with homing ammo.

But wait, we forgot about balloons!

They don't unlock the banana counter.

Which makes sense, as opening the gate at the start of Jungle Japes is supposed to require collecting some bananas.

Moving on to the coin counter...

Collecting a coin unlocks the coin counter. No surprise there.

What about rainbow coins then?

No coin counter. This is likely because getting rainbow coins requires the shockwave move, which Tiny is supposed to get only after purchasing Mini Monkey for 3 coins.

So, these are all the items that take away our ability to pause-exit levels as Rambi.

Conveniently, Rambi himself can't collect any of them.

The trick may seem a bit scary now, as there are bananas and coins near the Rambi crate.

But as long as we don't press up or down during the transformation, we can easily avoid them.

We can also crouch in place and release Z just before the crate respawns.

You may have noticed that earlier I had over 201 golden bananas, but no colored banana or coin counters.

This is because I used a duping glitch to copy golden bananas and colored bananas from my 101% file into a new file.

That glitch conveniently resets all flags, getting rid of the banana and coin counters.

Now, let's get back to Rambi Adventure.

Entering Troff 'n' Scoff's room as Rambi will freeze the game.

The culprit is, once again, the banana counter.

But if the boss door is already open, there won't be a banana counter.

Which means we can fight Dogadon with Rambi!

Visiting Funky or Candy will freeze the game.

Based on that, entering Cranky's lab doesn't seem like a good idea. But let's do it for science.

Rambi can use the fairy camera when he's in water.

To enter Hideout Helm as Rambi, we first need to set up a flashback warp in Helm.

Then we return to the main menu by beating K. Rool.

Now, after freeing Rambi, we're going to enter and leave Snide's HQ, which will send us back to where we set up the flashback warp.

This "Mini Monkey" glitch only works in the PAL version.

The rest of the video is just random silliness in Rambi 64.

Rambi's golden bananas don't count toward the total.

Collecting a golden banana will softlock the game.

Playing as Rambi causes the kong name to read "Try Again?"

If we try to view Rambi's stats on a level, the game will freeze.