

# Donkey Kong Country 2: Diddy's Kong Quest FAQ/Walkthrough

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Updated to v1.1 on Jul 4, 2016

## THE DONKEY KONG COUNTRY 2: DIDDY'S KONG QUEST GUIDE version 1.1

(for Super Nintendo Entertainment System)

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### SECTION I: GENERAL

ALWAYS NOTE: Press Start to pause your game in any level or boss stage. If the stage you're in was previously completed, use Start, then Select to get out of the level. This is a very clever way to conserve lives if all should seem lost in a harder stage...

#### 1-1. THE GOOD GUYS

##### A. KONG KLAN (CONTROLLED) AND HOW TO CONTROL THEM:

*Diddy Kong:* The star of this game, Diddy Kong must save Donkey Kong from the evil Kaptain K. Rool. Can he become a video game hero in Cranky Kong's eyes?

*Dixie Kong:* Diddy's girlfriend Dixie comes along for the ride, teaming up with Diddy to storm Crocodile Isle, the homeland of the Kremplings, to help Diddy in his mission to save Donkey Kong.

Here's the shared control configuration for Diddy and Dixie:

**WALK:** Use the Control Pad's Left or Right Buttons to compel either monkey to amble over to the left or to the right, depending on which directional arrow button you press. Let go of the Control Pad to stop moving.

**RUN:** Hold down Y while walking to run or help you jump faster.

**DUCK:** Press Down to crouch down.

**JUMP:** Just push the B Button to jump. The faster you run, the higher and farther you can jump.

**THROW:** You must hold Y to pick up and carry a throwable projectile. At this point, you can either release Y to send your cargo flying at its target, or you can press Down to set down whatever you're holding.

**SWIM:** Paddle upwards with B and dive down more quickly with the Down Button.

**CLIMB:** Diddy is a better climber than Dixie. To climb as either Kong, just leap toward a climbable surface to grab on to it. Should you grip a horizontal rope, vine, or chain, employ the Control Pad's Left and Right Buttons to move back and forth. If you're on a vertical climbing object, hold Up or B to climb upwards and Down to shinky downwards. When climbing either orientation, hold Y to climb faster. Jump off a horizontal rope with B, and a vertical rope by pressing Left or Right on the Control Pad upon hitting B.

**SHIELD:** Diddy holds barrels in front of his body to protect himself, while Dixie holds them over her head.

**CARTWHEEL ATTACK (DIDDY ONLY):** As in DKC1, use Y to Cartwheel Attack enemies. To properly harness the speed of this lethal attack, repeatedly mash Y to cartwheel faster when plowing through enemies ahead. Keep pressing the Y button to keep cartwheeling as long as there are baddies in front of you to smash. If you cartwheel off a ledge and press B in midair with great timing, you can employ the tricky Cartwheel Jump. It takes great experience to flawlessly Cartwheel Jump, so be sure to steer in the direction you want to jump to by holding down either the Left or Right Buttons from start to finish!

**HELICOPTER SPIN (DIXIE ONLY):** Jump off a ledge and press and hold Y in midair to Helicopter Spin with Dixie. If you spin off a ledge and then jump in the direction you wish to go, you'll perform the Spin Jump!

**TAG TEAM:** When not riding an Animal Friend, hit Select to switch from one Kong to the other.

**TEAM-UP:** Press A to put the secondary Kong on the shoulders of the Kong you're currently using. Press A again to dismount.

**TEAM THROW (TOSS):** When teamed up, push Y to throw your partner like a projectile, using the Up, Left, or Right Directional Buttons to steer the launched Kong. This will beat some enemies or reach objects a normal jump can't. Jump as you throw upwards to snag out-of-reach items or land on higher ground (Up and Left or Up and Right causes your partner to land in the same place as the other when thrown). If a sideways Team Throw fails and your buddy lands on the ground, quickly run over him/her to get that Kong to snap to it before an enemy touches him/her!

##### B. KONG KLAN (NOT CONTROLLED):

*Donkey Kong:* Seeing as how he's been Kong-napped by the villainous Kaptain K. Rool, you cannot play as him. The whole goal of this game is to rescue him, so prepare for the hardest challenges yet!

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**Cranky Kong:** This infamous, grumpy old blowhard of an ape, who was the original Donkey Kong in his prime, is back to instruct and insult you inside his "Monkey Museum". Here, you can pay him in Banana Coins for any hints he's found relative to your quest to save Donkey Kong. He does have one more thing for you to do -- find all 40 of the DK Hero Coins he's placed in every regular level and the final one at the game's end. After you beat either "The Flying Krock" or the aforementioned last level, Cranky will compare your scores to three other famous video game heroes of the time who took up the Hero Coin quest: Link (19), Yoshi (29), and Cranky's arch nemesis, Mario (39)!

**Wrinkly Kong:** The wise and patient wife of Cranky Kong, Mrs. Wrinkly Kong teaches at "Kong Kollege", and her subjects include how to use animal friends, find stuff, and fight bosses. But her most important role is to save your game for you! With the exception of "The Flying Krock", the first save in each area is free, but afterwards, you must pay two Banana Coins for each save and for most of her information!

**Funky Kong:** In charge of "Funky's Flights II", Funky Kong's new Biplane Barrels are ready to take you anywhere you've visited before. Two Banana Coins are enough to pay for each route, but you'll get to fly for free from any airport you've paid for previously!

**Swanky Kong:** LADIES AND GENTLEMONKEYS, WELCOME TO SWANKY KONG'S #1 GAME SHOW: SWANKY'S BONUS BONANZAAAA!!! At "Swanky's Bonus Bonanza", you can play the handsome Swanky's trivia games to earn extra lives. The harder and more expensive the game, the more lives you can win!

## C. ANIMAL FRIENDS:

PUSH THE X BUTTON TO GET OFF ANY ANIMAL EXCEPT THOSE LISTED!

**Rambi the Rhinoceros:** Charging out of DKC1 to join the fight again, Rambi the Rhino, a real heavyweight, can flatten most enemies with his jump attack. Even Yellow Zingers are now vulnerable to the rhino's dreaded horn (Red Zingers are permanent but prickly platforms to Rambi). The Y Button enables Rambi to use his signature horn attack on a baddie, but he'll defend his front by himself without the Y Button. Hold down A for a few seconds, then let go to transform him into a giant bulldozer with his new Super Charge, which has enough attack power to shatter hidden doors covering up Bonus Area entrances! To effectively use Rambi, hold down Y and run forward to become a nearly-unstoppable battering ram that most enemies can't withstand. Only a Kannonball can break through Rambi's frontal defenses.

**Enguarde the Swordfish:** Your underwater ally for most levels, Enguarde is capable of defeating ANY water-dwelling enemies (even those like Klomp who walk in water). Use the Control Pad to direct your trusty blue swordfish's movements, and press either B or Y to attack a bad guy with his sword-nose (he defends his front himself without any buttons, but not against every enemy), and hold A to charge up his brand-new Super Dash, which will, when A is released, break open hidden Bonus Area doors (and any enemy in his path) in one giant jab!

**Rattly the Rattlesnake:** You thought Winky could jump high? This rebel Kremling snake can, by holding down the A button, charge up a Super Jump which, when A is released, launches him into the air way higher than Winky! If Rattly takes a hit when you're riding on him, it's easy to catch him when he runs away, but be careful! Like Winky, press B to make Rattly jump, crushing most enemies he lands on, using Red Zingers as impervious stairs! Walking off the edge of a platform with Rattly enables him to jump in midair if you press B right when he starts to fall! Cool, huh?

**Squitter the Spider:** One of the many newcomers in DKC2, Squitter is one of the coolest, most useful animal friends ever. Though he can't stomp on enemies directly, his method of attack is twice as potent. Pressing Y will make him shoot attack webs in a straight line that can knock out most enemies, including Yellow Zingers! His second ability is his ability to spin platform webs by pressing A, R, or L, then pressing any of the three buttons to make a temporary but solid web platform for you to stand on, which collapses either in a few seconds or if you try to spin three webs in a row. Use Up or Down on the Control Pad to angle your attack and platform webs diagonally upward or diagonally downward. If you dismount him, don't go too far away from him or he'll completely vanish!

**Clapper the Seal:** Though you can't ride this invincible seal, you can jump on his back (or throw your partner at him), and he'll turn the searing lava of "Lava Lagoon" into cool water, or the Snapjaw-infested waters of "Clapper's Cavern" into solid, slippery ice. Each metamorphosis lasts only a few seconds, so be quick in crossing to the other side...

**Squawks the Parrot (Green):** Leaving the flashlight-holding business to Glimmer (we'll get to him later), Green Squawks, bigger than ever in size, can now pick YOU up in his talons indefinitely (even if he gets hit) and fly you to a level's exit until he hits a No Animal Sign! What's more, he can spit eggs at enemies when you press the Y button! Since the eggs arc when fired, however, it can be hard to hit enemies with this attack. After freeing Squawks, hit the B button to latch onto him, and use the Control Pad to guide your flight. While Squawks is carrying you in bramble-filled levels, you'll be unharmed when you touch thorns below you. But if you morphed into Green Squawks, DON'T TOUCH THE THORNS BELOW!!! Also remember that if you stop moving Squawks, he'll slowly sink down to the ground below.

**Squawks the Parrot (Purple):** Unable to spit eggs or fly upward as his counterpart can, Purple Squawks, located with his flock in "Parrot Chute Panic" exclusively, is there to slow you down as you fall into the abyss of the deep hive the level consists of. Unlike Green Squawks, who holds you in his talons indefinitely, each Purple Squawks will automatically drop you when he reaches a certain point. You can reduce your descent speed by holding Up on the Control Pad, but when Purple Squawks starts coughing and shaking violently, he's about to let you go!

**Glimmer the Anglerfish:** An Animal Friend you can't ride, this rare fishy friend is only found in "Glimmer's Galleon". Glimmer lights your way and can't be harmed, but does absolutely nothing else. Oh, well, at least you can see where you're going...

## 1-2. BARRELS, ITEMS, AND HAZARDS IN THE GAME

### A. BARRELS IN THE GAME:

**Normal Barrel:** Throw this, and it will roll until a wall splinters it to pieces. Some of these Barrels have Klobbers inside them. Bonus Area walls can be cracked open by any kind of throwable Barrel!

**DK Barrel:** This is for rescuing your lost partner! DK Barrels break apart instantly when thrown, but in midair, are impossible to break when empty.

**TNT Barrel:** Though this booming Barrel can shield you, it's best used when hurled at an enemy. The impact from the TNT Barrel causes a fiery explosion which will take out any other enemy who does so much as touch its fire before it dissipates. Unfortunately, Kabooms (Red Klobbers) sometimes hide inside these explosive Barrels! Don't worry -- the time bomb part of the TNT Barrel doesn't exist in this game, so set your Barrel down anytime you want to save it for later if you accidentally grab it.

**Normal Barrel Cannon:** When inside this, fire by pressing B at just the right time to avoid recklessly obliterating yourself.

**Auto-Fire Barrel Cannon (Blast Barrel):** The instant you land in this, it'll point in another direction and fire by itself.

*Arrow Barrel Cannon:* Launches you automatically in the direction it points in. Use caution if they move around!

*Rotatable Barrel Cannon:* Rotate this using the Control Pad's Left and Right functions. Watch out, as they sometimes automatically fire after a few seconds!

*Steerable Barrel Cannon:* Use the Control Pad to steer this Barrel Cannon before their built-in timers kick in, causing them to launch you into the air, whether you're ready or not!

*Diddy/Dixie Barrel Cannons:* Use only the Kong in the picture to activate these unique Barrel Cannons, or you'll fall through them when you try to land in them. The correct monkey can sometimes be thrown into the Cannon to fire it.

*Bonus Barrel:* Land in these to enter a Bonus Area to win a Kremkoin (or Hero Coin in the areas of the Lost World) in a fixed amount of time. Be careful and quick!

*Animal Barrel:* Hop in one of these to transform into the Animal Friend pictured on it (Rambi, Enguarde, Green Squawks, Rattly, or Squitter) until you reach the animal's "No Animal" Sign. When transformed with your partner, you have to be hit twice before losing a life.

*Continue Barrel:* If you break this barrel prior to losing a life, you can try again from that point instead of being whisked back to the beginning of the level.

*Check and X Barrels:* In "Target Terror", the Check Barrels open gates, and X Barrels close them. Don't hit a closed gate, or your roller coaster ride will be over!

*Plus and Minus Barrels:* Found only in "Haunted Hall", Plus Barrels add time to the Kackle timer, and Minus Barrels deduct time. The rate of time given or taken from these special Barrels varies...

*"!" Barrel:* Touching this special Barrel makes you invincible to the touch for a fixed length of time.

*Biplane Barrel:* See Funky Kong's article in "The Kongs" section.

## **B. ITEMS IN THE GAME:**

*Banana:* Get a free life by eating 100 of these!

*Banana Bunch:* 10 of these give you a 1-Up when obtained. One Banana Bunch is the equivalent of 10 Bananas apiece.

*"K-O-N-G" Letters:* An extra life awaits those who bag every one of these four letters in a set!

*Banana Coin:* Enough of these will help you when visiting the Kong Klan.

*Kremkoin:* Win this in Bonus Areas to pay Klubba to open up all of the levels of the Lost World (15 coins per level, with 75 Kremkoins total in the game)!

*DK Hero Coin:* Cranky's special coins are 40 in total number. Find them all (one per regular level) to win him over!

*Extra Life Balloon:* Be quick in nabbing them, or they might float away! Red Balloons give you one extra life, Green ones give you two, and the hard-to-find Blue Balloons grant you three lives upon collection. If your total supply of extra lives is fully depleted, you'll have to start over from your last saved point on the map...

*Kannonball:* An indestructible projectile used to load the Bonus Level Kannon.

*Bonus Level Kannon:* Throw the Kannonball into this, then jump in to shoot upwards into a Bonus Area. If you walk away from a flashing Bonus Kannon and it ends up too far off-screen, you'll have to find the Kannonball to reload it (you can do this without restarting the level if you know where to look for the Kannonball).

*Chest:* Break this open on an enemy to reveal an item!

*Crate:* Smash an enemy with this, and it should make an end to him!

*Animal Crate:* Need an Animal Friend? Smash their Crates to liberate them!

*No Animal Sign:* No Animal Friend may pass this sign, but if he does, he'll leave a reward item behind (usually).

*Hook:* Team Throw or jump up to it to hang around!

*Exit Target:* Land with enough height and timing onto the target itself to win one of the prizes displayed on its tall pole! Landing on the target at any height will end the level.

## **C. HAZARDS IN THE GAME:**

*Lava:* Have Clapper turn this melting mess into water for a few seconds.

*Hot-Air Balloon:* Go to "Red-Hot Ride" to ride these big blue balloons, but be sure to float over a steam jet to go higher, as the balloon sinks slowly otherwise. Rambi makes it sink even faster due to his size and weight.

*Tire:* Unlike the smaller Tires of DKC, these titanic Tires of "Jungle Jinx" will push you backward or crush you if you don't land directly on top of them. Jump from them for extreme height!

*Ghost Rope:* Appears and disappears at will, so time your jumps just right by listening for its wacky wails. Each moan is different: one is for when it fades in, while the other is for when it fades out. To anticipate when the Ghost Rope will vanish, watch its eyes. When they start flickering on and off, you'd better get off the rope as soon as possible to avoid dropping out unexpectedly.

*Wind:* In a few levels, you'll have to be very careful not to get blown around by these gusts! At certain times, you can use the wind to your advantage, but use extreme caution when doing so.

*Rising Floor:* Don't get squashed by this mega-masher in "Castle Crush"!

*Ooze:* As you climb up "Toxic Tower", this green water hazard follows you the whole way up, so don't dilly-dally or you will regret it!

## 1-3. BADDIES IN THE GAME

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### A. LAZY LANDLUBBERS:

*Neek:* Small squeaking rats who walk toward you. Any attack can take him out.

*Click-Clack:* Flip this blue beetle upside-down by jumping on him to pick him up and throw him at an enemy (or jump on him once more to defeat him). Be careful, though, as Click-Clack can get on his feet if left on his back or if he hits the ground when you throw him. Afterwards, he'll run faster with each time he recovers, but if you're holding him when he wriggles loose, he'll be defeated automatically! You can also Cartwheel or Spin into him to stop him, but an Animal Friend, such as Rattly, can squash Click-Clack with a single jump!

*Spiny:* These pesky porcupines can be bested only by the following attacks: projectiles (including Squawks's eggs and Squitter's attack webs), Rattly or Rambi's jump attack, or a Cartwheel or Spin Attack into his face.

*Cat-O'-9-Tails:* If you don't wanna get caught in his tails, dodge him until he stops to rest, then stomp his head with a jump attack. Projectiles work on him, too. If you find yourself ensnared by his nine tails, use the Control Pad to direct roughly where he's going to throw you.

*Flitter:* Any attack can whack away this blue dragonfly, who can be used as "stepping stones" to cross vast expanses below you.

*Mini-Necky:* Back from DKC, Mini-Necky no longer spits coconuts at you. He swoops at you from above instead, so be careful when attacking him.

*Zinger:* NOT HIM AGAIN!!! This time, only two colors of Zinger exist on Crocodile Isle: Yellow and Red. The Yellow Zinger can't stand projectiles, as usual, but it is totally impossible to defeat a Red Zinger (who looks bright orangish to me)!

*Screech:* Blocking your way to K. Rool is his evil pet parrot, Screech. As Squawks, you must race Screech to the end of his level in first place (you can fly right through the pesky parrot without being harmed). Lose, and one of your extra lives will be forfeit!

### B. SUBMERGED SEADOGS:

*Flotsam:* Slowly swimming around in the waters, this stingray comes in two colors: Blue Flotsams cruise toward you without turning around, but the Green ones (I like to call them Jetsams) drift back and forth.

*Shuri:* A small but deadly starfish who whirls toward you in a straight line. Orange Shuris bounce off the walls with reckless abandon, but the smarter Pink ones rocket toward you when you get too close! Enguarde will NOT defend himself automatically when a Shuri approaches, so watch out!

*Puftup:* Either move around in a set area while inflating and deflating continuously, or self-destructing and sending spikes in four directions (in a "+" or "x" formation)!

*Lockjaw:* A vicious red fish who swims back and forth in a set area. Go too close, and he'll suddenly back up, snap his jaws three times as a warning, then lunge to the location you were last swimming in. Yikes...

*Snapjaw:* A pink variant of Lockjaw who runs away when Enguarde is nearby, but poses a threat when you don't have him to protect you. Snapjaw lurks in two levels: "Slime Climb" and "Clapper's Cavern". Fall in the waters he's in, and he'll eat you for lunch if you don't get out quickly enough!

### C. KREMLING KUTHROATS:

*Klomp:* A peg-legged Kremling who hobbles around back and forth. All attacks work on him when he's on land.

*Klinger:* Climbs vertical ropes by climbing up, then sliding down the rope, repeating this pattern until dispatched with a careful jump attack or a projectile. Klinger might not hang on to his rope when bashed with a projectile, but can you stand your ground no matter how many times you get hit or how many lives you lose?

*Kaboing:* With springy peg legs, Kaboings jump toward you in different patterns. Any attack can beat him, but watch your step. The Gray versions rapidly jump toward you, while the Green Kaboings prefer to lie in wait, slowly springing toward you upon catching sight of you.

*Klampon:* A giant cousin of Klaptrap, beating him is just like beating Klaptrap in the way of direct jump attacks to his head, but don't Cartwheel or Spin into him! You can also smack Klampon with a projectile to de-fang him.

*Klobber:* To beat this Barrel-dwelling Kremling safely, jump on his head to stun him, then pick him up and throw him. The run-of-the-mill Green Klobber pushes you around when you get too close, while the Yellow Klobber knocks a Banana Bunch out of you when he hits you. As if that's not bad enough, the scary Black Klobbers steal a Red Balloon from you upon bashing into you. If all of your total 1-Up Balloons are knocked out of you when attempting to complete a level, you won't get a Game Over unless you lose both monkeys to a baddie, hazard, or bottomless pit in that same attempt in which your Balloons were forcibly depleted by the Klobber.

*Kaboom:* The final version of Klobber (Red) is called Kaboom, as he prefers to hide in TNT Barrels, and is the only Klobber who can actually hurt you on contact. When you approach him, he'll come to life, crash into you, and blow up like a bomb, taking out your partner (or yourself, if you're alone) upon ramming into you! Look at it this way: you can get any Banana Bunches or Red Balloons swiped by the Yellow or Black Klobber (if the items don't vanish first), but you can't get your buddy back when Kaboom destroys him/her except with a DK Barrel. Thus, Kaboom is the most powerful and dangerous Klobber. Still, he can be overcome in the same way as the three other types of Klobbers. Just jump on his head to immobilize him, and finish him by lobbing him into something, preferably a baddie, as the explosion damages any enemy who touches it.

*Krook:* Krook throws his boomeranging hooked hands to try and hit you. Use a projectile (not your buddy) to deflect his hooks. Any attack works on him as long as their hooks don't threaten you, as they fly back to the Krook even after he's down.

*Kutlass:* Little Kremplings with BIG swords with which they use to cut you down. If you lack a projectile, come to him until he charges at you, then run out of the way until he swings his swords and gets them stuck in the ground. Now Kutlass's head is temporarily vulnerable to a simple jump attack, so hurry before he recovers and starts moving around again. Don't throw your partner at him when he's charging -- only when he's walking back and forth. The basic Light Green Kutlass embeds his

swords in the ground on only one swing, making him somewhat easy to overcome (in "Jungle Jinx", he may swing repeatedly, so watch out). To best the Dark Green version quickly without a Team Throw, let him blitz toward you, jump over him, then repeat the process until his swords end up lodged in the ground after his final charge (he'll jerk his swords back up too quickly otherwise). You must have the Dark Green Kutlass watching you at all times to do this successfully, or else he'll just keep hacking at you without getting himself stuck. If the Dark Green Kutlass manages to mince your monkey companion on the first charge, his swords get stuck anyway, leaving you a little time to get your revenge on the sword-swinging shyster. Even Rattly can't jump on Kutlass until he exposes his head.

*Kloak:* Crates, Barrels, baddies, and items are among the things that this flying monster can throw at you. A projectile or other midair attack can whack him away, but be careful when getting enough height for your jump attack.

*Kannon:* A Klump with a giant cannon capable of shooting Barrels and Kannonballs left, right, or downwards. When shooting left or right, jump on his head to conk him (projectiles don't work as effectively), but if he's aiming downwards, you can Cartwheel or Spin right into him! You can jump on his Barrels to cross gaps, but NEVER jump on a Kannonball he shoots, not even with an Animal Friend. Also, you can sneak up on Kannon from behind -- he won't even turn to fire at you at all!

*Kruncha:* Jump attack this muscular tough guy, and he'll turn a bright red, get mad, and run around rapidly for a short time, hurting any Kong who touches him in any way during that time. Use a projectile or an Animal Friend to knock him out safely, even while he's angry. There are two Kruncha colors: Blue (who walks back and forth in a set area) and Pink (who lumbers toward you in one direction, only switching direction upon colliding with a wall). If you turn the Pink Kruncha red, he charges at you much faster than the Blue Kruncha does!

*Klank:* Swordless Kutlasses riding rail cars. In "Target Terror", Blue Klanks throw Barrels at you like Manky Kong in the previous game, but all Klanks are defenseless in "Rickety Race", vulnerable to a jump attack from above or a sneak attack from below.

*Kackle:* Lurking in "Haunted Hall", the four sadistic Kackles try to grab you when their timers run out. Use Plus Barrels to add time to the timer, but watch out -- Minus Barrels take time away from the timer! Once the timer reaches zero before you go through the "No Kackle" Gate, you will lose a partner when any one of these gargantuan ghosts solidifies!

*Krothead:* They don't hurt you, but be careful landing on their heads, as the Green Krocheads like to sink into the swamp and make life harder for you. Brown Krocheads make great springboards, and never submerge their heads completely.

*Klubba:* The colossal Kremling guardian of "Klubba's Kiosk", Klubba plays a vital role in your mission. Pay him 15 Kremkoin, and he'll let you access a Lost World level! Try to fight him, and I'll let you find out what happens for yourself...

**D. BARNACLED BOSSES: See Section II.**

## 1-4. GETTING AROUND IN THE OVERWORLD

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*Klomp Head:* Displays the next normal level whose Exit Target has not been hit.

*Skull:* This is the symbol for an unbeaten boss stage.

*Diddy or Dixie Head:* If Diddy beats a particular level, his head appears to remind you of that accomplishment. If you win a course with Dixie in the lead, her head appears instead.

*Cranky Head:* Shows where a "Monkey Museum" is placed.

*Wrinkly Head:* This points out a "Kong Kollege" on the map.

*Funky Head:* Wanna take off? Funky's head lights the way to a "Funky's Flights II".

*Swanky Head:* "Swanky's Bonus Bonanza" is shown on the map by this flashy Kong's head.

*Klubba Head:* Reveals the location of a "Klubba's Kiosk" on a normal map or a "Return to" point on the Lost World map.

The "!" sign is tacked on a level's name when all of its Bonus Areas are completed. You must get the Kremkoin (Hero Coin in Lost World) at the end of each Bonus Area before time runs out, or you can't complete every single level in the game.

## 1-5. GENERAL STRATEGIES

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**These are strategies I like to use in this game:**

Be sure to pay Wrinky and Cranky for all of their advice to add to your percentage! The maximum percentage is 102%. You don't have to visit Swanky and beat his bonus games to draw closer to 102%.

Wanna know if a Barrel has a Klobber in it? Watch closely, and you'll see that a Klobber-infested Barrel (or TNT Barrel) is flipped in the opposite position from an empty Barrel. You'll see what I mean in "Ghostly Grove" and "Klobber Karnage"!

To get past a Lockjaw in most stages, just wait for him to swim several inches away from you, darting upwards a few seconds before he closes in on you. If he's facing away from you (or if you're below him or far enough away from him), he can't see you, and he can't attack what he can't see. If he does attack you, move away until he disappears from the screen, then backtrack to his position to reset his standard swimming post.

If Squawks carries you in thorny levels such as "Bramble Blast" and "Bramble Scramble", you can rest on thorns underneath you without incurring damage. But still, be careful...

I didn't list everything in this walkthrough. Hence, there are many more valuable treasures to be discovered, such as Banana Coins and extra lives!

## SECTION II: GAME WALKTHROUGH

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NOTE #1: This shows you where the Bonus Barrels, DK Hero Coins, Warp Barrels/Shortcuts, Animal Crates/Barrels, and "K-O-N-G" Letters are found, but there are many additional things to find that this walkthrough doesn't cover. Happy hunting!

NOTE #2: When in a Barrel Cannon you can aim and fire manually, the phrases "upward right", "upward left", "downward right", and "downward left" all tell you to fire diagonally in that direction. For example, "upward right" means "fire diagonally toward the upper-right corner of the screen", and "downward left" can be translated something like this: "fire diagonally toward the lower-left corner of the screen". Get it now?

## 2-1. GANGPLANK GALLEON

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### A. "Pirate Panic".

WARP BARREL!: Take out the first Klomp, then do a jumping Team Throw from atop the first of the four barrel platforms.

"K": Watch out for Neeks!

"O": With a well-timed jump, you can crush both Klomps at once while grabbing this letter.

"N": Shortly before the Rambi Crate and watched by the game's very first Klobber.

"G": Protected by the last pair of Klomps.

DK COIN: After Bonus Area 2, dispatch the level's final pair of Neeks, and you'll find a vertical line of four Bananas. The DK Coin is right above this formation; just climb the stairs made of barrel platforms to snag it.

RAMBI CRATE: Right out in the open. Another Rambi exists in Bonus Area 2. When you reach the "No Rambi" Sign, you'll obtain a Green Balloon as your reward!

BONUS AREA 1: The one gap is not a death trap. Fall down, then run to the right to find the very first of many Bonus Areas. TO COMPLETE: Climb the barrel stacks up and right to find the Kremkoin before time runs out. Can you get the Banana Coin as well?

BONUS AREA 2: The level's only arrow of Bananas points to it. Use Rambi's Super Charge or a projectile (Crate or Klobber) to break down the door on the left, marked by a lone Banana, to find your Bonus Area. You can also get back Rambi in this Bonus Area if you entered without his help. TO COMPLETE: Wipe out every baddie in the passage and the Kremkoin is yours!

### B. "Mainbrace Mayhem".

WARP BARREL!: Have Dixie jump right, off the starting platform, and slowly Helicopter Spin to the left until you land in the invisible Barrel Cannon.

"K": Climb past the first DK Barrel, and then right, to the letter you seek!

"O": Easy to get, but make sure Klinger doesn't claw you as you journey onward!

"N": To make things easier, whack the two Klomps past the first DK Barrel beyond the Star Barrel without using the Crate provided. Save this for the Klinger to your right past the edge of the twin Klomps' sail. When you climb to where the next Klinger is protecting the "N", drop off his rope and fall directly on top of him to get rid of him and get your letter in one fell swoop.

"G": Watch out for double Klingers when snagging this letter at the bottom of their rope cluster. The letter is positioned at the lower end of the middle vertical rope.

DK COIN: Right above the Exit Target after you leave either the last Bonus Area or the Warp Barrel. Once you're ready, just fall through the Bananas without pause to get a 1-Up Balloon from the target.

BONUS AREA 1: Cartwheel Jump or Helicopter Spin to the right off the starting platform until you grab a rope cluster. The Bonus Barrel will be to your right in plain sight when you climb all the way to the right-hand side of the cluster. Be careful jumping in... TO COMPLETE: Climb the ropes to the Kremkoin. Any monkey can do this, but Diddy is slightly faster than Dixie on the ropes.

BONUS AREA 2: The Kannonball will easily get you to the Bonus Kannon. Don't be afraid to use Dixie to hold the Kannonball, as she will be protected from the twin Click-Clacks if you're quick. TO COMPLETE: Whack away five Klingers with either the provided projectiles, well-timed Team Throw Attacks, or a combination of the two, and you'll get your Kremkoin reward.

BONUS AREA 3: When you're launched out of Bonus Area 2, watch out for a Klinger as you climb up the rope cluster and, once at the apex of the second cluster of ropes, Helicopter Spin to the left, toward a single Banana, onto a Banana-covered sail with the Bonus Barrel above it. Jump on in! TO COMPLETE: Collect all the Stars without falling off the ropes or running out of time, then climb up and right to locate the Kremkoin.

### C. "Gangplank Galley".

WARP BARREL!: On the giant barrel stack at the start, stand on the middle barrel and do a jumping Team Throw straight up to find this.

"K": Near a Hook. Beware of Kaboings after snatching up this letter.

"O": With a well-aimed Team Throw, a single Auto-Fire Barrel will launch you up to a tall barrel stack. From here, jump to the second Hook to find the letter "O" after getting a Banana Bunch from the first Hook.

"N": Be sure to crunch Kruncha before getting this.

"G": Grab the "!" Barrel and run all the way to the tallest and last barrel stack, with a Chest on it. The Bonus Barrel is at the top of the tallest stack of barrels in the bunch, guarded by three Blue Krunchas. If you want the letter "G", be quick in breaking the Chest it lies in, as your invulnerability won't last forever. You can nab this letter without the "!" Barrel, but I prefer to do so with its invincibility, as it saves time. See "To Complete" under Bonus Area 2 to see how to win the Kremkoin.

DK COIN: At the top of the first stack of barrel platforms, climb the hooks to the right to get the Hero Coin. To get the first hook, land on the barrel stack. From here, do a jumping Team Throw up and right to grip the hook. A better strategy would be to Cartwheel Jump or execute a midair or jumping Helicopter Spin Jump from the top of the barrel stack without landing in the Bonus Barrel again.

BONUS AREA 1: At the top of the starting stack of barrels. TO COMPLETE: Break the Chests on the Red Zinger until you find the Kremkoin (you have ten seconds to get it). Be warned: the Kremkoin is in a different Chest each time you retry the Bonus level.

BONUS AREA 2: See "G". TO COMPLETE: Climb the hooks to the Kremkoin, and make haste!

#### D. "Lockjaw's Locker".

WARP BARREL!: Simple: swim right til the water rises, then carefully swim left, keeping the ceiling above you on-screen, until you find the invisible Warp Barrel in a small niche near the start of the level. It's left of a smaller niche in the ceiling. Feel around above you to find your shortcut!

"K": Beware of Jetsam (Green Flotsam)!

"O": Spear the second Lockjaw, then swim down to find the "O" in an alcove to your lower-right.

"N": As the water rises past the Continue Barrel, dodge Jetsam and cruise up and right. There you are, little letter...

"G": While riding Enguarde, take out Jetsam and swim as high up as you can until you find a Lockjaw guarding eight Bananas and the letter "G". Harpoon him with your swordfish bill and get your goodies!

DK COIN: Past the last two Shuris, use Enguarde's Super Dash to find the Hero Coin before the water drains away. Without Enguarde, you can still get it. At the end of the level, jump and Team Throw up and left to the Coin's passage while standing near the "No Enguarde" Sign. You can also do this after the Warp Barrel spits you out here!

ENGUARDE CRATE 1: Guarded by the level's first Lockjaw. A Red Balloon awaits you when you pass the "No Enguarde" Sign.

ENGUARDE CRATE 2: Guarded by a Lockjaw soon after the Continue Barrel. A Banana Bunch is awarded to you at the second "No Enguarde" Sign.

BONUS AREA: Right above the second DK Barrel in the level (get Enguarde first!). This Barrel is to the right of a three-Banana vertical line. Follow the line straight up, through a small crate below two more Bananas, and you'll find a letter "A" spelled out in Bananas. This means to charge up Enguarde's Super Dash as you point your bill at the lone Banana on your right, then crash through the giant crate in front of you. There is a quick way to find this Bonus Area as well. When you get Enguarde, feel along the right wall of Enguarde's chamber to find a fake wall leading to a Banana Bunch. Follow the passage straight up until you find your Bonus Area. TO COMPLETE: Find the Kremkoin in a huge underwater labyrinth. DON'T FOLLOW THE BANANAS!!!

#### E. "Topsail Trouble".

WARP BARREL!: Right below the start. Helicopter Spin or Cartwheel Jump (preferably the latter) to the right, underneath the sail Rattly's crate is resting on.

"K": Easy to get with Rattly if you don't mess up your jump...

"O": Right above a Klomp.

"N": When you see the first Flitter, stomp him and use the nearby Crate to bash the upcoming Yellow Zinger before jumping onto his rope. Once on the rope, climb right, then down. Avoid hitting the next patrolling Zinger as you swoop down to get the letter.

"G": Bag the Blue Balloon all the way to the right of the Exit Target with an upwards Team Throw, then pick up the Crate below the Blue Balloon and smash the last Zinger with it. Get back on the rope and jump with exact timing for your golden letter.

DK COIN: Oh, boy, this is easy to miss amidst all the excitement of climbing the rigging. After leaving Bonus Area 2, jump right and Helicopter Spin all the way to a vertical rope cluster. Now jump right and Helicopter Spin to a sail with the Hero Coin above it.

RATTLY CRATE: At the start. Spring to the "No Rattly" Sign for a free Banana Coin!

BONUS AREA 1: Squash the three Click-Clacks, then climb up until you see a Kaboing to your left. Now a jumping Team Throw or a big jump from Rattly (while on Kaboing's sail) will get you up to the small platform underneath the Bonus Barrel. Use a Team Throw or a jump from Rattly to get to your destination. TO COMPLETE: Crush every Flitter without a mistake. If you've lost Rattly, you can get him back here.

BONUS AREA 2: When you see a pair of Flitters to the left of a moving Zinger, jump up, between the Flitter pair and the Zinger, until you catch onto an invisible hook, then bounce left off the two dragonflies to find your Bonus Area. Be careful! TO COMPLETE: Dodge the Flitters as you climb the ropes to the Kremkoin!

#### F. BOSS LEVEL: "Krow's Nest".

*Krow*: To take this huge bird down, you must throw four of his eggs back at him. In Phase One, dodge his bouncing egg, then carefully stomp on the top of it and pick it up once it stops bouncing. Smash Krow with it, then repeat one more time.

Phase Two involves evading a giant shower of eggs that the angry Krow launches by banging his head on his nest. Wait for an egg to land on the sail, then pick it up and bash Krow. Do this whole procedure of evasive maneuvers and egg-throwing one last time to disable him. I'll let you figure out how to get the Banana Coins in his nest...

## 2-2. CROCODILE CAULDRON

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#### A. "Hot-Head Hop".

WARP BARREL!: Team Throw up to above the start, then execute another jumping Team Throw straight up, to the left of the camouflaged Chest.

"K": The first Chest in front of you has this letter inside.

"O": Protected by two Klampons guarding the Chest with the Kannonball inside it. See Bonus Area 1 for how to get to the Bonus Kannon.

"N": Above a Brown Krothead.

"G": Platform webs or Team Throws will work here, but take care of Kruncha first, or you will suffer for your ignorance and naivety!

DK COIN: Right when you get Squitter (you can't get this without him), make web platforms upwards, right above the "Y" made of Bananas, until you find the DK Coin.

SQUITTER CRATE: Impossible to miss. Your arachnid ally will transform into a 1-Up at the end of the level.

BONUS AREA 1: At the letter "O", hit the lower Klampon to get a Chest safely, then destroy the upper Klampon with the Chest to get the Kannonball. Take it to the Bonus Kannon and there you go! TO COMPLETE: Use the twin Brown Krotheads to carefully collect all the Stars before the timer reaches zero.

BONUS AREA 2: Only Squitter can get this. When you see two pairs of Bananas above you, make a web platform underneath each pair, then spin and jump up and right until you land in the Bonus Barrel. TO COMPLETE: Web platform straight up above until you find your Kremkoin.

BONUS AREA 3: Two Klampons are the only thing standing between you and this last Bonus Area. Eliminate them, then either Team Throw your way into the Bonus Barrel or have Squitter web platform your way to it. TO COMPLETE: Use Squitter (who can be found here if you lost him before you came in here) to make platform webs up and right to find the Kremkoin. If you're still mastering web platforming techniques, the Bananas will help you know where to place each web.

## **B. "Kannon's Klaim".**

WARP BARREL!: Below the ledge with the twin TNT Barrels. Get rid of the baddies on this ledge, then walk off the left edge. Immediately, Helicopter Spin to the right, under the ledge, to find your elusive Warp Barrel.

"K": When the first Kruncha is crunched with the twin Neeks, time your launch from the first Arrow Barrel so you land in the second one. From here, blast back to the right to nab the letter and land on the wooden catwalk you started out from. Also, you can steer your trajectory from the second Barrel Cannon so you claim the "K" and return to the Arrow Barrel you fired from, but this is much more risky, even though it saves time.

"O": As soon as you see barrels flying toward you from the right side of the screen, go right and disarm the Kannon firing them with a knock on his noggin. You can also use the TNT Barrel provided to block one of his shots or even hit both him and his barrel at the same time. The latter can only happen if his projectile is close enough to him when the TNT Barrel explodes. From his catwalk, a jumping Team Toss at the letter "O" from the left edge of the catwalk will be enough to get it, but don't forget to recover your buddy when he/she lands on the lower catwalk!

"N": After you knock out a Mini-Necky after escaping a patrolling Zinger, go right and stop when you see the Diddy Barrel on a small ledge with the letter "N" above it. At the right edge of the bigger platform you're standing on, jump straight up and throw your partner upwards, above the right edge of the platform, to land near the Bonus Barrel behind a Kannon. That is why you must throw from this position. Otherwise, you could land too close to the Kannon with your partner and lose him/her (not to mention risk falling to your possible doom). You can also ride the Diddy Barrel to see the exact location of the last Bonus Area to further get your bearings and, in addition, capture the letter "N"!

"G": Once you leave Bonus Area 3 and trounce two Mini-Neckys, take the Chest you find and smack another Mini-Necky with it to uncover the level's last letter.

DK COIN: At the start of Bonus Area 1, do a Helicopter Spin Jump to the right to find it. Use the Dixie Barrel to shoot back into the fray.

BONUS AREA 1: At the beginning ledge, do a jumping Helicopter Spin right off the edge to find the Bonus Barrel. Just crush the Neeks first... TO COMPLETE: Use the Diddy and Dixie Barrels to find your Kremkoin.

BONUS AREA 2: You can't see the Bonus Barrel unless you turn left immediately after the Zinger-guarded Arrow Barrel beside the only horizontal Arrow Barrel in the level spits you up onto an upper catwalk with a lofty DK Barrel. Be on your guard: this is watched by double Mini-Neckys (one is off-screen). Use a running jump to the left to land in the Bonus Barrel before either bird can divebomb you. Also, bouncing off one of the twin swooping Mini-Neckys will work to get you to your destination, but as this is more dangerous, I don't recommend it unless you can't get your partner back at all. TO COMPLETE: Blast from Arrow Barrel to Arrow Barrel to win this Kremkoin. If you fall, be quick to get back on the path before time runs out.

BONUS AREA 3: Though you can get this Bonus Area in the manner described in "N", what if you have no buddy anymore? Just bounce off of one of the final Kannon's barrels to defeat him and access the last Bonus Area. Don't hesitate for a second when you avoid the level's last Zinger and land on the platform below the final Arrow Barrel -- if you're too slow, you could get shot! See the single Banana to your right in midair? A well-timed Spin Jump toward it followed by a Helicopter Spin will also take out the Kannon for you if you're quick enough, but if you have Diddy, execute a short Cartwheel Jump toward the Banana and use the incoming barrel as a platform, bouncing from the flying barrel onto Kannon's head. TO COMPLETE: Bounce from Flitter to Flitter to find your prize. Not every Flitter needs to be crushed for you to find the token.

## **C. "Lava Lagoon".**

WARP BARREL!: Above the second large, clean crate (no moss or weeds covering it) when you start the level. It's past the first Clapper and guarded by a Klampon.

"K": Once you pass the third Clapper, swim down and left.

"O": Swim down, left, and then up when you hit the fourth Clapper, avoiding the baddies you encounter, including a nasty Lockjaw who guards the letter itself.

"N": At the Banana arrow pointing upwards, get off Enguarde, run right, and jump on the second Clapper from the Continue Barrel (the first Clapper you find when you rescue Enguarde). Get back on your swordfish buddy and swim straight up as safely as possible, watching out for Lockjaws, until you swim through a small alcove (the entrance of which is marked by two small crates: a rectangular crate and a square crate above that). Charge upward for a little while longer and enter a secret upper passage leading to the right. Dart right and use Enguarde's Super Dash to get to the letter "N" as well as a few other rewards...

"G": When the road ahead narrows and forks vertically up and down, take the lower route to the "G", then swim back up to the final Clapper as fast as you can!



DK COIN: Swim down to the right of the last Clapper, get the "I" Barrel, and swim as fast as you can to the right and get the Hero Coin before your invulnerability disappears.

ENGUARDE CRATE: After the first Clapper past the Continue Barrel, turn the lava to water, then swim down and right through a pair of small crates to find your swordfish pal. When the water reverts back to lava, you'll lose Enguarde, so keep hitting Clappers to stay that reversion as long as possible. At the "No Enguarde" Sign, your reward will be a Red Balloon!

CLAPPER: Turns lava to water for a short time.

BONUS AREA: After the "No Enguarde" Sign, pick up the Barrel you see (or a Click-Clack if you mess up your throw), and chuck it at the large crate on your right. A single Banana will show which crate must be broken. TO COMPLETE: With Enguarde, carefully but quickly stab every Flotsam and Puffup to win a Kremkoin as well as a Banana Bunch from Enguarde. Here, the water stays water, so don't worry about getting boiled alive.

#### D. "Red-Hot Ride".

WARP BARREL!: At the letter "K", park your hot-air balloon to the letter's right, atop the level's third steam column, then jump and throw your partner straight up.

"K": Can you get this without sinking down too far?

"O": Have Rambi horn the Zinger above it before attempting any letter capture.

"N": Use the first DK Barrel past the Continue Barrel to bash the upper of two Zingers guarding a balloon, but can you get the DK Barrel there without breaking or dropping it? With the Zinger cleared away, move closer and get on top of the balloon above the lower Zinger and jump to the "N". With an upward Team Toss at the same time, you'll also snag the hidden Hero Coin too!

"G": On grabbing this, prepare to squeeze below three more Zingers! Almost there...

DK COIN: See "N".

RAMBI CRATE: Impossible to miss unless you don't look up to find him. Watch out for the Zinger and Kruncha! Rambi gives you a Banana Bunch when he can't go any further.

BONUS AREA 1: Past the first giant sequence of balloons and Zingers is a stony sloping wall just before the "No Rambi" Sign. Have Rambi use his Super Charge and break down the wall! TO COMPLETE: Do not let a single enemy escape your sights. DESTROY THEM ALL!!!

BONUS AREA 2: Right below the Continue Barrel. Have Dixie jump from a balloon and Helicopter Spin downward until you reach the Bonus Barrel. Watch your step while you do this dangerous stunt! TO COMPLETE: Using the hot-air balloon and careful timing, I recommend using Dixie's Helicopter Spin to snare all the Stars.

#### E. "Squawks's Shaft".

WARP BARREL!: Go past the first Krook, then do a midair Helicopter Spin jump to get here. You might even get a Banana Coin if you time it right!

"K": Whack the first Krook with the first Chest, and the letter is yours!

"O": Just past the Continue Barrel, obscured by a Krook.

"N": Careful flying will earn you this letter! Just nail the two Yellow Zingers with eggs, and make a cautious swoop over the Red Zinger.

"G": Fire from the Barrel Cannon at just the right moment to get this prize on the Exit Target. To do this successfully, leap into the Barrel Cannon just as the letter appears on the Exit Target.

DK COIN: To the right of Bonus Area 3.

SQUAWKS CRATE: You will inevitably find this crate.

BONUS AREA 1: Crush the second trio of Klomps, then Helicopter Spin or Cartwheel Jump right from the right edge of their platform until you land in a Barrel Cannon. Fire at the correct angles, avoiding the Zingers, until you shoot into the Bonus Barrel. TO COMPLETE: Break the correct Chest onto the Red Zinger, and the prize is yours!

BONUS AREA 2: At the Continue Barrel, Team Throw up and into the Auto-Fire Barrel to your left. You'll be blasted into the Bonus Barrel immediately. TO COMPLETE: Follow the correct path via spinning Barrel Cannons. Misfires will slow you down.

BONUS AREA 3: When you see two Krooks facing each other after a nasty Mini-Necky flock, bean them both with eggs, then fly up onto the lower right-hand platform. Get the Banana Coin if you wish as you fly right and spy a third Krook on a ledge above you. Dispatch him, then fly right until you can fly no more. At this point, fly straight up to find the DK Coin and Bonus Area 3. TO COMPLETE: Take your wrath out on the Zingers until the Kremkoin appears, but don't get reckless!

#### F. BOSS LEVEL: "Kleever's Kiln".

*Kleever*: Whoa. This guy can be really scary to deal with. Six Kannonballs will destroy him, but watch out for his giant fireballs (carefully jump over them when you have room) in the first half of the battle while waiting for a Kannonball to fall out of the sky. When a Kannonball drops or you find one on the other side of the arena and back, throw it at Kleever before he can launch another fireball shower.

After his fake demise, Kleever will lunge at you and chase you around on the hooks that appear after dodging his first lunge after the third hit. This is done by standing back and letting him come to you, then jumping over him as he charges. This time, hit him in the hilt with the Kannonball you see, then repeat the process. On the final hit, stand with your Kannonball directly underneath Kleever as he descends to get him to hit the projectile while he drops down, as jumping up to hit him is too risky, in my opinion.

## 2-3. KREM QUAY

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### A. "Barrel Bayou".

"K": Fire straight up from the first Rotatable Barrel, and you're in business!

"O": Have Rambli jump onto the Zinger guarding it, then dismount once on the dock again. Either a Spin Jump or Cartwheel Jump can nab your goodie, but don't land in the Rotatable Barrel and leave Rambli behind!

"N": Sometimes covered up by one of two Click-Clack-throwing Kloaks, you should get rid of these two ghostly goons first, then toss your partner up to the "N" when it's safe. If a Kloak is Kloaking the "N" upon being nailed by a Team Throw, you'll get the letter automatically. You must use a Team Throw Attack -- the first two baddies after the DK Barrel beyond the "No Rambli" Sign are the very Kloaks you're dealing with, so you should have both partners when facing them. You could use Click-Clacks, but you'll need to be quick about it, as they could recover in your hands and automatically get knocked off the screen while you plan your shots!

"G": Yikes, this letter is hard to get. Carefully use the moving Arrow Barrel to capture your prize without falling into the swamp below.

DK COIN: Just get Rambli safely to the "No Rambli" Sign. Be careful...

RAMBLI CRATE: Past the first Green Krothead (watch out, he sinks), beyond the level's first Zinger. I don't recommend the Krothead (too risky), but the sequence of four Rotatable Barrels or a jumping Helicopter Spin can get you to Rambli without getting stung by the Zinger. I say go with the Rotatable Barrels every time to avoid hassle. When you land in the third Rotatable Barrel in the sequence, fire downward diagonally to the left to break Rambli's crate. After mounting your rhino friend, jump into the fourth Rotatable Barrel and fire through the horizontally-placed trio of Bananas to flatten the upcoming Zinger and move on.

BONUS AREA 1: Once you get the DK Coin from Rambli, wait out the Kloak to the right of a left arrow made of Bananas until he floats to the left. Stalk him, keeping him on your screen at all times, until Kloak stops and hurls a Chest at you. Destroy the Kloak with it, then pick up the Kannonball that appears and jump left, off of the pier, and into the Bonus Kannon. TO COMPLETE: Kannonball your enemies in less than 15 seconds by jumping and throwing the Kannonball up underneath the flying fiends.

BONUS AREA 2: After the letter "G", use a quick but careful Team Toss to snag the Bonus Barrel before Kloak summons a Zinger to block your shot. TO COMPLETE: Use the Rotatable Barrels to find the Kremkoin before it's too late. MAJOR TIP: You don't need the last Rotatable Barrel to get the Kremkoin. Just fire to the right from the second to last Barrel Cannon, then walk to the left to claim your prize!

### B. "Glimmer's Galleon".

"K": When you see the first two Jetsams (my name for Green Flotsams), keep going up and right, then stop below the arrow of Bananas you see in the crates ahead. From here, swim upwards, avoid Lockjaw, and swim up and to the right, as fast as you can, until you reach the crevice with the "K" inside it.

"O": After the first pair of Bananas in the level, keep carefully swimming up until you can swim no higher, then swim right to the alcove where the "O" is resting. Watch out for three Lockjaws on the way up, and be patient! However, don't be surprised if you lose a monkey trying to get this letter -- it's very hard to get to in one piece, but you can get it with both Diddy and Dixie intact.

"N": Wait til after the self-destruction of the Puftup to the left of a curved Banana line leading upward, then when you're ready, follow the Bananas upward. Create a diversion to lure Lockjaw away, then bag the "N".

"G": After a massive storm of Pink Shuris, you'll find a Puftup blocking a narrow passage. Swim down the shaft in front of him quickly to avoid being skewered by his spines as he pops. See a lone Lockjaw up ahead? He's guarding the second Bonus Area below him. Sneak over him, then left underneath him as he swims away, and follow the Bananas to the Bonus Area entrance before Lockjaw catches up and scarfs you down! Upon exiting the Bonus Area, swim back up and right without getting eaten by the hungry Lockjaw and swim straight up as carefully as you can until you see a Puftup about to explode. Get out of the way of his spine attack, then swim right and upward, dodging the two Lockjaws above, and get your letter. Once you have it, GET OUT OF THERE!!!

DK COIN: Go above the entrance to Bonus Area 1, then swim right into a secret chamber with a "3" made of Bananas. Swim all the way right, then straight up, into another secret chamber with the Hero Coin to the left of a "4" formation of Bananas.

GLIMMER: Appears shortly after the Klomp.

BONUS AREA 1: Swim right at the start, then straight up, following the Bananas, to locate Bonus Area 1. TO COMPLETE: Feel your way to the Kremkoin in the dark passage...

BONUS AREA 2: See "G". TO COMPLETE: Feel your way to the Kremkoin in the dark labyrinth. NEVER follow the Bananas here, as they will lead you astray!

### C. "Krockhead Klamber".

"K": Wait for the Flitter to swoop underneath the "K" before stepping on him.

"O": Don't sink with the Krothead underneath this letter!

"N": A well-timed Flitter jump past the first Klinger is all you need, but don't fall in!

"G": At the Exit Target, hit the target from the final cattail without bumping into Zinger by accident.

DK COIN: At the start, take out the Kutlass, then hit the UPPER Zinger with the DK Barrel. If you hit the lower Zinger by mistake, use a careful Helicopter Spin to glide under him and reach the other side unhurt. Now slug any of the three remaining Zingers with the Chest to get a 1-Up Balloon to collect, then Cartwheel or Spin Jump left, following the Bananas, until you land on either a Flitter or the platform ahead. Now it gets tricky. Team Throw your partner up and over the first pair of Zingers WITHOUT JUMPING, then jump and throw over the other two. This is because you can't really see where you're throwing your partner as you jump, so jumping and throwing over the first two Zingers could cause your partner to hit one of the other two Zingers. Once past the four Zingers, use the Chest to exterminate them all for your DK Coin reward! Now jump into the Auto-Fire Barrel to propel yourself back onto the main path.

SQUITTER: In the Bonus Area.

BONUS AREA: At the Continue Barrel, you'll see the "No Squitter" Sign beyond an Arrow Barrel. Stand between these two objects, then jump and throw your monkey straight up through an arrow of Bananas. TO COMPLETE: Have Squitter wipe out the Zingers and you're good to go!

#### D. "Rattle Battle".

"K": A normal Rattly jump can get this easily at the beginning, but don't get cocky, or the Gray Kaboing will smash into you!

"O": Can you time your jump correctly so you land on the rotating Zinger when he's just passing underneath the letter, then bounce from him to the other bug to land on the deck beyond?

"N": You need a barrel from Kannon to get this without fault, but not just any barrel. Wait until he fires one very slow barrel, then bounce from it.

"G": Beware of four Kaboings and Kannon's barrels when nabbing this last letter, at the top of a stack of several giant barrels.

DK COIN: See the Zinger after the letter "O" protected by a barrel stack? Deal with him first, then dash off this stack (or the edge of the lower deck) at top speed, jumping in midair as you fall to find your Hero Coin, marked by a lone Banana hidden in the wreckage. You'll be launched to the upper deck when you get the Hero Coin.

RATTLY BARREL: Can't miss it.

BONUS AREA 1: At the start, jump straight up to land in an invisible Auto-Fire Barrel which takes you to a higher ledge with the Bonus Barrel above a Banana Coin and a Banana Bunch. Team Throw up into the Barrel. TO COMPLETE: Climb the barrel stacks until you find the Kremkoin.

BONUS AREA 2: Past the first horizontally-patrolling Zinger, clear out the Kaboings, then drop into the "gap" ahead instead of stomping the Kaboing on the other side. From here, walk left into the hidden Bonus Barrel. TO COMPLETE: Use the Zingers as stepping stones to reach the Kremkoin at the end of the area.

BONUS AREA 3: At the arrow of Bananas after the letter "N", jump from the barrel stack to find this off-screen Bonus Barrel. A high normal jump from Rattly can get this too if you jump from the barrel platform. TO COMPLETE: Use Rattly to snag every Star before the clock reaches zero. Super Jump if you need to reach any stragglers you missed with normal jumps, but be quick about it.

#### E. "Slime Climb".

WARNING!!!: The sinister Snapjaw lurks in these waters, so be on your toes – or he just might bite them off himself!

"K": Avoid both Snapjaw and any Click-Clacks you didn't defeat before now as you Cartwheel or Spin Jump to the letter "K".

"O": To evade the hard way, Team Throw up to the first Auto-Fire Barrel you see. Believe me, it'll save you a lot of trouble!

"N": When you jump to the rope cluster after the one with the level's third arrow formation of Bananas, grab the "N" at the bottom quickly!

"G": Climb the rigging beyond the first two Yellow Klobbers, defended by a Kruncha at its bottom. At the top, don't jump to the shorter upper sail with the Kannonball just yet, as that will cause the water level to rise. First, go under the first Klomp-occupied mast platform above you and all the way to the end of the longer lower sail you ended up on from climbing the aforementioned rigging. Now look to your left to find two or three Bananas above the water's edge. Following the Bananas as best you can, have Dixie use a jumping Helicopter Spin to the left to gain a huge lead on Snapjaw as you charge to the location of the "G", jumping out of the water if you land in it. Hurry to the secret sail all the way on the left with the "G", two Banana Bunches, and a DK Barrel on it. Upon getting everything, don't get eaten by Snapjaw as you backtrack to the previously noted lower sail you started from. Diddy can reach the "G" by starting with a Cartwheel Jump, but it's best to use Dixie, if you have her. Once on the right side again, go up to get the Kannonball on the upper sail and continue on your quest.

DK COIN: At the place where the Bonus Kannon spits you out, Team Throw to the "!" Barrel above you (or bounce off a Click-Clack if you've lost your buddy). Now charge to the Exit Target as fast as you can, without landing in any Barrel Cannons, and dive into the water under it. Swim right to find the Hero Coin, but be quick in getting back out or Snapjaw will turn you into a monkey snack once you lose your invulnerability!

BONUS AREA 1: Stomp, Cartwheel or Spin Attack the Kannon right past the Continue Barrel as he pauses, and get the "!" Barrel he covered up. Now jump into the water and follow the Bananas downward to the Bonus Barrel before your invincibility wears off. TO COMPLETE: Get all of the Stars without falling or running out of time!

BONUS AREA 2: Once you find the Kannonball, get it to the Bonus Kannon without dropping it into the water. TO COMPLETE: Use the DK Barrel and the Kannonballs to crush your foes and get the Kremkoin at the top.

#### F. "Bramble Blast".

"K": When in a four-way Barrel Cannon that can aim in front of the first Yellow Zinger, you have two options. If you fire downward left, blast downward right and then upward right. Should you choose to fire downward right, shoot downward left and then back again.

"O": After passing the second Zinger in the level, I have found at least two methods of capturing this letter. Method One: after escaping the Zinger, shoot downward right and then upper-right. Method Two: take the upper-left Barrel Cannon chain until you end up in a four-way Barrel Cannon that can aim at a line of Bananas on the upper-left as well as the letter "O" on the lower-right. Shoot downward right to get the "O".

"N": Blast to the second Normal Barrel Cannon after the Continue Barrel, right after a pair of Bananas. From here, fire straight up.

"G": You'll get it coming out of Bonus Area 2. The Rotatable Barrel can't reach this sky-high prize.

DK COIN: Get Squawks (while carrying the Kongs, Squawks can rest on horizontal or diagonal thorns beneath you without harm if you don't hit the start of a vertical stretch), then fly up and left to a single Yellow Zinger flying up and down to protect a small chamber. Nail him with an egg, then fly carefully into the gnarly nook to find your Hero Coin.

SQUAWKS: Don't bounce the level's only formation of four Flitters except the first one, then bounce off him left into the gap below. A Barrel Cannon pair will shoot you right into Squawks's talons. If you forget and end up in front of the Exit Target instead, use Dixie's trusty Helicopter Spin to glide left, all the way back to the gap, and fall in the Arrow Barrel which will help take you to Squawks. What if you don't have Dixie at the end of the level? If you landed in front of the Exit Target, walk right until you hit an invisible barrier, then make a short hop to break an invisible DK Barrel! Now switch to Dixie and glide left to the Arrow Barrel Cannon without landing on the Exit Target by mistake.

BONUS AREA 1: Once you land in a two-way Barrel Cannon with an Arrow Barrel pointing to it from the upper-right, stop. What follows is a direct line to the Bonus Barrel, so pay attention to these instructions. From the two-way Barrel Cannon I mentioned earlier, fire to the upper-left, then the upper-right. You should be inside a four-way Barrel Cannon up to this point. Shoot upward right from here, launching yourself downward right soon after. Are you in a three-way Barrel Cannon with the thorns to your lower-right? If you are, shoot to the upper-right, and then the upper-left. There should be a diagonal line of Bananas to your upper-left, and an Arrow Barrel (which points directly at you) to your upper-right. Fire upward left twice, then downward left straight into an Arrow Barrel which takes you to a two-way Barrel Cannon. Instead of firing at the lower-right Barrel Cannon to proceed through the Banana trail out of the chamber, fire downward left, then downward right, and finally, downward left. Congratulations -- you've found it! That wasn't so hard, was it? It helps to have a guide handy... TO COMPLETE: Find the right path to the Kremkoin in a giant maze of Barrel Cannons! Take the bottom route until you can't do so anymore (seven Barrel Cannons in a row), then shoot to the upper-left twice. Blast upward right twice; follow this with a downward right launch. From the Barrel Cannon you land in, go to the lower-left, afterwards the lower-right, and finally to the Auto-Fire Barrel on the upper-right.

BONUS AREA 2: Get Squawks and fly the upper passage you find him in until you find a single Red Zinger circling around. Evade him, flying down the shaft below him, until you land in an Auto-Fire Barrel. Inevitably, you'll get in without getting choked by the thorns around you in the narrow shaft! TO COMPLETE: Fly Squawks to the end of the passage. Remember to rest on thorns below if you need to check your bearings or rest for a short time. The "No Squawks" Sign will transform your fine feathered friend into a Banana Bunch.

### G. BOSS LEVEL: "Kudgel's Kontest".

*Kudgel*: Some big giant relative of Klubba, Kudgel isn't out to ask you for money. He wants to smack you with his enormous club (that's if he doesn't smooch you with a strong stomp)! For the first half of the battle, he jumps so high into the air that he disappears from view. When he lands (where you were last standing), an earthquake will rattle the ground and stun you briefly if you don't jump in time as Kudgel falls. After two more jumps, he'll swipe at you with his club, shake a TNT Barrel out of the trees, and jump off-screen (be sure to give him room to swing his club without bashing your brains out). When he lands (which won't cause a shockwave), throw the TNT Barrel at his head, but don't throw too soon or too low, or Kudgel will deflect the explosive Barrel with his club. After each hit, Kudgel lands faster.

When hit three times, Kudgel changes his jumping trajectory slightly, leaping straight at you instead of vanishing into the trees, stunning you if you don't jump. When he jumps three times in a row after landing, another TNT Barrel will fall from the sky due to one of his short hops. Smack Kudgel three more times to end this battle, but do well to remember that he jumps faster with each consecutive hit to the head.

## 2-4. KRAZY KREMLAND

### A. "Hornet Hole".

"K": A few good wall jumps will get this for you.

"O": Extremely easy to miss if you don't know where to look. Who would expect to find the "O" AFTER the Continue Barrel? Anyway, have Squitter eliminate the Zinger blocking the first Arrow Barrel before springing into it. As you near the top, carefully set down on the main path, taking out the two Zingers to your left as well as the Zinger on the right, who guards a Banana Coin. When they're taken care of, jump up and right, and deploy platform webs to reach the top of the passage (or if you lose Squitter in the process, leap from the honey patches on the right wall to get there). Along with the "O", you'll find a DK Barrel, so if you're alone and you hear monkey chatter when at the top of the first vertical shaft after the Continue Barrel, just imagine the monkey inside the DK Barrel is saying, "I'm up and right! I'm up and right! Get me out of here!"

"N": Either guarded by a Zinger or by a Krook, so have Squitter whack them with attack webs before trying to collect this obvious letter.

"G": One of the prizes at the Exit Target. Jump from the tip top of the high honey patch at the right time to claim this last letter.

DK COIN: Get Squitter, or you can't get this. When you have him, stop after the three-stair Spiny attack. See a Yellow Zinger in front of you, guarding a shaft below with a lone Banana? Whack the Zinger away with an attack web, then drop down the gap. At the bottom, analyze where you are. A single Barrel Cannon lies tucked into a little niche on the right, and two Yellow Zingers block a chamber to your left. Wipe out the two Zingers, then jump to this left-hand alcove, which is swarming with Bananas. The Hero Coin is at the top of this alcove. After getting the Hero Coin, go right and use the Barrel Cannon to shoot you back up onto the main path.

SQUITTER CRATE: After the first true "death pit" marked by a single Zinger at the bottom of the screen, take out (or jump over, whatever your preference) two more Spiny's, and you'll barely see a Hook above you. Team Throw to it, then climb the honey on the wall, following the three Banana markers, to find your arachnid ally. Prepare to shoot attack webs left like crazy while plunging down the left shaft, as Spiny's will sneak attack you at the bottom! For those who bring Squitter to the "No Squitter" Sign, a lovely 1-Up Balloon awaits!

BONUS AREA 1: At the start, throw your friend to a Hook above, then climb onto the honey patch. Jump to the upper passage, using the left honey globs for altitude, until you find three more Hooks in a row. Use these to traverse right until you find a doorway in the right wall. TO COMPLETE: Break the Chest on every Zinger to find your Kremkoin.

BONUS AREA 2: After leaving Bonus Area 1, drop down, then walk right through another doorway on the right wall. TO COMPLETE: Simple! Use the honey patches on both sides to quickly reach the Kremkoin! Just don't fall!

BONUS AREA 3: At the top of the shaft with the letter "N", two Spiny's and two pairs of Bananas can be found. Defeat the Spiny's, then follow each pair of Bananas (there are really four pairs, positioned in a climbing stair formation) with platform webs until you find a Zinger protecting a doorway into the right wall. Hit him with an attack web and proceed through the door. TO COMPLETE: Use platform webs to climb upwards to the goal.

### B. "Target Terror".

"K": Just bounce off the first Flitter.

"O": Can you get this easy-to-find letter?

"N": Easy enough to find with a well-timed jump over oblivion.

"G": You'll find this coming out of Bonus Area 2.

DK COIN: When entering the second shack, jump up to snag the DK Coin.

SQUAWKS: In Bonus Area 1. You'll get a Banana Bunch from crossing the "No Squawks" Sign.

BONUS AREA 1: After passing the first X Barrel, prepare to jump from the apex of the next rise in the track. Time it right, and you're in the Bonus Barrel no problemo!  
TO COMPLETE: Carefully bean every Zinger with Squawks's eggs, then fly to the upper-right passage for your coveted Kremkoin award!

BONUS AREA 2: Follow the second Klank as he falls to find this. As he falls for the final time, jump to the car marked by the Banana trail and cruise into the wooden entrance! TO COMPLETE: Jump from car to car without falling, and you're sure to win!

### C. "Bramble Scramble".

"K": Wipe out the first Krook, then hurtle the giant thorny knot to the right of your starting position, following the Bananas to land in a Barrel Cannon. Carefully blast to the right to access the "K" and a Banana Bunch. When finished, fire up and left to return to the main path.

"O": All the way to the left after the first Kannon, but don't fly too fast or fail to destroy any enemies who get in your way, or you'll get skewered!

"N": In the upper-right corner of a huge swarm of EIGHT Red Zingers shortly after the second Squawks Crate. Be sure to watch out for Krook when bagging the letter itself!

"G": Given to you by Squawks at the end of the level.

DK COIN: At the Continue Barrel, jump through the fake thorns to your right and land on the boardwalk with the lone Banana on it. From here, Cartwheel Jump (Helicopter Spin Jump is not a good idea here) to the Squitter Barrel. Once you have him, make web platforms in the giant chamber until you spot a lone Banana to your left inside a thorny wall. This wall is fake! Spin platform webs straight through the wall, and when you're done, walk through at any pace you're comfortable with, as long as you keep making web platforms beneath you. Get the Hero Coin, then back out the way you came in with platform webs protecting your feet from deadly thornbushes.

SQUAWKS CRATE 1: Right out in the open.

SQUITTER BARREL: See DK Coin.

SQUAWKS CRATE 2: Can't miss it.

BONUS AREA: Defeat the first Click-Clack, then carefully Team Throw up to the "I" Barrel. While you're invincible, charge through the thorns underneath the main path and land in the Barrel Cannon. Fire from here to the Bonus Barrel. TO COMPLETE: Collect all the Stars while avoiding or blowing away Zingers with eggs. Watch yourself when getting the Kremkoin as well as the Stars!

### D. "Rickety Race".

SHORTCUT!: Hold Left on the Control Pad after landing on your cart, and you'll go left under the start when the race begins. When you hit the hidden Plus Barrel, you'll blast off into the race like a missile for a short time, plowing anyone in your way until your speed boost disappears.

"K": Easy to get, if you're paying attention.

"O": Can you get it without losing your place in the race?

"N": Each Klank gives you a prize when crushed under your wheels. Tounce the second Blue Klank (he's in 3rd Place) to get this letter. You MUST jump on him to claim it.

"G": Not too hard to get at all. Did you get the "N"?

DK COIN: Get into 1st Place to get this. Be careful, winning the race won't be easy!

BONUS AREA: At the start, use two upward Team Throws to get to the top of the first shack, then Helicopter Spin to the entrance at the top of the second shack. TO COMPLETE: Derail five Klanks to get the Kremkoin. You can jump at them from below to save time.

### E. "Mudhole Marsh".

"K": Take out the first Cat-O'-9-Tails carefully and execute a Team Toss to this letter high in the air. If Cat-O'-9-Tails is sitting down after an attack, you can also use him as a stepping stone to reach the "K" as well. If you get caught in his tails, use Left or Right to direct your flight so you snare the letter and afterwards flatten your opponent in one decisive move!

"O": When you find a Banana suspended high in the air above a large Mini-Necky-guarded barrel platform, the Chest on the next platform in sequence has the "O" inside.

"N": Bounce with care off of one of Kannon's barrels to get this.

"G": Grab the Chest shortly before a Green Krothead and bash the first Cat-O'-9-Tails with it. Team Throw straight up to the "G" to nab it, but don't hit any Zingers!

DK COIN: One of the prizes at the Exit Target. Spare the last Kannon (the only one who faces away from you, to the right)! You'll need his Barrels to get enough height to win the DK Coin prize. Use the Hook to avoid Kannon, then stand to the right of the Exit Target to anticipate the flying Barrels. Now the trick is to land on the target while bouncing from a Barrel and snare the Hero Coin. You need to bounce from a Barrel to the target's left in order to do this.

BONUS AREA 1: Avoid the third Cat-O'-9-Tails guarding the first Bonus Barrel above while executing a Team Throw up to the Barrel. I prefer to beat the baddie first, but you could use either way. TO COMPLETE: Several careful Team Throws are the ticket to a Star-packed victory.

BONUS AREA 2: Watch out for Kannon as you take the Kannonball to the Bonus Kannon. TO COMPLETE: As you throw the Kannonballs at the baddies to destroy them all, don't lose any of them!

#### F. "Rambi Rumble".

"K": Crush the first Klampon and drop down to the right via the lower honey patch or a Helicopter Spin to locate two Hooks. The left Hook has the "K" spinning beneath it. Once the letter is snagged, use the lower-left honey patch to get back on the path. But remember that you can't use a Helicopter Spin when jumping straight from a honey patch on a wall. Uh-oh...

"O": Guarded by the level's second Kutlass. Once you beat him, use either a Cartwheel Jump or Helicopter Spin Jump to carefully grab the "O" and avoid the Yellow Zinger ahead.

"N": After using the first Zinger after the first Kannon as a step, trounce the three Zingers ahead to claim the letter "N".

"G": One of the prizes on the Exit Target. A timely launch from the nearby Barrel Cannon will earn your reward.

DK COIN: Two invisible Hooks in front of the entrance to Rambi's chamber will get you up and over, into the passage you normally enter with Rambi. While standing just in front of the doorway, jump up to grab the first Hook, then jump up again to find Hook 2. Now up and over! See the DK Coin and a Yellow Zinger? Climb the honey to the Hero Coin, then climb the opposing honey patch to go back up and over to where the two Hooks are. Now you can get Rambi. If you enter the doorway and fail to get the Hero Coin, just start again from the Continue Barrel; you can't get the Coin, so don't waste valuable time trying...

RAMBI BARREL: Easy to see. Use a Team Throw or the patch of honey to get his Barrel.

BONUS AREA 1: After you've been launched from the second Barrel Cannon and landed on your feet, do you see a lone Banana above you and to your left? That's a Hook in disguise! Jump to the Hook, then jump to a nearby honey patch. Now leap to a clearly visible second Hook and jump up the honey patches, avoiding the circling Yellow Zinger, and run through the doorway in the left wall you come to. TO COMPLETE: Climb the honey to the Kremkoin! Easy as that...

BONUS AREA 2: Just before the "No Rambi" Sign and right after the Auto-Fire Barrel that takes you there, hold down A and ram through the short right wall in front of you. Watch out for the super-sized Zinger, who stops at the right edge of the honey patch behind you (is that King Zing, I wonder?). You'll get hurt if you touch this big bad bee! TO COMPLETE: Take out all the enemies as you go forward to find your Kremkoin at the end of the tunnel.

#### G. BOSS LEVEL: "King Zing Sting".

*King Zing*: Another day, another giant Zinger boss (though way harder to fight than Queen B. from DKC). This time, you need Squawks and his eggs to dethrone the King. The skirmish's first half starts with the massive yellow King Zing flying around the chamber. Hit his red stinger with an egg (Nintendo Power recommends you come from behind and underneath him for this, and so do I) six times, whilst afterwards dodging the counterattacks of his impregnable red form -- flying like crazy for a few seconds or showering the chamber with three salvoes of eight stingers are his replies to each hit (the first, third, and fifth hits send him flying crazily; the second and fourth hits trigger the stinger explosions). Evade the spikes by flying between two of them as they are launched, but don't let the King get too close, or dodging the spikes will be all but impossible without damage to yourself. Each hit causes King Zing to fly faster and faster.

This battle's second half starts after six eggs hit the King's stinger, shrinking him down to a normal-sized Red Zinger, protected by four rotating Yellow Zingers, which you must bean with eggs to proceed to the final stage of the fight. Be quick to get them all, or the Zingers you defeated before the fourth and last one will come back shortly after falling. King Zing reverts to yellow after losing his Zinger personal guards and chases you around the room. Three more eggs will knock him out of the sky, but be wary to dodge his red form after he takes a hit. The ninth hit is the last one, turning Squawks into the Kremkoin.

## 2-5. GLOOMY GULCH

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#### A. "Ghostly Grove".

"K": To safely get the "K", stomp Klampon first, then Cartwheel or Spin into the Spiny. Go get your prize!

"O": After bashing the first two Blue Krunchas, take out Spiny and use the Ghost Rope to reach the letter "O".

"N": Annihilate the Yellow Zinger with the level's first TNT Barrel (make sure the Kaboom inside is inactive first) before crossing the gap with the four Ghost Ropes beyond. Once across, switch to Diddy (it's harder to use Dixie for this) and slowly walk toward the Barrel ahead. When the Green Klobber activates and blitzes toward you, jump straight up without moving forward to land on his head and stun him without waking up Kaboom at the same time. Pick up the neutralized Kremling and use him as a shield to immobilize Kaboom by letting him charge into Klobber's Barrel (with Dixie, you'll have to throw the Green Klobber directly at Kaboom just as he starts charging at you to avoid being obliterated). Now, be quick to hit Kaboom with the Chest, which contains the letter "N". If you were too slow and Kaboom is only stunned by the Chest, just grab him and move forward until you can see a pair of Klampons below the two rapidly disappearing Ghost Ropes. Hurl Kaboom directly at the first Klampon when you can see both the shark-jawed monsters on-screen at once. This will ensure that the second Kremling foolishly walks into the fatal explosion and gets blown away along with his comrade. When the Klampons are cleared out by whatever means you choose to use, climb the Ghost Ropes to the second Bonus Barrel as quickly as possible. Try to grab the first rope just as it appears. However, this is easier said than done...

"G": Whack away the Spynys under a circle of Bananas high above you, then toss your primate pal up to this formation to snare the invisible "G".

DK COIN: Right below the plain where you find the "O". Deal with the Klobber ahead before doing anything else. Now go left and Helicopter Spin under the road beneath the "O" until you land in an Auto-Fire Barrel which will get you your Hero Coin and, with the help of a second Barrel Cannon, shoot you back into the action again.

BONUS AREA 1: Once you've hurtled the first Zinger, disable the Klobber, without breaking the empty Barrel nearby, and throw him up and to the right so he rolls through the two Krunchas ahead and splinters open the Bonus Area entrance. You could also smash open the entrance with a normal throw, but that is much harder to pull off. TO COMPLETE: Keep smashing the Red Zinger with the Chest until the Kremkoin pops out. Use the Up button as you throw to hit the Zinger.

BONUS AREA 2: See "N". TO COMPLETE: Using the Ghost Ropes, get to the other side of the expanse to find your Kremkoin.

## **B. "Haunted Hall".**

"K": An easy but well-timed leap is the key here while Kackle 1 is pursuing you relentlessly...

"O": Can you grab this while frantically smashing Plus Barrels to add time to the second Kackle's timer?

"N": Are you skilled enough to snag it on Kackle Number Three's road without shattering a Minus Barrel by mistake?

"G": When the last Kackle is chasing you, snatch the letter "G" carefully so you avoid the Minus Barrel strategically planted nearby.

DK COIN: At the Exit Target, scurry straight left, underneath the boardwalk, to claim your Coin.

BONUS AREA 1: After successfully evading the first Kackle (he wears a blue bandanna on his skull and hoards the letter "K"), jump onto the upper track ahead, then on top of the wooden shack above that to get where you need to go. Be quick or you'll enter Bonus Area 2 too soon! TO COMPLETE: Hit the Plus Barrel at the top of the track to charge backward, then spring onto the upper track. Use careful jumps to stay on these higher rails, or you'll fail to get the Kremkoin. You need only use the B button in this bonus stage, even when your car is screaming in the opposite direction...

BONUS AREA 2: Upon exiting Bonus Area 1, just let your car wheel into Bonus Area 2 on its own! Isn't it beautiful when all we have to do to get somewhere is by sitting back and not doing anything? Don't get lost in this positive feeling, or your accuracy and agility will get hampered to a degree later on... TO COMPLETE: Not a single gap in the track can be found here, so keep leaping for Stars, without using any buttons other than B if you want, until you earn your Kremkoin at the far end of the rails.

BONUS AREA 3: Talk about hard to get! Moments after escaping the yellow-bandanna-toting Kackle 3, you'll see an upper and a lower track. You need to get to the lower track (which has a line of Bananas on it) without unintentionally landing on the Zinger-infested upper track, by either two methods. Method One calls for a strategic small hop just when you're about to tumble off the main track and into the abyss below. Method Two is a short hop from a little farther back, but not too far back, or you'll either land back on the track you jumped from or plunge to your doom. If your timing is right either way, you'll get to the level's final Bonus Area, but you're not through with hardship yet... TO COMPLETE: Now it really gets difficult. With strategically-placed leaps, ride the rapid rails to the Kremkoin, but don't fall into the chasm through the gaps in the track!

## **C. "Gusty Glade".**

"K": Crush the first pair of Spinys, then get off Rattly and bash the Chest open on the Kutlass below to find your golden treasure.

"O": Don't fall!

"N": Past the first Kannon, you'll see three Kutlasses in sequence -- first a single one below a Hook, then a pair on the other side of a tall, unevenly-stepped hill with a DK Barrel on its summit. Ignore the lone Kutlass for now and whack away the bottom Kutlass with the special Barrel when he's far enough away from you for you to attack him without getting minced. With the Chest he guarded, crumple the upper Kutlass and snatch up his Chest upon collecting the "N" from the Chest you just broke open. Use this second Chest to defeat the Kutlass on the left side of the hill and snag the Kannonball, which you must take to the Bonus Kannon beyond. To get back on track, throw the metal ball up onto the top of the hill and get on the Hook without losing sight of the black orb once it leaves the screen. To do this successfully, make sure the Kannonball is on the high left edge of the stepped hill before leaping to the Hook, and DON'T TOUCH THE GIANT, CREEPY, PURPLE TREE MONSTER THING AT ALL!!! Once on the other side of the hill, use caution when hauling the Kannonball to its destination, as you have to use the wind to help you vault over a pair of moving Yellow Zingers! Yikes...

"G": After the first series of Normal Barrel Cannons, slide down the high hill and smooch the final Kannon who is parked at its base. When the wind stops, execute a jumping Team Toss to land back on the summit. Once here, have Dixie jump and Helicopter Spin right until you see the Hero Coin. Slice through it with your ponytail and land on the small ledge below, where the "G" is waiting to your right. With a Spin Jump, snare the letter and soar to the other side of the chasm.

DK COIN: See "G".

RATTLY CRATE: Jump and Team Throw above and to the left of the start to find Rattly. Get him to the "No Rattly" Sign, and you'll receive a 3-Up! WOW!

BONUS AREA 1: Just before the "No Rattly" Sign, use Rattly or a jumping Team Throw to land in this Bonus Barrel. TO COMPLETE: Go forward with the wind to the Kremkoin, but don't crash into any Flitters! You need only bounce from one of these bugs to reach the other side.

BONUS AREA 2: See "N". TO COMPLETE: With the moving Arrow Barrel Cannon, capture all of the Stars before you run out of time.

## **D. "Parrot Chute Panic".**

SHORTCUT!: Take the first Crate when the first Purple Squawks drops you and smash the right wall guarded by a Klampon. Once you collect the "Rare" logo made out of Bananas, you can find the letter "K" when you go through the doorway to the sneaky side passage on the other side.

"K": If you missed the Shortcut, you'll have to avoid touching any Zingers when swooping in to get this dangerously-placed letter.

"O": To the right of the first two Spinys, this token will cost you your only chance to enter Bonus Area 1.

"N": You'll find it immediately after exiting Bonus Area 2.

"G": Evade the nasty rotating Zinger whilst trying to bag the last letter.

DK COIN: With Dixie at the helm, jump from the start and Helicopter Spin to the left until you land in the Hero Coin's alcove.

SQUAWKS (GREEN): In the Bonus Areas.

SQUAWKS (PURPLE): There are nine of these avian assistants placed throughout the whole level, but Dixie can do better, thanks to her superior maneuverability...

**BONUS AREA 1:** After you enter a giant chamber with the third Purple Squawks, quickly flap to the left to the Bonus Area doorway before your birdie buddy releases you. It's easier to find this alcove with Dixie's trusty Helicopter Spin, on the other hand. You cannot get the letter "O" if you go into the Bonus chamber. **TO COMPLETE:** Using Green Squawks, fly up to the top of the passage to win your Kremkoin prize!

**BONUS AREA 2:** When the second Purple Squawks from the Continue Barrel (sixth parrot of nine total) sets you down, wipe out the Spiny immediately. As you head left, you will see two Zingers lurking at the base of the level's only honey patched wall. Without hitting either bee, use the honey patches to access the second Bonus Area. To land on the first patch, use a careful Cartwheel Jump or Helicopter Spin from higher ground (where you defeated the Spiny). I prefer the Helicopter Spin, myself... **TO COMPLETE:** Do whatever it takes to destroy every Zinger in the chamber! GET 'EM!!!

## **E. "Web Woods".**

"K": Jump and toss your partner up to the upper passage when you start the level. Ignoring the Crate, use a Team Throw Attack on the Kruncha instead. Once the big bad baddie is beaten, snatch up the Crate and bash the upcoming Kutlass with it. Go get your letter.

"O": On the main midair route. Make a sure path for your eight feet or you'll be sure to fall...

"N": You'll see part of it when you land on the second Kannon's perch (be sure to defeat him first!). Spring to the lower platform and web whack the Mini-Necky quickly. When your avian enemy is downed, turn left, press Down on the Control Pad, and make a diagonally-launched web platform directly underneath the "N". Now, just leap to it very carefully.

"G": Given to you by Squitter at the end of the level.

**DK COIN:** A prize on the Exit Target. As the Banana appears, prepare to fire your Barrel Cannon with excellent timing! Misfire, and you'll have to play the whole level over again for another chance. Ouch...

**SQUITTER BARREL:** No problem finding this...

**BONUS AREA 1:** Cross the first pit of Mini-Neckys and wait for Kannon to shoot a slow-moving Kannonball. With assistance from platform webs, carefully turn left and backtrack to the mound and allow the Kannonball to crack open the Bonus Area doorway. Once the Kannonball falls off the screen, enter the Bonus Area. **TO COMPLETE:** Slowly move right and use connective platform webs to keep from spiking your shoe soles on the thorns below. Since the Zingers are in your way, knock them off the screen without falling off your platform webs. The Kremkoin is on the boardwalk on the right.

**BONUS AREA 2:** If you manage to escape the level's last swarm of Zingers (the only one with both Yellow and Red Zingers together), slowly land on and slide down the hill you come to and get into attack position, as there are two lofty pairs of Green Kaboings each lurking on two tall hills. Move slowly and dispose of these Kremlings from outside their attack range with pinpoint diagonal attack webs while the enemies are still off-screen (or, if you're not a sure shot, the instant you start to see their fingers). Upon taking care of the fourth and last Kaboing, hold down the Y Button to cease fire and still be able to run fast. Why? The Kannon ahead is your only ticket to entering the last Bonus Area, that's why, and you need to be able to outrun his projectiles! Wait for this final Kannon ahead to fire a Kannonball at you, then scurry underneath the first hill you see and hide there until the Kannonball passes over you. When it's safe, chase the projectile back to the left until it blows open the Bonus Area for you. **TO COMPLETE:** With Squitter's platform webs, bag every single Star, and victory is yours!

## **F. BOSS LEVEL: "Kreepy Krow".**

*Kreepy Krow (a.k.a. the ghost of Krow):* Krow's back for revenge, backed up by an entire armada of Mini-Neckys to stomp on (even the ghostly bluish ones)! You must basically hit Krow with three Barrels, found by stomping the only non-ghostly Mini-Neckys in the Mini-Necky Air Force that comes at you. The Mini-Neckys attack faster with each hit, and more Mini-Neckys appear as well to make it harder to keep your Barrels. Try not to pick up the Barrels until the last of the Mini-Neckys are gone. In the first phase, there are four Mini-Neckys, including the solid one. Six Mini-Neckys total will threaten you in the second phase, and the last phase has EIGHT nasty Mini-Neckys to fend off! It's best to defeat them by trying to stay in place at the start of each phase and leaping straight up as each Mini-Necky prepares to dive (they're fast).

The first two hits are followed by scrambling up a series of Hooks and ropes and dodging giant eggs. Listen for their falling sound to get an advanced warning as to when and where the eggs will be launched from. In the first climbing section, climb to the left of the first Auto-Fire Barrel for a DK Barrel, but be sure to watch out for eggs when trying to get this! In the second shaft, jump over the horizontally-flying eggs and dodge the vertically-falling ones as you climb to the second Auto-Fire Barrel. Three total Barrels will destroy Krow forever!

## **2-6. K. ROOL'S KEEP**

### **A. "Arctic Abyss".**

"K": Along with the first DK Barrel, the "K" is guarded from below by a single Kaboom, so use caution in collecting this letter as you Cartwheel Jump or Helicopter Spin from the starting point to his position.

"O": Be sure to take out the two Orange Shuris first!

"N": Clear out the first three Pink Shuris past the Continue Barrel, position Enguarde slightly above the ground ahead, and execute a Super Dash. If your aim is true, you'll collect the Hero Coin automatically, reach the letter "N", and knock out the Pink Shuri above it. Just watch out for a second Pink Shuri right beneath you when you hit the wall!

"G": When you're blocked by the stationary Puftup beyond an icy platform with a Banana Bunch on it, Super Dash right through him as well as any unlucky Shuris who get in your way. Dart back to the right as fast as you can to avoid any Shuris left over from your charge, and swim straight up as soon as you can. There's the letter! If you want to play it safe, get rid of the four Orange Shuris prior to searching for the "G".

**DK COIN:** See "N".

**ENGUARDE BARREL:** Blocks the way onwards.

**BONUS AREA 1:** Spear the first Lockjaw, then swim up and left as the water rises to a pair of Bananas at a left wall. With a Super Dash, you will crack open the Bonus Area entrance in this wall. **TO COMPLETE:** Nab 100 Stars before you reach the bottom of the chamber by using B or Y to dash back and forth and snatch up Stars. DON'T use the Super Dash here!



**BONUS AREA 2:** Get past the four Shuris shown in "G", and swim forward until the water recedes a little bit. With a Super Dash, surge forward until you see a Red Balloon. Stop your charge with Right on the Control Pad, get the 1-Up, then dive down and jab away the Puftup nearby. Park at the lower-left corner and center yourself for a final Super Dash to the right. This way, you can take Lockjaw by surprise and skewer him lickety-split as you charge forward. You'll eventually go right through a fake wall and hit a hidden "No Enguarde" Sign. Beyond this is the plainly visible Bonus Area doorway. **TO COMPLETE:** Bash the Chest against every Zinger until you snag the Kremkoin.

#### **B. "Windy Well".**

**WARNING!!!:** At certain points, the wind will float you upwards, so use the Control Pad to steer -- Left and Right to move in either direction, Up to rise faster, and Down to slow down. When you enter a select area, you'll fall back down to the floor and move like you normally do.

"K": In the first pitfall, directly above an Arrow Barrel. Use this to shoot back into the fray, but watch out for Click-Clack as you land on his catwalk!

"O": Hold Down while flying through this to avoid getting stung by the twin Zingers protecting it.

"N": If you lack a partner, jump up and use the wind to get this, but be careful evading the Zingers. If you have a partner, you can throw him/her straight up to it without getting caught in the gusts. Massively useful to know...

"G": On the Exit Target. Leap right from the Hook next to the "No Squawks" Sign to start floating. Float above the target and drop down at the right time to grab this letter. Glide above the prize itself to plunge downward, falling to the left to hit the target. If you're unsure where or when you'll land, fall to the right, then Cartwheel Jump or Helicopter Spin back to the catwalk with the Hook and try again.

**DK COIN:** Once you get the "N" and sneak past the twin Krooks after it, jump right and hold Down as you swoop under three Zingers and bag the Hero Coin. If you soar through the catwalk without the Hero Coin, run left and leap off the edge and slowly glide left until you fall back down into position again. Now you can retry.

**SQUAWKS:** In Bonus Area 2.

**BONUS AREA 1:** Once past the first Krook, harness the wind to glide under the first Zinger you see afterwards and reach the catwalk where the Bonus Barrel is positioned. **TO COMPLETE:** Follow the Bananas to the Hook, then you need to squash every Flitter in sight. When finished, fall through another line of Bananas and onto the Kremkoin!

**BONUS AREA 2:** Right before the Exit Target, lure the Yellow Klobber away from the Bonus Barrel, stun him, and use him to destroy Kutlass. Now charge on into the Bonus Barrel! **TO COMPLETE:** Careful flying with Squawks is necessary for completion of this Bonus. When the Stars have been harvested, the Kremkoin will appear on the right boardwalk.

#### **C. "Castle Crush".**

**WARNING!!!:** The floor rises in this stage, and will smooch anyone, bad guy or good guy, caught between it and the ceiling! If a Zinger is hit by this floor from below, that'll be the last of him!

"K": Not long after you find the first Pink Kruncha, head as far right as you can, but watch out for double Spiny resistance as the floor climbs higher! If you're as far right as you can go, the elevating floor will not crush you while you're waiting to nab the "K" above you.

"O": Once shot out of the Auto-Fire Barrel, get rid of Spiny, run right, and drop back down, feeling along the left wall, and get your letter before the floor rises too high and covers it up.

"N": When you get Squawks, fly high and then right until you see a lower gap marked by a Banana Bunch. Scarf this up, dive down the left shaft below, and zoom right at the bottom to claim the Hero Coin. Now fly up and back on track again before the flattening floor can catch up. From where you got the Hero Coin, flap rapidly up the right-hand shaft to find the third KONG Letter.

"G": Tucked into an alcove after you locate the third and last DK Barrel, which you must use on the Pink Kruncha ahead. Can you get the letter without being crushed by him (not to mention the floor)?

**DK COIN:** See "N".

**RAMBI BARREL:** Smash the level's only Kutlass with the DK Barrel, then go left to find Rambi. You can't get Bonus Area 1 without him...

**SQUAWKS BARREL:** Right after the first Zinger past the Star Barrel, jump through the left wall with a lone Banana in it. Squawks is to your left as you enter the secret passage. Without Squawks, it's impossible to open up the last Bonus Area doorway.

**BONUS AREA 1:** At the first Banana arrow formation, use a Super Charge to crack open the doorway leading to the Bonus Area before the floor takes you too far upwards. **TO COMPLETE:** Take out all six Zingers without getting spiked to earn the Kremkoin at the top of the chamber.

**BONUS AREA 2:** Get the TNT Barrel from Squawks and blast open the left wall marked by an arrow of Bananas. **TO COMPLETE:** As the floor rises, scurry around to below the narrow shafts to avoid being flattened, and your Kremkoin will be at the summit. If you don't know where to go, follow the Bananas.

#### **D. "Clapper's Cavern".**

**WARNING!!!:** Snapjaw's back, and he hungers for vengeance because you escaped him in "Slime Climb"! Prepare yourself for more difficulty...

"K": Get it after coming out of Bonus Area 1 (it's way safer). Press B, as the Bananas direct you, to Team Throw Jump up to a Hook. To the right, you will find the Hero Coin as well. If you go the normal route for the "K", you can be sure you'll have to leap over a Zinger. If you go under the Zinger, just Team Throw Attack the first Blue Kruncha and Helicopter Spin back to the left. As soon as you grab the "K", head back to the right while still spinning to keep from being skewered.

"O": With a careful jump over the double Zingers, this shouldn't be too much trouble unless you're an amateur jumper.

"N": Jump over the Pink Kruncha and wait for him to go away before sliding under the Zinger ahead.

"G": When you see it just above the last vertical passage, employ a masterful Helicopter Spin to it and then back onto the main path. If Diddy tries to get this letter, he will most likely get eaten by Snapjaw, so avoid this letter unless you have Dixie with you.

DK COIN: See "K".

ENGUARDE CRATE: When the level is flooded and Snapjaw is scared away, swim right to find Enguarde on the normal path.

CLAPPER: Turns water to ice temporarily, protecting you from Snapjaw. When you're running on the ice and suddenly duck down, you can use your momentum to slide under pesky Zingers. Diddy excels at this, as his quick-to-start Cartwheel move gives him a lot of speed on the frozen waters. Dixie's Spin Attack is not effective from a speed standpoint, but her Helicopter Spin can more easily sail over obstacles than Diddy can. The rule of thumb is: use Diddy to glide under enemies, and use Dixie to glide over enemies. When you're on the ice itself, NEVER use Team Throw Attacks, as this makes it harder to make it to the other side before the ice turns back into water again.

BONUS AREA 1: At the start, Team Throw to a Hook high above you. Now jump to the right and whack away four Spinys and a Klampon before entering the doorway all the way on the right end of the passage. TO COMPLETE: Find the Kremkoin without sliding off the platforms, as this will waste time.

BONUS AREA 2: At the main upper passage above the triple Shuris, take Enguarde down the left path all the way to the only moving Puftup, who is guarding the ceiling with a single Banana on the right side and a Banana Coin on the left. Spear him to dispose of him, drift into his upper alcove, and Super Dash through the right wall. TO COMPLETE: Get Enguarde to the right end of the passage for a Kremkoin, but do so before the water level drops too far!

#### **E. "Chain Link Chamber".**

"K": There are two methods for retrieving this letter, depending on which Kong you've selected. Diddy Method: climb left past the Klingers and dart down the first long chain until you see the "K" on your left. Dixie Method: use a well-timed Helicopter Spin to sneak underneath the Klingers and grab the long chain at the bottom. Go get the "K" and carefully get back on the chain.

"O": At the top of either the left shaft of Hooks or the right shaft with a Rotatable Barrel sequence. Both of these shafts come right after the second DK Barrel (you also get dumped here upon leaving Bonus Area 1). Just don't get stung by Zinger when grabbing the "O"!

"N": When you pass the second Zinger swarm (the first past the Continue Barrel and the first flock of Mini-Neckys), climb the twin chains as you dodge the falling Kannonballs and leap through the wall to the right of the lone Banana between the chains to find not only the "N", but also the Hero Coin farther to the right in another secret nook.

"G": In a crevice up and to the right of the Exit Target. Be sure to evade the final Black Klobber on your way up to the Exit Target!

DK COIN: See "N".

BONUS AREA 1: Stomp the second and third Krooks after passing them up, then climb back up to where the top Krook was. Run left, trick the Yellow Klobber into charging into oblivion, and take his Kannonball all the way to the right, where the middle Krook parked himself. The Bonus Kannon is all the way to the right in a secret passage. TO COMPLETE: Without Dixie's famed Helicopter Spin, you're in a lot of trouble in this Bonus Area, as you must vault over every Zinger to reach the Kremkoin prize. Can Diddy get this Kremkoin? Yes, if he's very, very, VERY careful...

BONUS AREA 2: After reaching the top of the twin chains I showed in "N", zoom to the right, then up another vertical chain. Go through the left wall, where the pair of Kannons are firing downward, standing next to the Bonus Area doorway to their left. With a careful Cartwheel or Spin Attack, take out the dreaded duo and charge through the doorway. TO COMPLETE: Let the Bananas guide you through the Rotatable Barrel chain until you land in the final Rotatable Barrel. Once inside, fire up and over to the Kremkoin just before the Barrel Cannon slides too far to the right.

#### **F. "Toxic Tower".**

WARNING!!!: Don't touch the green sea flooding the level or you'll be in big trouble. It is possible to get out of the ooze at some spots, in case you do fall into it. At the start of the level, leap up to the level's first step to cause the dangerous liquid to start creeping upwards. If you come out of the Continue Barrel, fly to the right to start the fiendish flood again. When you pass the "No Squitter" Sign and see the oozy nastiness surge upwards, don't worry -- the liquid will stop flowing just below the "No Squitter" Sign, and can be drained away a little by heading to the right of the Exit Target.

"K": Squash the third Yellow Zinger to land on the first platform with a lonely little Banana. From here, jump up and right until you snatch up the "K". Once you get the letter, don't get distracted and just keep springing upwards through the level.

"O": At the two-way Zinger staircase, have Rattly jump on the third Zinger of the right path.

"N": When you see four rotating Zingers (two Yellow, two Red), bean the two Yellow Zingers with eggs to make it easier to nab the "N" on the right side of the chamber.

"G": From the level's final Red Zinger (who has a vertical two-Banana line above him), eliminate six stationary Zingers in a row, then flap up and to the left to face the last four moving Yellow Zingers in the level. Destroy them to safely get your letter.

DK COIN: When you see a single Zinger blocking one of the narrow shafts, crush him and fall against the right wall to your Coin, using the Arrow Barrel to shoot back up ahead of the hazardous liquid.

RATTLY BARREL: Can't miss it.

SQUAWKS BARREL: You'll know when you see it...

SQUITTER BARREL: Can't go around it...

BONUS AREA: Take your web-slinging spider and climb up the giant chamber with one last Yellow Zinger guarding the Bonus Barrel, which is behind the right wall. Blow away the Zinger, run through the wall, and enter the Bonus Barrel before the ooze gets to you first... TO COMPLETE: With angled platform webs, lead Squitter to the top for a Kremkoin!

## G. BOSS LEVEL: "Stronghold Showdown".

No boss (what?).

## 2-7. THE FLYING KROCK

### A. "Screech's Sprint".

WARNING!!!: If you don't beat Screech the evil parrot to the Banana-indicated finish line, it's one less life for you, matey! Ha-ha! Remember that although Screech may seem slow and easy to get ahead of on the straightaways, he never makes any mistakes in his flight plan, and thus does way better in narrow vertical passages. Don't get cocky or touch thorns below you, or he'll win for sure! If Screech is right behind you on the last straightaway after the giant stationary Red Zinger swarm and you have both monkeys, you can crash into one of the last two Zingers and charge through the finish line before Screech can sneak a victory right out from under you. Be wary: when you seek to collect every "KONG" Letter in this stage, it is VERY hard to win the race with both Diddy and Dixie lasting until the end...

"K": Placed between the first two Red Zingers (ain't Screech such a cheater with those bugs?).

"O": Upon obtaining the "K", flap left and downwards, into the narrow passage, to be propelled by two invisible Auto-Fire Barrels straight up. Once you're past the upcoming vertical shaft of Zingers (Yellow and Red), fly up and left for another hidden Auto-Fire Barrel which will launch you through the "O" and to yet another cloaked Auto-Fire Barrel which blasts you back into the race again. Never try to get the "O" without these Barrel Cannons, or you're likely to get spiked on the thorns.

"N": After the diagonal zig-zagging passage, flap up and right for the "N", then immediately dive down and left to get back on the raceway.

"G": Instead of following the last arrow of Bananas, fly left, under the narrow passage, and take the upper passage out upon collecting the letter.

DK COIN: Instead of going down through the first downward-pointing arrow of Bananas, sneak up and right into a secret passageway! After passing through the DK Barrel, head up and left to the Hero Coin, but watch out for thorns everywhere as you leave the alcove and fly down to a visible pair of Auto-Fire Barrels which send you hurtling back onto the main track.

SQUAWKS BARREL: Don't worry, you can't overlook it.

BONUS AREA: Yikes, this is perhaps one of the hardest Bonus Areas in the game to get, as you need both monkeys to reach its Bonus Kannon without landing on any thorns after a Team Toss. Once you're past the Mini-Necky vine assault, Cartwheel Jump or Helicopter Spin to the next platform ahead. Using a very careful jumping Team Throw from here, chuck your partner up and over to the Kannonball. Kannonball in hand, hop up to the higher board platform and hurl the Kannonball into the Bonus Kannon. Jump to the right directly into the Bonus Kannon (a Helicopter Spin works wonders here, if you're nervous). TO COMPLETE: It takes teamwork to find this Kremkoin. If you lost your partner trying to get in here, break the DK Barrel to get that monkey back. Start with a skilled Helicopter Spin descent to the lower board platform, then Cartwheel Jump to the next one. Repeat this pattern once more to win the Bonus Area. As you glide down the first and third straight (not diagonal) vertical shafts while Helicoptering (both are at the end of each Dixie route), drop straight down the vertical Banana lines just as you enter the passages to save time.

### B. BIG BOSS LEVEL: "K. Rool Duel".

*Kaptain K. Rool*: Once you're on board "The Flying Krock" airship itself, prepare to fight this game's big bad guy -- Kaptain K. Rool, who's really King K. Rool dressed in a pirate outfit and wielding his most dangerous weapon of all -- a colossal hand cannon that can fire various projectiles, blast him around the room like a rocket, or even suck you up and throw you! You must damage him by throwing Kannonballs into this giant gun when his vacuum mode is briefly engaged. But be warned: after the confused K. Rool swings his head away from the Kongs and toward you yourself, the Kannonball will be shot back at you afterwards, hurting you with a single touch, and being launched faster with each blow dealt to K. Rool. Also, his suction power increases with each consecutive hit, so watch out later on. Take too long to hit him, and he'll repeat his current salvo, sometimes accompanied by a blitzing rocket burst to the other side of the room. When his suction time is about to run out, any Kannonballs on-screen will start to flicker on and off, then break apart soon afterwards. The general rule of thumb is: as K. Rool is about to fire his first shot of every single one of his many salvos, get as far away from him as possible so you can anticipate the sound and sight of each shot as it flies toward you. This approach works for every one of his shooting attacks, and gives you enough time and room to react and dodge every shot he fires at you. At Phase One, you must avoid K. Rool as he charges across the floor. Watch out for any spiked Kannonballs the Kaptain places on the floor to make dodging him much harder. To escape them, jump over the Kaptain when he's in the middle of the spiked Kannonball you want to jump over (Dixie is best for this, obviously). One of the spiked metal balls will retract its outer defenses, letting you throw it at K. Rool when he tries to suck you into his gun (done with the only Kannonball with which to score Hit 2 and one of the ones used to score Hit 3). Clogging K.Rool's gun with three Kannonballs in succession gives you a DK Barrel to reclaim any lost partner as your old nemesis finally falls in defea...

HUH? He gets back up again?? No surprise there... Any hope of an easy victory over him just jumped out the window in Phase Two, as he totally changes tactics. No longer does he leave spiked Kannonballs on the floor -- he SHOTS them at you! The first salvo of spiked Kannonballs is fired at three different heights (low, medium, and high, respectively), so, as Diddy, jump over the low and medium ones and duck (or jump over if you're good enough) the high ones to survive the first Kannonball assault. (Dixie can Helicopter Spin over shots of any of the three heights if she's careful.) When the Kaptain fires a Barrel, jump on it to break it and reveal a Kannonball to lob into his weapon's suction barrel. When you do this, and you have ignored the DK Barrel, the neglected Barrel will shatter into splinters, with or without your partner inside (if you don't touch the DK Barrel, it's impossible to retrieve your buddy when it breaks by itself). Now jump over him as he blasts to the other side, and duck and jump over the second salvo, which consists of spiked Kannonballs bouncing at three different heights -- low, medium, and high. To evade the Kannonballs successfully, vault over the low ones, run under the high ones, and jump over the medium ones after they reach the highest point of their bounces. Diddy's superior agility is phenomenal at dodging the bouncing balls of iron. Withstand this arsenal until you see a bouncing Barrel. Break it, take the Kannonball, and give the Kaptain a taste of his own medicine. Leap over the blitzing Kaptain, then evade the entire arsenal of swirling spiked Kannonballs in the third attack. Do this by carefully jumping over each shot as it comes toward you. Like the salvos that came before, three different patterns can be found for every shot, this time in different circumferences. The pattern of orbit size is short, medium, then long. When the swirling, spiked Kannonballs propel toward you in pairs, be sure to give them room to breathe so you can successfully leap over the higher Kannonball as it passes the height of its orbit. With every jump, you must allow for room between the Kannonball and K. Rool (or between Kannonballs) so you can land safely. All three pairs of double projectiles follow the same circumference pattern exactly, with the addition of an extra orbiting Kannonball to make it more difficult to hurtle over without getting spiked. The third and final pair is the hardest to avoid, so give its two Kannonballs plenty of space and prepare to spring over them. After the Kannonball above its twin at this time starts leaving the apex of its swirling trajectory, allow yourself plenty of room to land on the other side of the prickly orbs without crashing into K. Rool by mistake. Dixie's famous Helicopter Spin works wonders in this part of the battle, as this tricky jump requires precise timing. With a jump attack, carefully shatter the swirling Barrel after this last spiky pair, grab your metal projectile, and throw it into K. Rool's ape-slurping firearm, letting you release your lost partner. (YOU MUST GET YOUR PARTNER, DON'T GIVE IN TO PRIDE AND DO IT ALL ALONE!) Congrats! It looks like you just beat K. Rool once and for...

OH COME ON!!!! HE'S UP AGAIN! REPEAT: HE'S UP AGAIN!!! Now we come to Phase Three, the hardest phase yet! Jump over the cunning croc as he surfs to the other side of the chamber without much warning, then vault over the Kaptain's triple Blue Cloud shots, which will each freeze you instantly for a few seconds on contact. With Dixie, you MUST employ her Helicopter Spin to bypass the Blue Clouds or you're dead in the water as Diddy. After the Clouds, evade K. Rool as he slowly turns invisible whilst trying to mow you down with his rocket gun mode. If you hit a Blue Cloud, mash B repeatedly to eventually unfreeze before a slow-moving K. Rool bowls you over like a bulldozer. Depending on how far away from the Kaptain you were when you were frozen, escape from Smashville is most likely when you're as far away from the enemy as possible when smacked by the Blue Clouds. (You can even escape when all three Blue Clouds touch you in succession, if you're both fast enough and far enough away). When K. Rool's cloaked, listen for his rocket sound, watch the dust clouds he leaves behind as he charges, then jump over them. He'll then decloak and try to vacuum you up. Counter him immediately with the Kannonball that appears, but you'll lose the DK Barrel if you didn't hit it already. Next, he'll rocket to the other end of the room and fire three bouncing Red Clouds, then three spiked Kannonballs. The Red Clouds will exaggerate your movements for a time, making matters worse as you leap over the triple Kannonball shower and attempt to assault the Kaptain. If hit by Red Clouds, immediately run to the other side of the room as far as possible, double back, start running, and prepare to jump over the Kannonballs one by one while standing still (Dixie's Helicopter Spin is way more effective). Quickly snatch your Kannonball and clog Kaptain K. Rool's gun. Ready for the hardest part yet? After charging to the other side, he fires three swirling Purple Clouds to start with (they reverse the Left and Right buttons on the Control Pad for an extended period and throw you off). Wait for considerable landing space between the third cloud and K.Rool first, then hurtle the poisonous purple clumps with a Helicopter Spin or full Diddy jump after the clouds themselves pass their highest point of orbit. When the clouds are gone, he'll teleport five times in a row, each to where you were last standing at the time and try to suck you up at full power. Lure him to the center of the room by stopping at this destination and waiting for K. Rool to reappear, most likely from behind you. As he's about to start vacuuming, run away from him as fast as possible until he vanishes, then go back to the center and get him to appear there again. If you do this long enough, a Kannonball will appear as K. Rool teleports for the fifth and final time. Quickly throw this into his gun, being sure to listen for the drastically different sound of this last Kannonball being shot back out at you at rapid speed. Unlike all the other times he got fried from the previous eight hits, the Kaptain will turn his face to stare directly at the monkey(s) you're controlling (not you the player) and freeze for a second prior to being backfired by his own weapon for the ninth and last time. On to the Lost World...

## 2-8. LOST WORLD

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NOTE: If you win a Bonus Area in the Lost World, you'll be awarded a DK Hero Coin instead of a Kremkoin.

### A. "Jungle Jinx" (from Crocodile Cauldron).

"K": Bounce from the first set of replenishing Tires for enough loft, but don't land on the spikes!

"O": At the first Flitter, drop down and look left to find the letter "O". From here, do a Cartwheel Jump or Helicopter Spin Jump left to get it and land in the Bonus Barrel further left.

"N": After climbing the first series of spiky platforms with the Tires, smooch the twin Klampons and wait for a Tire to roll underneath a line of three Bananas. When the Tire starts to wheel off the spikes beyond this line, bounce from it to the next tire to bag the "N".

"G": Use the level's only Klobber (who is Yellow) to clear out the last Zinger, who covers up a Normal Barrel Cannon. You need the right shot from this Barrel Cannon to win the "G" on the Exit Target. To do this, hold your fire until you see the Banana Bunch just before the "G" show itself. As you launch, aim to the right, following the Bananas, to hit the Exit Target with enough force to award you the last "KONG" Letter in the level.

BONUS AREA: See "O". TO COMPLETE: Take out every Flitter with your Team Throw Attacks. Watch out for Zingers -- if you throw your partner into one of them, you'll have to break open the DK Barrel in the Bonus chamber to get that monkey back! If you already broke the DK Barrel and you smash your other primate pal into a Zinger, it's impossible to win the Hero Coin, so leap into a Zinger and get back in the Bonus Barrel again for a fresh new DK Barrel.

### B. "Black Ice Battle" (from Krem Quay).

"K": Use the level's first Klobber (he's Yellow) to bulldoze the Yellow Zinger just in front of the level's only Red Zinger. Don't step on this Red Zinger trying to nab the "K"!

"O": Another careful jump is required, but this time, you have to vault over a Yellow Zinger! Dixie comes highly recommended here, with her trusty Helicopter Spin.

"N": At the ice block platforms below the Klobber attack zone (the right Klobber is Yellow, the left Klobber is Black), go along the right wall as best you can, squashing any Neeks on the platforms, to fall to the "N". Good luck escaping the Zingers to the left...

"G": Right before the Bonus Area.

BONUS AREA: The level's only Flitter marks the easy-to-miss side passage with the Kannonball. If you land on him as you fall, immediately bounce off him to the right to get your footing, but be sure to stun the sneak-attacking Yellow Klobber guarding the narrow passage to the right. Pick the Klobber up, haul him over to the twin Zingers ahead, then throw him into both of them (if Diddy is throwing, he has to jump slightly when just a few inches from the buggy beasts, while Dixie doesn't need to jump at all from this same position). If you only hit one of the Zingers instead of both, take care of the other Zinger with the Chest. Should the Klobber run off the edge and disappear before you reach the Zinger duo, leap over both Zingers and use the Chest to destroy one hornet, and the Kannonball inside for the other. Take the Kannonball all the way to the letter "G" and wipe out the trio of Zingers and the trio of Klampons who get in your way until you reach the letter. At this point, head right under the Klampon slope and smash through the second trio of Zingers and load the Bonus Kannon. TO COMPLETE: Go down to the end of the sloping Zinger-infested passage to the Hero Coin before all of the time runs off the clock. This is very simple if you use Dixie and her nifty Helicopter Spin to avoid the bothersome bees.

### C. "Klobber Karnage" (from Crazy Kremland).

"K": Atop the first hill, marked by six Bananas below its summit. First deal with the three Green Klobbers who get in your way by tricking them into running onto the spikes you jumped over to get here. You will need to execute a well-timed Spin or Cartwheel Jump to do this successfully, but I say that the Cartwheel Jump is best recommended for this job. With the Klobbers gone, return to the hill, climb the left side of it, and use the Dixie Barrel for a sure-fire way to claim the "K". Just prepare to evade or defeat the level's first Yellow Klobber upon landing on solid ground again!

"O": Do you still have Dixie after beating the first Black Klobber? If not, just land to the right of the Dixie Barrel and Cartwheel Jump to the letter itself.

"N": Fire straight up from the Rotatable Barrel quickly but carefully just before the Barrel Cannon can pass underneath the token...

"G": You need to fire even MORE carefully for this letter! Launch from the timed Barrel to the main Barrel after it passes through the twin Zingers.

**BONUS AREA:** Beyond the Exit Target. Leap into the last Diddy Barrel with Diddy and launch yourself to the right to find your Bonus Barrel. Without him, bring the final Black Klobber to the lone Banana beyond the Target and set him down. Hold down Y seconds before he prepares to attack, then use his scary, red-eyed head as a springboard to soar into the invisible Bonus Barrel. **TO COMPLETE:** With the help of two "I" Barrels, wipe out every last Yellow Zinger, and the DK Coin is yours! Just don't get trapped on the spikes below when your special power wears off!

#### **D. "Fiery Furnace" (from Gloomy Gulch).**

"K": Don't be prickled by Spiny when taking this letter from high above him after the first four hungry Klampons.

"O": Fly through this with a Steerable Barrel before time runs out. You'll have to avoid the DK Barrel to do this properly.

"N": You have less than two seconds to shoot from the first diagonally-angled Steerable Barrel to this letter without crashing into the moving upper Zinger. As you wait for him to fly low enough prior to launch, edge the Steerable Barrel straight upwards a little, directly to the right of the lone Zinger you went under to get here, then fire manually just after the moving Zinger starts to sink down. If you hit Right on the Control Pad at the same time you launch, you should bag the "N" and land on solid ground afterwards. It's a tricky move to make, but if you land on the ground with no letter (or go under the moving Zinger and his comrade), just get rid of Kutlass and Cartwheel Jump or Helicopter Spin to the letter from his perch. Don't get stung!

"G": Beware of the Cat-O'-9-Tails duo on a small hill -- one on top, one on bottom. Get the top one off the summit and grab your letter with an upward Team Throw. If you have enough guts, you could take out each of the spinning sneaks before even trying to capture the letter "G", but I say that approach is unwise, as the enemies can't threaten you once you're on the recently-deserted summit. Also, this level is hard enough as it is...

**BONUS AREA:** Try to keep your partner alive until the final Steerable Barrel, parked above a vertical line of Bananas and guarded from underneath by a single Cat-O'-9-Tails shortly before the Exit Target. There are two methods for reaching this special Barrel Cannon. Method One would be to trick the cunning cat monster into spinning to the left into the lava, then toss your partner up to the Steerable Barrel with a jumping Team Throw when he's out of the way. Method Two is for if you have only one Kong on hand when you get here. Jump onto this same Cat-O'-9-Tails's head as he spins to snag you in his tails. Use Left or Right to limitedly aim so he throws you into the Steerable Barrel if you're careful. When either procedure is finished, steer your Barrel Cannon right, following the Bananas, then fire at the Bonus Barrel when in range. **TO COMPLETE:** Guide your Steerable Barrel to the Kremkoin, avoiding Zingers and not getting tangled in thorns. The thorns don't harm you when you're in the Steerable Barrel, but they will slow you down if you scrape their left and right sides.

#### **E. "Animal Antics" (from K. Rool's Keep).**

**WARNING!!!:** Watch out when you get the Squawks Barrel -- the wind moves back and forth when you become Squawks and enter the chamber on the right. Tap the Control Pad without the Y Button to fly slower, and hold whichever left or right directional button you want the wind to blow you towards, holding down Y to swoop nearly-uncontrollably fast. Have fun... ha ha ha ha...

**SHORTCUT!:** Not exactly a shortcut passage per se, but is still a time-saver in this dreadfully difficult level. If you point Rambi forward at the level's beginning and hold A for several seconds after breaking the hidden DK Barrel at the starting gateposts, you'll charge harmlessly into Enguarde's area if you let him charge straight ahead and not interfere with his blitz...

"K": You'll have no trouble getting this as Rambi, if Kannon doesn't shoot you full of holes with his Kannonball salvoes, that is. Be sure to drop into the lower crevices if need be to ease your objective to evade the deadly black spheres of doom. Slowly but surely close in on the Kremling and, as soon as it's safe, knock him down and out with your horn.

"O": Take Enguarde to the bottom of where you start out and clear out the first Lockjaw as you swim left into a secret chamber with a Rare logo made of Bananas! Go up and right to locate the "O".

"N": As you fly up and right in Squawks's area, slowly egg-smack the Yellow Zinger flanked by two Red Zingers, then, with the help of the wind, drift between the double Red Zingers, get the "N", and float left again onto the main route. If the treacherous winds intend to bash you into the thorns after grabbing the letter, tap Left on the Control Pad to fight it gently until you creep back out of the danger zone and onto the main path again. (You can also use Up to steady yourself or Down to sink down if you're too close to the upper Red Zinger)

"G": Two rapidly patrolling Red Zingers buzz around below this letter at the end of Rattly's area, beyond the "No Rattly" Sign. You'll have to fire up and right from the Arrow Barrel Cannon after the rear Zinger passes over it to reach high ground, then back up until you barely see the Red Zingers' heads hit the wall with each pass. You should be covering up the center of an open, toothy plant, between two trees in the background, for the ideal trajectory. Right after the first Zinger hits the wall with his face, have Diddy do a running jump to the letter from where you're standing. Once past the Zingers, use Right to steer so you miss the spikes Rattly previously jumped over. Dixie's Helicopter Spin is massively helpful in getting this final letter.

**RAMBI BARREL:** At the start.

**ENGUARDE BARREL:** Take Kannon out (carefully, he fires Kannonballs, which Rambi cannot deflect), then traverse right ahead to find your swordfish.

**SQUITTER BARREL:** At the Continue Barrel.

**SQUAWKS BARREL:** Don't get spiked getting this...

**RATTLY BARREL:** At the end of the brambles in Squawks's area, where the wind dies down completely. Rattly will give you a dinky little Banana Coin for all of your hard work. What a rip-off! A Blue Balloon would be much more acceptable, in my opinion! Oh, well...

**BONUS AREA:** At the end of Squitter's area, avoid the Arrow Barrel with a well-placed platform web directly above it, then jump to the web, using a big jump, to vault over the hump to the right. Run to the right until you fall into the Bonus Barrel you seek. Use as many platform webs as you need to reach your destination. **TO COMPLETE:** With the help of platform webs, Squitter must scale the spiky shaft and shoot down the first four Zingers. When you become Squawks, finish off the rest of the enemies with your eggs. Once you're all done, the Hero Coin will be waiting at the top of the shaft.

#### **F. BIG BOSS LEVEL: "Krocodile Kore".**

*Kaptain K. Rool:* HEEEEEE'S BAAAACK!!!! You basically need to duck and jump over five MASSIVE salvoes of Purple Clouds and spiked Kannonballs, each one starting out with a single set of Purple Cloud trouble to avoid, anticipate, and jump over. The first sets of spiky Kannonballs in the salvoes follow the same pattern as the Purple Clouds right before them, with new stuff added to the Kannonball barrages. Dixie's Helicopter Spin is invaluable in this final battle when there's Kannonballs

and Clouds to soar over. Survive this long and grueling assault, and a Barrel will fly toward you with a Kannonball inside. Use this last metal projectile to stuff up K. Rool's gun for the last time. I'll let you see the full ending yourself..

## SECTION III: MISCELLANEOUS

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### 3-1. CONTACT INFO

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Contact me at [dwa@lakeada.com](mailto:dwa@lakeada.com) for anything regarding this game you want to discuss with me, be it questions, clarification, or other stuff (as long as it has to do with DKC2).

I warn you to watch what you put in your emails, as I will ignore any messages with any immoral or offensive content in them. I'll never reply to such blatant filth in said messages, so send me clean emails instead.

If it seems I'm taking too long to reply after you send me a purified email, don't fret. I don't answer every email, as I must have permission from the Holy Spirit before answering back.

### 3-2. FAQ USAGE

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This document is designed for personal use, but DO NOT plagiarize ANY PART of it for your own purposes. However, if you want to quote from this guide as a reference, you may do so, but I ask only that you mention where you got the quotes. Here's an example of something you could try: "As DWA says in his Donkey Kong Country 2: Diddy's Kong Quest Guide, 'Several careful Team Throws are the ticket to a Star-packed victory.'" Get what I'm saying?

### 3-3. THANKS TO...

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Most definitely, the Lord Jesus Christ deserves all the credit for everything, including inspiration, talent, and time in creating this detailed gaming guide!

Thanks also to [mariowiki.com](http://mariowiki.com) and [dkc-atlas.com](http://dkc-atlas.com) whose sites helped me find the right colors for a few baddies.

More thanks to [mariowiki.com](http://mariowiki.com) for additional baddie info.

Nintendo for knocking themselves out to create this awesome gaming experience that is Donkey Kong Country 2: Diddy's Kong Quest! Not to mention their full-color Player's Guide from Nintendo Power, which played a HUGE part in writing this walkthrough and beating the game! Keep it up, guys!

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