

# The Lion King FAQ/Walkthrough

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Videogamer痴 The Lion King FAQ

知 back with another faq. This time it痴 for The Lion King. Of course all the characters and settings in the game are copyright Disney and Virgin Games.

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Updates: I've added a reader contribution, and with that I think this guide is probably as complete as it's going to be. So, unless something absolutely groundbreaking is revealed about the game, this is the final update.

Contents (version Final)

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A Few Basics

Controls on the Genesis: A is roar, B is slash (adult), and C is jump. (default, can be changed)

To do a standing slash/throw/maul you need to roll your thumb from B to C (difficult), or use the X, Y, or Z button if you have a 6-button controller. Rolling is accomplished by pusing diagonally down-left or down-right on the D-pad.

The Walkthrough

This should be a fairly detailed walkthrough of the game. If you haven稚 seen the movie already, be warned that there are spoilers in this walkthrough. Now, let痴 get on with it.

The Pridelands

This is a fairly simple introductory level to learn the basics. That doesn稚 mean there aren稚 secrets here though. Below the first continue point, you might notice an African red bug (life meter extender). Walk off the left edge of the rock with the porcupine near the continue point, and then you can jump to the bug. Near the top on the right, there is an area you can jump into with a porcupine and a 1-up (only a porcupine if you have 9 lives already) and roll through the opening there for an area with a few goodies. The bonus bug in this level is at the top left of the level in a tree. To beat the hyena boss, avoid his attacks until he gets tired, then pounce him.

Just Can稚 Wait To Be King

In the first part you have to jump on the heads of giraffes. Then you get to an area with monkeys in trees. Roar at the two pink ones then jump on the rhino to go to the first ostrich ride. The first one is pretty straightforward, just follow the arrows: up is jump, down is duck, and 2 ups is double jump. On the second ride, jump, duck, jump, jump, duck, double jump, duck, duck, and double jump. Now, roar at the monkey by the third continue marker, and jump on the left rhino. When you池e stopped by another pink monkey, roar at it, then jump across the logs to the side you were on and jump on the rhino again. Then roar at the two pink monkeys on the island you池e on and

grab the bonus bug while you池e there. Now, jump on the rhino and exit the level.

#### The Elephant Graveyard

Here, wait for the two hyenas to pounce together to move, then defeat them both at once. Now, just follow the straight path to the end. A few things to watch out for would be the bonus bug just up and left of the third hyena. Also the elephant hides will break after three jumps on them. Don稚 let the green stuff after the continue point touch you. Finally, you have to defeat three hyenas to destroy the bones blocking the exit to the level.

#### The Stampede

Stand at the middle right when you start. After a wildebeest passes you on the right, stand on the right side of the screen until a wildebeest jumps in the middle of the screen. Then go to the middle and jump to avoid the rocks. I find it easiest to stay near the middle for the rest of the level while avoiding rocks, than being on the sides avoiding wildebeests. A ? indicates that a rock will be to the left or right of the center.

#### Simba痴 Exile

Not much to say here, just try to avoid the falling rocks and definitely avoid the rolling boulders. Don稚 go down any of the holes with ledges for climbing out since none of them that I know of contain anything good. \*correction, see reader contributions\* There are a lot of tricky jumps in this level and the penalty for missing one is often landing on thorns, so be careful.

#### Hakuna Matata

This is definitely a relief after going through Simba痴 Exile. Go down the right side of all waterfall slides and hold right on the d-pad for an easier experience in this level. After the first continue point, jump over the waterfall to find another one that will also make your experience through this level easier. Now use the falling logs to jump to the top of the waterfall, then go left and snag the bonus bug. Then just go right, then down to meet the level boss. To defeat this gorilla, use the roll to send the coconuts rolling back at him, or wait until he does his ground pound, and hit him. You值1 have to do this 6 times.

#### Simba痴 Destiny

Now, Simba is finally an adult. Your slash is your main attack, so don稚 be afraid to use it on every enemy. Between the first and second packs of leopards is a bonus bug hidden behind some vines near a monkey. There is also a roar meter extender to the right of the last pack of leopards and last rolling boulder.

#### Be Prepared

Compared to this level, the others before it are a cinch. At the start, go right avoiding the lava drops. Then defeat the two leopards by repeatedly slashing them. Now you jump over 3 volcanoes, be sure to defeat the bats above them as you jump. Now you need to defeat a hyena and leopard. Now you need to carefully time your jumps over 3 more volcanoes with two of them having bats above them, and a hyena between the second and third ones. Now, go right some more and avoid the dripping lava and defeat a hyena. Then you have to jump over two more volcanoes and defeat a leopard. After jumping over that second volcano, walk left and into the wall for a roar extending bug, and a life restoring beetle. Now, go right avoiding more lava drops and defeating

even more bats, hyenas, and leopards.

Now you will be at a dead end with three volcanoes. Slash the rock just to the upper right of the middle volcano until it falls and allows you passage to the other half of the level. Now you ride the log on the lava. When you have to jump onto the platform the log goes under, I recommend defeating the hyena, but not the leopard if you want to catch the log on time. At the end of the ride, you'll have to outrun a rolling boulder, then immediately face a leopard. After that, jump up and down the ledges to the next log. When it stops, you can just jump and slash to defeat the two leopards. Now, just walk to the part described below.

Now, I will explain how to get past the end part with the 4 volcanoes. I have numbered the volcanoes for convenience, #1 is on the far left #2 is to the right of it, #3 is to the right of #2, and #4 is on the far right. #1 will erupt first, so stand to the left of it. Then stand on #1 while #2 erupts. After that, here is the order of which to jump: #2, #1, #2, #3, #1, #2, #3, #4, #3, #2, #1, #2, #3, #4, #3, #2, #3, #4, and you're finished with the volcanoes. (note, this is one of 2 or 3 possible scenarios, if yours is different, all I can tell you is to avoid the lava and rocks until the fourth volcano becomes plugged up.)

#### Simba's Return

First, go into the middle cave of your three choices, then defeat the three hyenas and go into the cave directly to the right of the one you came into for a life meter extending bug. Now, return to the area you started in. Go into the farthest right cave and follow the set path.

After going through a few caves, you will have more than one option, go into the first cave directly to the left of the one you entered from at this point. When you're faced with multiple choices again, take the farthest left cave, then defeat the hyenas in there to finish the level.

#### Pride Rock

To fight Scar the first two times, land two slashes on Scar, then maul him when he sticks his tongue out (B+C, or one of the x,y, or z buttons). Just do this two or three times, and he'll leave. When you have to climb the rocks to get to the top of pride rock, try not to jump on the middle of the nine rocks, or you might get yourself surrounded by the fire. Now, at the final battle just do the same thing, and throw Scar off the cliff. To throw Scar off the cliff, you need to keep throwing him around until he stops putting up a fight. Then you'll be able to throw him farther than usual and that's when you throw him off the cliff. Now, listen to Simba roar.

#### Reader Contributions

In the elephant grave yard, there is another bug to get that you didn't mention. To get it, you need to jump to the top of the first jump from rock to rock thing. When you get to the top, kill the bird, but DON'T FALL DOWN. Take a running leap from the top to the ledge on the right side of the screen. Roll through the apparently solid rock face to reach the ledge with a blue bottle bug thingy. (And a bird too unfortunately). When you jump back down, keep to the left of the screen or fall down the hole and die if you really want to. Also, when you see the continue just above the bone spikes further on, get it. It doesn't matter if you do die because a continue is better than a life. I'll also mention that you can roll or jump through

the bone blockades.

When it gets really tricky towards the end of the Stampede level, you can actually go to the left of the screen and just run. The two rocks that pop up don't even hurt Simba, he runs straight through them.

In the Hakuna Matata level, once you make it to the top of the waterfall where you have to jump on the logs. Go right but instead of falling down the mini waterfall, jump over it and land on the ledge with the frog. Kill the frog and jump to the ledge above it. Kill the frog there to if you need to then roll through the wall for a health bug. Then go down like usual and kill the gorilla.

Here is a contribution from Lunapi

Actually, those holes in Simba's Exile do contain some goodies. The third one, if you roll through the wall on the left, you get a checkered health beetle, though you need to roll back out. In the fourth one, you roll to the left again and it leads you to a bonus bug. You have to swing back out and land on the second rock-running path, missing the first one altogether. Also, right before the end where you swing across little rocks the second time, you roll to the left again immediately before that, and there's a lup (if you need it) being a peice of rock scenery. Note that the only ones I'd consider worth getting are the bonus bug (since you also miss a rock) and the lup, as the health beetle seems only good if you are about to die, since you can still get hit by rocks trying to get out of the hole.

Here is a contribution from Monica

I don't know if you're still editing it, but I noticed that in Be Prepared, once you fall off the ledge when you reach the 3 geysers/volcanoes at the dead end, go back wards and you will go into the rock. If you keep going, you'll find one of those blue roar bugs.

Miscellaneous

I've found a whole bunch of Game Genie Codes for this game. Go to:  
<http://vgstrategies.about.com/games/vgstrategies/library/ggn/blgionking.htm>.  
Also be sure to check out the link to Gamesages.

Level Select and Invincibility

At the Options screen, press Right, A, A, B, Start. Two new options will appear for invincibility and level select (unfortunately, it's a really poor level select since unless you choose the last level, you play the level selected then level 2 until the end)

If you have any questions or things to add to this faq, e-mail me at  
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