

Animal Buddies doesn't include characters who only appear in a bonus level.

Enemies are listed in order of appearance, not frequency or danger. Main Enemies appear frequently in a level and pose great danger. Other Enemies may appear less frequently (sometimes once or even just in a bonus level) without being very dangerous.

Warp Barrel shows how to access the shortcut found in each non-boss level of the first two worlds. Nothing special happens for finding the Warp Barrels, and they cause you to miss bonus levels and other goodies.

Goodies includes 2-Ups and instances of two or more Banana Coins, plus a few very hard-to-find items.

Tough Spots helps you through some of the more difficult parts of a level.

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-----Gangplank Galleon-----
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Pirate Panic

Level Type: Ship Deck

Difficulty: 1

Main Enemies: None

Other Enemies: Neek, Klomp, Klobber

Animal Buddies: A Rambi crate is found soon after the Klobber.

Bonus Levels:

1. Right after the halfway barrel, drop down the banana-laden shaft. Walk right and you'll find a Bonus Barrel. This edition of "Find the Token" couldn't be easier - just jump up the barrels to find the Kremkoin. Take the Banana Coin below it if you wish.

2. Using Rambi, look for a left arrow. Hold A for a few seconds and release, unleashing a SuperCharge. You can use this to smash open the door near the arrow, revealing a bonus level. In "Destroy Them All," simply use Rambi to defeat all of the enemies.

DK Coin: Soon after finishing the second bonus stage, simply jump up the two barrels to find and collect the DK Coin.

Warp Barrel: Early in the level, there's a series of four barrels guarded by a Klomp. Stand on the leftmost barrel and throw your friend straight up to find the Warp Barrel.

Goodies: Throw your friend up at the very start for the game's first Banana Coin. Enter the room near the start to read a letter from K. Rool and get a 1-Up.

Tough Spots: Absolutely nothing!

Notes, Tips, and Strategies: This is an extremely easy level, even to beginners. Since there are no major threats here, use this as an opportunity to get used to the controls.

Mainbrace Mayhem

Level Type: Rigging

Difficulty: 3

Main Enemy: Klinger

Other Enemies: Neek, Klomp, Click-Clack

Animal Buddies: None

Bonus Levels:

1. At the very start of the level, head right under the barrel, roll attack, and then jump while in the air to the ropes. From there you'll reach a Bonus Barrel, an easy edition where you simply climb up a couple of ropes.

2. Right after the letter "N," pick up the cannon ball and take it left to the cannon, which takes you to a bonus game (just touch the cannon while you're holding the ball). While you can stomp the Kremlings on the ropes, it's much easier and safer to throw the cannon balls, crates, and barrels at them to defeat them. If you run out of ammo, throw your buddy at them. You have a long time, so be patient.

3. After the cannon, climb up two ropes, then jump left to a platform. Throw your buddy up to the Bonus Barrel, where you'll have to collect all of the stars before time expires. As long as you don't go too fast and fall off the rope, this game will be VERY easy.

DK Coin: After completing the third Bonus Level, just walk right from where you're taken, jump over the gap, and collect the DK Coin. Then jump down to the level exit.

Warp Barrel: Perform a roll jump under the starting platform, but aim left instead of right. Using a Dixie helicopter spin is the easiest method.

Goodies: Soon after the halfway point, jump up from the horizontal rope to the lone banana. An invisible barrel cannon will shoot you up to a 2-Up.

Tough Spots: Some of the Klingers can cause trouble in a few places.

Notes, Tips, and Strategies: This is the first Rigging level. These levels are quite fun and have great music.

Monkey Museum

Difficulty: 0 (no enemies!)

After completing Mainbrace Mayhem, go north on the map screen if you want to see Cranky. He provides mostly useless chatter, but he will also offer hints for finding Bonus Barrels and 1-Ups, at least if you're willing to pay up. Since you have my guide, old Cranky really isn't much help.

Gangplank Galley

Level Type: Ship Deck

Difficulty: 2

Main Enemy: Kruncha

Other Enemies: Neek, Kaboing, Klomp

Animal Buddies: None

Bonus Levels:

1. Climb the barrels at the very beginning of the level. In this game, quickly smash the chests against the Red Zinger until you find the Kremkoin. You have only ten seconds, so be quick.

2. Hit the (!) Barrel near the end of the level to become invincible. Run right and jump up the barrels to the Bonus Barrel before your invincibility runs out. Bash the Kruncha with a treasure chest if you want a 1-Up. The bonus level is very easy - just jump across the hooks.

DK Coin: From below the first Bonus Barrel, roll jump to the hook at the top of the screen. Jump across the hooks until you reach the DK Coin.

Warp Barrel: At the very start of the level, stand on the second barrel and throw your friend straight up (avoiding the Bonus Barrel) into the Warp Barrel. This was the first Warp Barrel I ever found.

Goodies: Look in some of the chests. In addition, just after the halfway point, jump down into the pit and hold left while helicopter spinning to find a barrel cannon that takes you to numerous Banana Coins.

Tough Spots: One section has many Krunchas. These tough enemies get mad and fast (and invulnerable to stomp attacks) when stomped, so only defeat them using barrels.

Notes, Tips, and Strategies: This level sounds a lot like the world name. You'll like the cool sunset - a pretty amazing graphical feat for 1995.

Kong Kollege

Wrinkly Kong will provide help with the game's controls and special moves, but this isn't too useful if you have a manual or this walkthrough. She also gives you a tip on beating the world's boss, but my walkthrough provides more detailed help - for free. The main use of going here is to save your game, which is free for the first visit but 2 coins after that. As you can probably tell, you sometimes have to complete several levels in a world before getting an opportunity to save your game. Note that Wrinkly (and Cranky) only charge

you once for each tip - after you pay for a piece of advice, you can read it again as many times as you want for free.

Lockjaw's Locker

Level Type: Ship Hold

Difficulty: 3

Main Enemy: Lockjaw

Other Enemies: Flotsam, Klomp, Shuri

Animal Buddies: Near the first Lockjaw, swim down the shaft to find an Enguarde crate. Enguarde appears another time right after the halfway barrel. Just past the Shuris, swim down along the wall to find a Lockjaw and an Enguarde crate.

Bonus Level:

1. Above and a little right of the first Enguarde crate, swim through the banana-filled passage and use your SuperStab to charge through the wall. In the bonus level, just keep swimming up and right and you'll find the Kremkoin without much trouble.

DK Coin: After the room full of Lockjaws and a couple of Shuris, use the SuperStab to swim to the coin before the water level falls again.

Warp Barrel: Right after the "K," allow the water level to rise, and then swim left. Then swim up into the alcove near the start to find a Warp Barrel.

Goodies: After the water first rises, you can swim left and up to get some Banana Coins. Also, near the second Enguarde, stab the Lockjaw and swim down through the wall to find two Banana Coins.

Tough Spots: Near the end, one chamber has a lot of Lockjaws, but they're not dangerous if you have Enguarde.

Notes, Tips, and Strategies: This is the first Ship Hold level, and most of it takes place underwater. Your animal buddy, Enguarde the swordfish, allows you to defeat underwater enemies. Remember that in underwater levels, some walls aren't as solid as they appear!

Swanky's Bonus Bonanza

In this game, you can play a trivia game to earn 1-Ups. The first game earns a 1-Up, the second a 2-Up Balloon, and the third game on the list nets you a 3-Up. The questions aren't usually too tough, and some are pretty funny. Nothing special happens if you complete all of Swanky's quizzes. Also, these challenges can only be completed once. Here are a few hints for this edition of Swanky's Bonus Bonanza:

Swanky's Swag is free. Correct answers: Swanky, a furry rat, Gangplank Galleon

Pirate Puzzler costs 1 Banana Coin to play. Correct answers are button 'Y', Pirate Panic, Kaptain K. Rool

Chimp Challenge costs 2 coins. Correct answers: 4, Mainbrace Mayhem, a gun

Topsail Trouble

Level Type: Rigging

Difficulty: 3

Main Enemy: Zinger

Other Enemies: Kruncha, Click-Clack, Klomp, Neek, Kaboing, Flitter, Klinger

Animal Buddies: A Rattly crate appears at the very start.

Bonus Levels:

1. Near a Kaboing early in the level, use Rattly's SuperJump to reach the Bonus Barrel. Stomp each Flitter to receive the Kremkoin.

2. Soon after the halfway point, you'll spot two Flitters above a rope. Jump up around them to reveal an invisible hook. From there, just jump across the dragonflies to the Bonus Barrel. In the bonus level, carefully ascend the rope, avoiding contact with the Flitters.

DK Coin: Soon after the second bonus level, jump to the right from the top of the rope to find a platform with the DK Coin.

Warp Barrel: Perform a roll jump under the starting platform to find the Warp Barrel. You can also use Rattly.

Goodies: There are several Banana Coins around the halfway point. Also, at the very end of the level, jump over the final Zinger without hitting the level exit. Walk right and throw your partner up to the 3-Up. Then use the crate to dispose of the Zinger.

Tough Spots: In the second part of the level, you'll be climbing while avoiding the "Inger" Combination - Zingers and Klingers.

Notes, Tips, and Strategies: Rattly makes the first half of the level very easy. The second half is a bit tougher, because you'll be traversing ropes and dodging Klingers and Zingers. This level reminds me a little of "Viking: The Ultimate Obstacle Course Challenge," which ESPN showed all the time in 2006.

Funky's Flights II

As in the original DKC, Funky's Flights allows you to visit a previously-completed world. Unfortunately, at this point in the game, there aren't any other worlds to travel to. The first use of each of Funky's locations costs 2 coins; future visits are free. Notice how this Funky's Flights seems to be located on DK Island (look at the map).

Krow's Nest

Level Type: Rigging (Boss)

Difficulty: 3

Main Enemy: Krow

Goodies: At the top of the nest are two Banana Coins, but they're hard to reach. It's easiest to get there by throwing your friend up there while Krow is dropping an egg early on in the fight.

Notes, Tips, and Strategies: Krow is the first boss, and he (she?) isn't too tough. Use Diddy, especially for the first part of the fight. Krow starts by dropping an egg, which starts bouncing slowing around the arena. Stomp it when the egg is at a low point, and then pick it up. Krow will charge at you, so just let him run into the egg. Repeat. At this point, Krow starts charging into the nest, making eggs fall out. If an egg hits the ground, wait for it to completely stop moving, and then pick it up. Then jump up and hit Krow with the egg. Repeat once more to win the fight and receive a Kremkoin. If you followed my guide to the letter, you will currently have 11 Kremkoins.

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-----Crocodile Cauldron-----
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Hot-Head Hop

Level Type: Lava

Difficulty: 2

Main Enemy: Klobber

Other Enemies: Neek, Klampon, Zinger, Kruncha

Animal Buddies: A little past the halfway point, you'll find a hard-to-miss Squitter box.

Bonus Levels:

1. Look below the letter "O" to find a treasure chest guarded by a Klampon. Grab the chest and throw it at the Klampon to reveal a cannon ball. Tote the ball past a few Krocheads to the cannon to the right, where you'll have 20 seconds to use Krocheads to collect 60 stars. Not too tough. Just don't fall into the lava.

2. Past the first Zinger, use a web to beat the Klobber. Then make some web platforms (use the bananas as a guide) until you reach a Bonus Barrel. The bonus level is a simple web-building exercise that can take as little as five seconds.

3. A third Bonus Barrel appears right before the "No Squitter" sign. It can be reached by building web platforms. Simply build webs across the lava until you reach the Kremkoin.

DK Coin: Just above the Squitter crate, use the A button to create some web platforms. Use the webs as stepping stones to the DK Coin.

Warp Barrel: Throw your friend onto the level entrance. Then walk as far left as possible and throw your pal straight up to find the Warp Barrel.

Goodies: Throw your partner directly onto the level entrance to find a hard-to-see treasure chest. Smash it against an enemy to receive a 2-Up. Also, near the end of the level, you can bypass the barrel cannons and build web platforms across the lava to collect two Banana Coins.

Tough Spots: This is a pretty easy level. You might lose a life or two getting used to the KrocHeads. Also, Squitter can be tough to operate the first time you use him.

Notes, Tips, and Strategies: Avoid falling into the lava in this relatively easy level. Squitter, your spider buddy, is a lot of fun to use, but he takes some time to get used to. Keep these things in mind: First, press Y to create a fast-moving web that attacks opponents, and press A (or L or R) to create a slower web. Press A again to turn the A-button web into a platform. Remember that these platforms disappear over time, and quickly if there are more than two on the screen at once.

Klubba's Kiosk

If you have 15 Kremkoins, you can pay Klubba for a trip to the Lost World! You won't have enough coins yet, but return here when you have 15 or more. Don't try to fight; it won't work. In the Lost World, you'll play a very difficult level. Each Klubba's Kiosk takes you to a different Lost World level. Complete all of them and something good will happen. Once you pay to access the Lost World from a particular kiosk, you won't have to pay to return to that level.

Swanky's Bonus Bonanza

As before, the more expensive a game is, the better your reward will be.

Cranky Challenge costs 1 coin. Correct answers are Hot-Head Hop, Crocodile Cauldron, and 4.

Lucky Lava is 2 coins to play. Say green and brown, 1 life, and 5.

Gorilla Game requires 3 coins. Win by saying 10, Level 2, and Dixie.

Kannon's Klaim

Level Type: Mine

Difficulty: 4

Main Enemies: Kannon, Zinger

Other Enemies: Neek, Kruncha, Klomp, Flitter, Mini-Necky

Animal Buddies: None

Bonus Levels:

1. At the start of the level, use Dixie to float across the gap over the pit into the Bonus Barrel. In this edition of Find the Token, keep switching between Kongs to use the barrels. Barrels marked with a Kong's face will only work for that character.

2. Soon after the first Mini-Necky, jump left from the platform to find a Bonus Barrel. Shoot up using the Arrow Barrels - a task that shouldn't be too tough by now.

3. A little past the letter "N" and the Diddy Barrel, a Kannon is firing across a gap. Bounce across using a barrel and enter the nearby Bonus Barrel. This is a really easy bounce-across-the-dragonflies game.

DK Coin: This took me a long time to find. In the first bonus level, head right and jump across the gap to find the DK Coin.

Warp Barrel: Use a TNT barrel to defeat the early Kruncha. Then roll jump or ponytail under the platform and toward the bucket to find the Warp Barrel.

Goodies: Use a Mini-Necky to jump high enough to break the barrel on the level exit and get a prize.

Tough Spots: The arrow barrels may be a little tough at first. Before launching yourself upwards, make sure there aren't any Zingers passing in the vicinity.

Notes, Tips, and Strategies: The background resembles Crystal Caves from DK64, and all the junk on the platforms reminds me of the stuff found in houses in Zelda 64's Kakariko Village and Kokiri Forest (I always throw in a Zelda reference in my guides).

Funky's Flights II

Go back to Gangplank Galleon if you need to save your game at Wrinkly's.

Lava Lagoon

Level Type: Ship Hold

Difficulty: 5

Main Enemies: None

Other Enemies: Kaboing, Click-Clack, Neek, Flotsam, Klampon, Puftup, Klobber

Animal Buddies: Clapper is everywhere here. Additionally, after the first Clapper after the halfway barrel, go right through the wall to find an Enguarde crate.

Bonus Level:

1. After the "No Enguarde" sign, grab the barrel and use it to smash open a door leading to a bonus level. Simply use Enguarde to hit all of the enemies.

DK Coin: At the last Clapper of the level (near the "G"), go right and down to find an Invincibility Barrel. Follow the trail of bananas to the DK Coin, but hurry before your invincibility wears out.

Warp Barrel: Stand on the right edge of the first platform with the Klampon. Throw your friend up to use the Warp Barrel.

Goodies: Directly below the first Clapper, swim through the wall to find two invisible Banana Coins. Hold left while being shot by the first Arrow Barrel to find a Banana Coin. After the first Arrow Barrel, head up the above-water passage after the next Clapper to find a useless Invincibility Barrel. After the second Clapper of the second half of the level, go left and up to find a secret passage with two Banana Coins. Right before the letter "G" (in the chamber with many Puftups), hold down in a gap to find two Banana Coins.

Tough Spots: Near the end of the level, many Puftups are around in a long underwater stretch.

Notes, Tips, and Strategies: When you stomp Clapper the seal, the lava will turn to water for approximately 15 seconds, and then change back to lava. For this reason, you'll have to be quick through the underwater sections while dodging assorted meanies. Ignore the lone bananas and banana bunches found throughout the level; they're not worth the trouble.

Kong Kollege

This is a good time to save your game. You can also get a recap on how to use Squitter. If you've been playing perfectly, you will be 20% finished with 8 DK Coins.

Red-Hot Ride

Level Type: Lava

Difficulty: 6

Main Enemy: Zinger

Other Enemies: Klobber, Kruncha, Flitter, Click-Clack

Animal Buddies: Rambi appears early on. Throw your friend at the Kruncha to beat him and gain access to the Rambi crate. Rambi helps a lot in the early part of the level.

Bonus Levels:

1. At the first piece of solid land after the letter "O," use Rambi's SuperCharge to break open a door leading to a bonus stage. This one was a little tough to find, so they made the bonus level itself an easy bash-the-baddies game.

2. Use a roll jump under the Halfway Barrel to reach a hard-to-find Bonus

Barrel. Inside you must Collect the Stars. Use the vents to stay on a high level, and try to collect two columns of stars per jump. You may prefer to use Dixie here.

DK Coin: After the Continue Barrel, pick up the DK Barrel and keep it away from the flying enemies. Use it to hit the Zinger directly above the letter "N." Jump onto the balloon that Zinger was guarding and throw your partner to get the DK Coin.

Warp Barrel: Just after the "K," rest on the first vent you come to. Throw your partner straight up to find the Warp Barrel.

Goodies: Toss your partner over the level entrance to find a pair of Banana Coins. If you want to get a reward from the level exit, make sure to jump onto the balloon that floats downwards at the end.

Tough Spots: When you reach the letter "G," allow the balloon to float almost into the lava. Then start heading right. At this low level, the steam vents won't push you up into a Zinger.

Notes, Tips, and Strategies: This is definitely the hardest level we've had so far. Watch out for the yellow Klobbers, who make you drop ten bananas when they slam into you. Use the Control Pad to steer the hot-air balloons, and use the steam to go higher. Curiously, if you enter the second Bonus Barrel, you can hit the Continue Barrel twice here, although you only really need to hit it once.

Monkey Museum

You can get a few hints from Cranky here, but there's not much point if you have this guide!

Squawks's Shaft

Level Type: Mine

Difficulty: 5

Main Enemies: Krook, Zinger

Other Enemies: Klomp, Klampon, Mini-Necky, Kannon

Animal Buddies: Squawks (who would have guessed?) is hard to miss. The Squawks crate appears near halfway. You have to use him to get through the level.

Bonus Levels:

1. Near the second trio of Klomps early in the level, jump right to a few rotating barrels. Shoot over the Zinger and into the Bonus Barrel. In this game, smash the treasure chests against the Red Zinger until you release the Kremkoin.

2. At the halfway point, walk left and throw your buddy into the Blast Barrel, which sends you into a Bonus Barrel. In this bonus level, just keep shooting from barrel to barrel until you reach the Kremkoin.

3. Soon after the Mini-Neckies in the Squawks section, two Krooks are throwing hooks very close to each other. Spit an egg at each of them, then head right and up to find another Krook, the DK Coin, and a Bonus Barrel. In the bonus level, use Squawks's eggs to dispose of the Zingers.

DK Coin: Next to the third bonus level.

Warp Barrel: At the start of the level, roll to the Banana Coin above thin air, and jump or ponytail to the final Warp Barrel.

Goodies: Near the first bonus level, throw Dixie into the Dixie Barrel for bananas and two coins.

Tough Spots: The first part of the level is full of rotating barrel cannons, and there are often Zingers nearby, so proper timing is necessary. The Squawks section is tough the first few times you play it. Use your egg attacks to dispose of stationary enemies like Krook and Kannon, and use speed to get by the Mini-Neckies. The Zingers are dangerous, too.

Notes, Tips, and Strategies: Squawks makes his first appearance here. Use Y to spit eggs, B to fly (hold Up on the Control Pad to go faster), and Down to descend. Unlike other animal buddies, if you get hit while riding Squawks, you'll lose a monkey but you'll keep riding Squawks. The new Krook enemy is plenteous in this level.

Kleever's Kiln

Level Type: Lava (Boss)

Difficulty: 4

Main Enemy: Kleever

Goodies: In the second phase of the bout, you can use Dixie's Ponytail Twirl to reach two Banana Coins in the upper-right corner of the arena.

Notes, Tips, and Strategies: A lot of people think this boss is quite hard, but I've never had much trouble with it, despite its scary appearance. This is my favorite boss in the game. By the way, a cleaver is a kind of sword, and a kiln is an oven. First, Kleever will start flinging fireballs at you. Dodge them until a cannon ball falls down, and throw it at the boss. Some hooks will drop down. Quickly cross over to the other side of the arena, dodging the fireballs. Throw another cannon ball at Kleever. Keep repeating this process. After the third hit, Kleever will sink into the lava. But it's not over yet! It will fly out of the lava and try to stab you. Use Dixie's helicopter spin to safely float over the boss. After a stab attempt, get to the other side of the arena and pelt Kleever with a cannon ball. Repeat two more times and the boss will explode spectacularly, awarding you a Kremkoin.

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-----Krem Quay-----
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Barrel Bayou

Level Type: Swamp

Difficulty: 5

Main Enemies: Kloak, Zinger

Other Enemies: Click-Clack, Neek, Klomp, Flitter, Klobber

Animal Buddies: Early in the level, there's a sequence of Rotatable Barrels. Fire the third one "southwest" to reach Rambi's crate. Using Dixie's helicopter spin or the KrocHead also does the trick.

Bonus Levels:

1. Just after the "No Rambi" sign, watch the Kloak a while. When it flees to the left, chase after it and it will throw a chest. Quickly smash the chest against the Kloak to find a cannon ball. Then jump left into the cannon. In the bonus game, just toss the cannon ball at the Flitters and Zinger to defeat them and reveal the Kremkoin.

2. In plain sight near the end of the level. Throw your friend into it before a Kloak drops an irritating Zinger. In the bonus level, keep aiming accurately with the Rotatable Barrels.

DK Coin: It's your reward for reaching the "No Rambi" sign.

Goodies: One of the best goodies in the game. When you reach the letter N, two Kloaks are throwing out Click-Clacks. Be patient and one will throw a treasure chest. Smash it against a beetle to find a 2-Up. Repeat this process as long as you want!

Tough Spots: Near the end, you'll have to keep firing out of an arrow barrel to cross a gap.

Notes, Tips, and Strategies: I like swamp levels. This level introduces Kloak, a ghostly enemy that throws stuff at you, and Rotatable Barrels, which you can rotate in the desired direction. They will shoot you out after a certain amount of time, though, or you can press B to fire manually. Make sure to find Rambi for the first part of the level. Don't fall into the swampy water, or you'll lose a life.

Glimmer's Galleon

Level Type: Ship Hold

Difficulty: 7

Main Enemies: Lockjaw, Puftup

Other Enemies: Klomp, Flotsam, Shuri, Spiny

Animal Buddies: Glimmer helps you through most of the level.

Bonus Levels:

1. At the very start of the level, go up and right into the passage leading to

the bonus level. To get your Kremkoin, just follow the winding passage - there aren't any forks or alcoves to mess you up.

2. Near the end of the level, you'll find a Puftup near an arrow made up of bananas. Keep swimming down and right to find a Lockjaw and the bonus level. This bonus level is tougher than the last one, as this is a maze. Start by going up and then right, and from there make your way to the upper-right corner.

DK Coin: At the very beginning, swim over the entrance to the bonus level to find a room full of bananas. In there, go up from the upper-right corner of the screen to find the DK Coin. A toughie!

Goodies: There are many Banana Coins behind not-so-solid walls, but if you need Banana Coins, there are much easier ways to get them.

Tough Spots: This level has a lot of tough spots. In the Puftup areas, keep your distance from the pufferfish before they explode. Also, near the letter "G" are two Lockjaws. Swim between them when they're far apart.

Notes, Tips, and Strategies: This level is extremely dark, so it's tough to see where you're going without the aid of your helpful friend Glimmer. If you ever get lost, follow the banana-shaped arrows. Increasing your TV's brightness or contrast helps a lot. If you're playing on an emulator, you may be able to turn off certain background layers to greatly improve visibility.

Kong Kollege

You definitely want to save your game. If you've been following my guide and you've completed Jungle Jinx, you will now be 33% with 13 DK Coins. You can also receive boring instruction about things that are discussed in the manual (which you probably should have figured out by now anyway).

Funky's Flights II

This Funky's Flights isn't extremely useful at the moment.

Monkey Museum

Cranky's advice really isn't very useful if you have this walkthrough.

Krockhead Klamber

Level Type: Swamp

Difficulty: 5

Main Enemy: Zinger

Other Enemies: Kutlass, Flitter, Kaboing, Klinger

Animal Buddies: Squitter appears in a bonus level.

Bonus Levels:

1. Right before the halfway point, you'll find a "No Squitter" sign. Throw your partner into the Bonus Barrel directly above the banana arrow. In the bonus level, mount Squitter and build web platforms so you can shoot the Zingers. Be fast, since there's not much time.

DK Coin: This is tricky. At the very start, throw your friend over the Zingers to the left. Bop one of the Zingers with the chest, then roll jump over the gap, using the bananas as your guide. Then run through the Zingers (taking a hit) and keep smashing the chest against the Zingers until the DK Coin is revealed. You can toss your partner between the Zingers, but that's very difficult to do.

Goodies: Nothing in particular.

Tough Spots: The second half of the level features KrocHead Barrels. These make green KrocHeads pop out of the water - but temporarily. Use them as stepping stones to cross the swamp before the recede. Some Zingers and other obstacles are around to make things tougher. Using Dixie is strongly recommended.

Notes, Tips, and Strategies: This is another swamp level. The first half is full of cattails, which are just like vines, while the second half has lots of KrocHeads, which are controlled by the barrels. By the way, the game spells "KrocHead" "Krockhead" - unlike the manual.

Rattle Battle

Level Type: Ship Deck

Difficulty: 5

Main Enemy: Kaboing

Other Enemies: Zinger, Flitter, Kannon

Animal Buddies: You're controlling Rattly through most of the level, like it or not. You can't skip the Rattly Barrel.

Bonus Levels:

1. Jump up at the very start of the level and you'll be launched to a ledge with a banana bunch and Banana Coin. Throw your friend into the Bonus Barrel while you're there. Inside, use roll jumps and/or the helicopter spin to climb the barrels to the Kremkoin.

2. Just before the letter "O," drop down into the narrow gap and head left to reach a bonus level. In it, simply bounce across the Zingers to the token. You don't have to stomp on every one of them.

3. Just after the "N," use Rattly's SuperJump when you come to a banana arrow. You'll enter a Collect the Stars bonus level. If necessary, use the SuperJump to reach the higher stars in the middle.

DK Coin: Right before the Continue Barrel, defeat the Zinger and then drop to the lowest ledge. Jump over the gap into the ship and a barrel cannon will

shoot you to the DK Coin.

Goodies: Nothing that's hard to find.

Tough Spots: Near the end, there are many Kaboings bouncing on barrels. Use the SuperJump to clear them. Also use the SuperJump to deal with the Kannons at the end.

Notes, Tips, and Strategies: This is my favorite level in DKC 2. I think you'll like the music.

Klubba's Kiosk

If you have 15 Kremkoins, you can go to Black Ice Battle, the second level in the Lost World, from here. See the Lost World section for the Black Ice Battle guide.

Slime Climb

Level Type: Rigging

Difficulty: 7

Main Enemy: Snapjaw

Other Enemies: Click-Clack, Kruncha, Klinger, Kannon, Neek, Flitter, Zinger, Klobber, Klomp

Animal Buddies: None

Bonus Levels:

1. Just past the halfway point, there's a Kannon. Roll into him (don't stomp him, or the water will start rising) and the Invincibility Barrel. Jump into the water and quickly swim down, following the bananas to the Bonus Barrel. This star-collecting game is a bit trickier, especially if you don't have Dixie. Be careful not to fall off the bottom of the screen.

2. Near the end of the level, there's a cannon ball in plain sight. Pick it up, take it past the Klomps, and enter the cannon while staying ahead of the Snapjaw. In the bonus level, use cannon balls (or your buddy with the Flitter) to beat all the enemies.

DK Coin: After where you exit the second bonus level, throw your pal into the Invincibility Barrel and swim along the top of the water to find the DK Coin. Be quick.

Goodies: There aren't a lot of hidden goodies in this level. I wonder if you can find the letter "G." I did!

Tough Spots: One stretch has a couple of Klobbers. Just stomp them and keep going.

Notes, Tips, and Strategies: The ship is sinking in this level, so the water is rising at times. What's more, the water is inhabited by the ferocious Snapjaw,

a fish who bites monkeys as soon as they land in the water. Use Diddy for most of the level, since he's speedier than Dixie. In the second half of the level, there are a couple of high barrel cannons (toss your buddy) you can use to skip some difficult Klinger-laden rope sections.

Swanky's Bonus Bonanza

You've got to love ridiculous answers like Torch Tragedy and Don Quay. Here are the correct answers to each of the quizzes:

Funky's Fun (1 coin): Jumps very high, Glimmer's Galleon, Klubba

Swampy Swag (2 coins): 5, button 'A,' Rambi

Primate Prize (3 coins): Krem Quay, Squawks, 2

Bramble Blast

Level Type: Brambles

Difficulty: 5

Main Enemy: Zinger

Other Enemies: Klampon, Click-Clack, Flitter

Animal Buddies: In the second half of the level, you must fire from a barrel cannon onto a Flitter. Using the banana as a guide, shoot onto him and land in the automatic barrel, sending you onto another Flitter. Now hold left and drop down the banana-filled passage. This will take you to Squawks.

Bonus Levels:

1. Look in the bottom-left corner of the fourth large section, and make sure to bypass the main Arrow Barrel (which leads to the next section) at first. It's a little hard to explain how to get the Kremkoin in this bonus level, but stay along the bottom line of brambles for your first few shots.

2. You'll find this barrel at the end of the Squawks section, after a few indestructible Zingers. In the not-too-tough bonus level, stay away from the briars and follow the banana trail to find the Kremkoin.

DK Coin: Soon after you get Squawks, use an egg to dispose of the Zinger that guards the DK Coin.

Goodies: Just past the halfway point, you'll have to shoot quickly to get the 1-Up before it floats away.

Tough Spots: In some places, you'll be shooting out of 8-direction barrel cannons in narrow, bramble-lined passages. Emulator players can try reducing the game speed. Also remember that when a person is intoxicated, reaction time is one of the first abilities to go, so don't play while drunk (I will resist the urge to use a smiley here).

Notes, Tips, and Strategies: In this unique area, you spend most of your time shooting out of rotating barrel cannons. Most rotate in only a few directions, so it's a bit of a maze. Be patient and you'll find the right path. Don't touch

the brambles, or you might lose a monkey. After the Klampon, use Dixie's helicopter spin to float to the platform toward the lower-left so you don't have to deal with more barrel cannons than you have to.

Kudgel's Kontest

Level Type: Swamp (Boss)

Difficulty: 5

Main Enemy: Kudgel

Goodies: None

Notes, Tips, and Strategies: Kudgel is the boss of Krem Quay. He's a palette swap of Klubba, but this guy's not here to help. Use Diddy here because of his superior speed. At first, Kudgel drops down periodically, stunning you if you're on the ground when he lands. Keep moving to avoid getting squished, and jump right before he lands. Eventually, a TNT barrel drops down. Stay far away from Kudgel, as he's about to swing his club at you. Pick up the barrel of trinitrotoluene and throw it at Kudgel when he lands again to score a hit. Don't run into Kudgel with the TNT barrel; it won't work. After three hits, Kudgel stays on the screen when he bounces, but that doesn't make things much tougher. Remember that each hit makes Kudgel move a little faster. Three more hits will finish the battle and net you a Kremkoin.

=====
-----Krazy Kremland-----
=====

Hornet Hole

Level Type: Wasp Hive

Difficulty: 5

Main Enemy: Zinger

Other Enemies: Click-Clack, Spiny, Krook

Animal Buddies: Just before the halfway point, look for a hook at the top of the screen. Throw your friend onto it to find the Squitter crate.

Bonus Levels:

1. At the very start, throw your friend onto the hook. Jump onto the honey and climb all the way to the top. Jump across the hooks to land on a wall with an entrance to a bonus level. Inside, keep smashing the chest against the Zingers until the Kremkoin is revealed. I suggest using Dixie here.

2. Directly below the first bonus level, although you don't have to use the hooks to find this one. Here, quickly jump back and forth between the sticky wall until you reach the Kremkoin. You have only a 10-second timer, but you can

do it in two seconds.

3. Right after the "N," build some webs where the bananas are and you'll eventually reach a bonus door guarded by a Zinger. The bonus level is a simple web-building exercise, although the tight confines make it a little harder.

DK Coin: Just before the "N," use Squitter's webs to beat a Zinger blocking a passage on the floor. Drop down, beat another Zinger, and build some webs to reach the DK Coin.

Goodies: After the letter "K," climb to the very top of the sticky wall, where you'll find a chest containing a 2-Up at the top.

Tough Spots: Near the end, you'll have to climb up a honey wall that has a Krook at the top. It's tricky with Squitter, too.

Notes, Tips, and Strategies: This level is pretty easy once you get the hang of the sticky honey walls and floors. Honey makes walking impossible, but you can use it to climb up steep walls - just keep jumping. Also, you can stand in honey without getting stuck if you're carrying your buddy.

Kong Kollege

This is a fine time to save your game. If you've been playing perfectly, you're now 47% with 19 DK Coins. You can also pay to get a vague hint about the boss.

Target Terror

Level Type: Roller Coaster

Difficulty: 5

Main Enemy: Zinger

Other Enemies: Flitter, Klank

Animal Buddies: Squawks appears in the first bonus level.

Bonus Levels:

1. Between the first Klank and the letter "O," jump up near the top of the small hill to enter a strange sideways Bonus Barrel. Inside, hop on Squawks and shoot eggs to defeat the nine Zingers. Remember that it's safe to touch the vines from the bottom; just don't touch the sides or top.

2. After the second Klank (right after the DK Coin), don't jump onto the next roller coaster; instead, follow him into the gap, where you'll find the Bonus Barrel. The bonus level requires lots of cart-jumping, but it's not too hard.

DK Coin: In the second half of the level, jump up in the wooden tunnel right before the second Klank appears to take the hard-to-see DK Coin.

Goodies: At the very end, you can jump over the "X" Barrel for a 1-Up. Don't try this stunt if you're single.

Tough Spots: At the end of the level, two of the check barrels are closely guarded by Zingers, and another requires you to change coasters at the last second possible.

Notes, Tips, and Strategies: In this level, you're on a roller coaster, and you must jump to hit the check barrels, which open gates. Meanwhile, avoid the "X" barrels, which shut the gates. If you hit a closed gate, you'll lose a monkey. Opening the gates gradually gets harder throughout the level. Use the bananas as a guide for hitting (or not hitting) the barrels.

Bramble Scramble

Level Type: Brambles

Difficulty: 8

Main Enemy: Zinger

Other Enemies: Krook, Kannon, Mini-Necky, Click-Clack, Kloak

Animal Buddies: Both Squawks crates are mandatory and easy to find. At the halfway barrel, jump through the brambles to the right - they're not solid. Perform a roll jump to find Squitter.

Bonus Levels:

1. After the first horizontal rope, throw your friend up to the Invincibility Barrel. Run along the bottom brambles, and launch out of the barrel cannon into the Bonus Barrel. This one is quite tough. Defeat a Zinger, take the four stars it guards, and repeat with the others. Be patient, as there's plenty of time and you shouldn't touch the brambles.

DK Coin: See the Animal Buddies section to learn how to get Squitter. From the Squitter barrel, build web platforms upwards until you find a wall marked with a banana. Build a web bridge through, constructing webs in close succession. Nearby is the DK Coin. You may want to complete the level before trying to get this DK Coin, so you can use Pause + SELECT to exit the level.

Goodies: Right after the "O," you'll find two Banana Coins guarded by a Krook. These are best ignored unless you have both monkeys. Near the DK Coin, build webs to the lone bananas to find a 3-Up and a Banana Coin.

Tough Spots: This entire level is quite tough. I think the "Zinger Ring" at the end is particularly difficult. Take it slowly until you make a decisive move.

Notes, Tips, and Strategies: This is the first really tough level in the game. It is much harder than anything you saw in Donkey Kong Country - and we're barely halfway through the game! Remember that as Squawks, you can safely touch the brambles on the bottom without getting hurt. This trick helps in getting through the Kloaks at the end (and many other times). For the record, I'm writing this on April 15, 2008 - 12 years minus a day that I first completed this level (an occasion that made me scream with glee so long ago).

Funky's Flights II

You might want to go back to a previous world to get more lives or to look for Kremkoins and DK Coins you haven't found yet.

Rickety Race

Level Type: Roller Coaster

Difficulty: 3

Main Enemy: Klank

Other Enemies: None

Animal Buddies: None

Bonus Levels:

1. As Dixie, keep throwing Diddy up the ledges at the start. Then helicopter spin (roll jumps don't work) to the bonus level on the right. In this "Destroy Them All" bonus, it's impossible to defeat all of the Klanks; instead, just make sure to run down all of the ones that cross your path.

DK Coin: Stomp the last Klank to get it.

Goodies: The next-to-last Klank yields a Banana Coin. At the end, use the hook to hit the level exit from sufficient height to earn a reward.

Tough Spots: Nothing too tough, despite the lack of a Continue Barrel (the only such non-boss level).

Notes, Tips, and Strategies: In this unorthodox level, you're on a roller coaster and stomping 10 Klanks. Hold Right on the Control Pad to increase your speed, or Left to slow down. Watch out, as it's possible to fall into the pit. Hold left at the start to hit a special barrel that increases your speed. Two of the Klanks look like Pittsburgh Steelers and Southern Cal fans.

Monkey Museum

With my guide, there's little use in paying money to here Cranky's vague hints (usually involving puns on directions and prepositions).

Swanky's Bonus Bonanza

Note that the third question of "Baboon Booty" isn't quite accurate, as Kutlass hasn't appeared yet in Krazy Kremland. I think Swanky means "in the game" instead of "during this area of the island," since we have seen a Kutlass in the Lost World. Anyway, here are the correct answers:

Wrinkly's Winner (1 coin): Krazy Kremland; Red, green, and yellow; Rare / Nintendo

Krazy Kwiz (2 coins): Hornet Hole, Wrinkly, Picture of K. Rool

Baboon Booty (3 coins): Rattly, Green, Cat o' 9 Tails

Mudhole Marsh

Level Type: Swamp

Difficulty: 5

Main Enemies: Cat o' Nine Tails, Mini-Necky, Zinger

Other Enemies: Click-Clack, Flitter, Kannon

Animal Buddies: None

Bonus Levels:

1. Near the end of the first half of the level, throw your friend up to the Bonus Barrel while avoiding the pesky Cat o' Nine Tails. In the bonus level, throw your partner at the stars to collect them.
2. A little after the "N," pick up the cannon ball found in plain sight. Jump from island to island, jumping over Kannon's projectiles. Enter the cannon and play a tough bonus level. Pelt the flying baddies with cannon balls, but hurry; there isn't much time.

DK Coin: After the place where you clear the gap using Kannon's projectiles, you'll find a hook and a Kannon shooting rightwards. Don't stomp him. The DK Coin comes from the level exit. Don't attempt to helicopter spin from the hook to the exit; instead, watch the pattern to see where the DK Coin comes. Then jump onto the barrel and land on the exit, possibly getting the coin. It's not easy.

Goodies: Right before the letter "O" (found in a chest), throw your friend up to the lone banana to become invincible (it's not very useful, though). One Banana Coin can only be reached via Cat o' Nine Tails, but it's best ignored because of the Zinger risk. Another can only be reached by throwing your partner into the water (you won't lose him/her).

Tough Spots: In the second half of the level, there are some Cat o' Nine Tails that can send you flying into Zingers. Hit the kitties with a barrel or lure them away from you. Near the very end, you'll have to clear a gap using Kannon's barrels.

Notes, Tips, and Strategies: Our final swamp level introduces Cat o' Nine Tails, an annoying cat who can fling you high in the air. However, this level is not especially tough. Many of the DK Barrels found in treasure chests.

Klubba's Kiosk

If you've followed my guide closely, you'll have just enough Kremkoin to pay Klubba to visit the difficult Klobber Karnage level, which is covered in the Lost World section.

Rambi Rumble

Level Type: Wasp Hive

Difficulty: 8

Main Enemies: Zinger, King Zing

Other Enemies: Kutlass, Klampon, Kannon, Kruncha (only in a bonus level)

Animal Buddies: Right after the halfway point, there's a door you must enter. Climb the honey wall and jump into the Rambi barrel.

Bonus Levels:

1. A little before the halfway point, jump to the lone banana to find a hook. Use it to climb up the honey wall and find a bonus door. Getting up is a little tricky, so you may need to try a few times. The bonus level requires you to climb up a couple of sticky walls - a familiar process.

2. When you see a pair of Red Zingers in the Big Zinger Chase, charge up a SuperCharge and release before the big Zinger hits you. You'll crash through a door, revealing a bonus level. Simply smash through the melee of meanies before time runs out.

DK Coin: Right before you reach the door leading to Rambi's room, jump up to reveal a hook. Keep jumping to clear the passage, and then climb the wall to the DK Coin. Then go back and get Rambi, because you won't make it far without him. Goodies: None that are very secret or very special.

Tough Spots: In the first part of the level, there are several sticky walls guarded by Zingers. Make your move when the Zinger moves to the other side. Also, the section near the end where the big Zinger is chasing you can be tough.

Notes, Tips, and Strategies: The first half of the level has more honey-climbing, but there are now a lot more Zingers around. The last quarter of the level gives you control of Rambi with a massive Zinger (maybe King Zing) pursuing you and dramatic music playing. You may want to let the Zinger pass you (taking a hit) so you can explore the rest of the area at your own pace.

King Zing Sting

Level Type: Wasp Hive (Boss)

Difficulty: 5

Main Enemy: King Zing

Other Enemy: Zinger

Animal Buddies: You control Squawks throughout the entire battle.

Goodies: None

Notes, Tips, and Strategies: King Zing is one of the more interesting bosses in

the game. He starts by moving back and forth. Spit an egg at his red stinger to score a hit. Afterwards, he'll turn red and become invulnerable for a short time. When he releases spikes, just move up or down against the wall to avoid them. King Zing's speed increases after each hit. After six direct hits to the stinger, King Zing turns into a small red Zinger encircled by four regular Zingers (like Koopa Shells in Mario Kart). Egg the regular Zingers, then hit the main Zinger before the bees regenerate. After that, the Zinger will begin to chase you. Keep spitting eggs at it until the battle is over and you're one Kremkoin richer.

=====
-----Gloomy Gulch-----
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Ghostly Grove

Level Type: Enchanted Wood

Difficulty: 5

Main Enemies: None

Other Enemies: Kloak, Klomp, Spiny, Klampon, Flitter, Klobber, Kruncha, Zinger, Kaboom

Animal Buddies: None

Bonus Levels:

1. Just after the "O," throw a barrel past the Krunchas, breaking open a bonus level. Inside, keep throwing the treasure chest at the red Zinger until you get the Kremkoin. Using Dixie is highly recommended.

2. Above two Klampons near the end of the level, take the two Ghost Ropes to a Bonus Barrel. These ropes are faster than most, so you have to time it right. In the bonus level, quickly jump across the Ghost Ropes to the Kremkoin.

DK Coin: Roll jump under the ledge with the letter "O" to find a barrel cannon and the DK Coin. Watch out for the Klobber.

Goodies: The letter "G" is invisible but surrounded by bananas.

Tough Spots: The final stretch of Ghost Ropes has a few Zingers.

Notes, Tips, and Strategies: Ghostly Grove has a laundry list of enemies, but none of them are particularly dangerous. The main feature of Ghostly Grove are the Ghost Ropes, which keep disappearing and reappearing. Take some time to learn their pattern, or these ethereal ropes could disappear with you on them.

Monkey Museum

Stop in for your share of complaining and less-than-useful advice.

Haunted Hall

Level Type: Haunted (Roller Coaster)

Difficulty: 7

Main Enemy: Kackle

Other Enemy: Zinger

Animal Buddies: None

Bonus Levels:

1. Right after the first Kackle, the rails split into a lower and upper section. Jump onto the lower section, and when you see the wooden tunnel, jump onto it to reach the bonus level. Inside, be prepared to do some rapid-fire jumping after you hit the Plus Barrel (not the kind that deals with Kackle).

2. After you finish the previous bonus level, you'll be sent backwards. Then ride into the lower tunnel for ANOTHER bonus level. Just keep jumping to collect the stars. You don't need to collect every single one of them.

3. After the third Kackle, hit the jump button at just the right time (hit it a little early) to jump onto the lower of the rails. It's tough to get there, but it leads to a bonus level. Inside, you're travelling at lightning speed, but otherwise it's not too tough.

DK Coin: At the level exit, scurry under the left deck to find the DK Coin.

Goodies: Nothing that isn't in plain sight.

Tough Spots: The final Kackle stretch requires you to jump very accurately to hit the Plus Barrels while avoiding the Minus Barrels.

Notes, Tips, and Strategies: Pretty good music here. Through most of this level, you're being chased by a ghostly skeletal pirate called Kackle. To keep him from touching you and taking a monkey, you must hit the Plus Barrels to add time to the timer. Worse, there are several Minus Barrels around that subtract time (although they don't send you to the Minus World as Cranky jokes), not to mention the places you can fall off the rails.

Gusty Glade

Level Type: Enchanted Wood

Difficulty: 7

Main Enemies: None

Other Enemies: Klampon, Click-Clack, Spiny, Kutlass, Zinger, Neek, Flitter (only in the bonus level), Kannon

Animal Buddies: At the beginning of the level, throw your partner over the mound with the level entrance to find Rattly.

Bonus Levels:

1. Right before the "No Squitter" sign, bounce into the Bonus Barrel. You don't have to hit all the Flitters; just bounce on a couple and let the wind do the work.

2. A little past halfway, two Kutlasses are guarding two treasure chests. The upper one contains a cannon ball. Then jump across the long gap into the cannon, where you have to use a moving arrow barrel to collect the stars. Fortunately, the wind isn't blowing.

DK Coin: Near the end (after a few barrel cannons), you'll land on a high bluff above a Kannon. Use Dixie's helicopter spin to soar into the DK Coin in the air. If you're careful, you can bypass the very hard final stretch and reach the level exit.

Goodies: You get a 3-Up for reaching the "No Rattly" sign with Rattly.

Tough Spots: Right before the "No Rattly" sign, there's a tough jump that requires you to charge the SuperJump (if using Rattly). The stretches with the alternating wind currents are tough if you're not patient. Also, the final stretch is extremely hard if you don't use the shortcut mentioned in the DK Coin section.

Notes, Tips, and Strategies: This is a very hard level the first time you play it. The strong wind affects the way you move (like the Super Mario All-Stars Lost Levels). A tailwind makes you jump very far; a headwind makes jumping forward almost impossible. In some places, the wind alternates between both directions, so use patience to find the wind's pattern.

Kong Kollege

After two difficult levels in a row, you can finally save. Wrinkly also gives a semi-useful tip about bonus levels.

Parrot Chute Panic

Level Type: Wasp Hive

Difficulty: 6

Main Enemy: Zinger

Other Enemies: Klampon, Spiny

Animal Buddies: This level is full of Squawks's purple cousins, Flapper, who can only float downwards and can't spit eggs. Hold Up on the Control Pad to float more slowly, and hold Down to descend more slowly. Press X to dismount. Regular Squawks appears twice in bonus levels.

Bonus Levels:

1. After a Banana Coin and a set of three Zingers, hold left and up to find a bonus door. Inside, simply guide regular Squawks through a winding tunnel. A really easy bonus level.

2. Between the Spiny and the letter "N," use some narrow pieces of honey to climb up the wall. Be careful not to fall onto the Zingers. At the top, you'll find a bonus door. Inside, mount Squawks and use eggs to dispose of the Zingers. At the end, beat the final Zinger using the TNT barrel that appears after reaching the "No Squawks" sign.

DK Coin: At the start of the level, drop down, holding left and using your Ponytail Twirl to find the DK Coin.

Goodies:

1. After the first Squawks ride, you'll land near a crate and a Zinger. Get rid of the Klampon below you, go back up, and grab the crate. Use it to break the wall just right of where the Klampon was. Enter the passage for bananas and a shortcut past one Squawks sequence. You won't even miss the "K" letter. Credit goes to Norberto Rojas Marin (accented "I" omitted, by the way) for this one.

2. Near the end, throw your friend to a high Rotatable Barrel to find a Banana Coin. To hit the level target, it's easiest to use the invisible hook (look for the lone banana).

Tough Spots: The next-to-last sequence is a little tough. Hold up to reduce your speed when necessary.

Notes, Tips, and Strategies: In this level, you ride a Flapper down through endless Zingers. If you're not comfortable with this purple Squawks, you can use Dixie's Ponytail Twirl to float downwards. Use at your own risk. Take the easiest route through the Zingers - don't try to get the lone bananas and banana bunches.

Swanky's Bonus Bonanza

Here are the correct answers, for those who care to play.

Lockjaw's Loot (1 coin): Gloomy Gulch, 5, Funky

Haunted Haul (2 coins): Gusty Glade, 3, Crocodile Isle

Gibbon Game (3 coins): Crocodile Canyon, Enguarde, 2

Klubba's Kiosk

This kiosk takes you to Fiery Furnace, but you'll still probably need a couple more Kremkoins.

Funky's Flights II

It's the cool surf dude's flying barrel, again.

Web Woods

Level Type: Enchanted Wood

Difficulty: 8

Main Enemy: Zinger

Other Enemies: Neek, Kruncha, Kutlass, Kaboing, Krook, Mini-Necky, Kannon

Animal Buddies: You have no choice but to use Squitter for most of the level.

Bonus Levels:

1. A little after the "N," you'll find a Kannon and a banana arrow facing left. When the Kannon fires a slow-moving cannon ball, construct web platforms to the left, following the cannon ball. It will slam into the wall and open a bonus level. Inside, keep building webs in close succession to form a nice bridge. Follow the bananas and avoid the Zingers and brambles.

2. After the section with many red Zingers, there will be some green Kaboings. Beat them with webs, being careful not to hit the Kannon. Follow the Kannon's ammunition until it smashes open the door near the banana arrow. Thankfully, the bonus level is an easy collect-the-stars game involving web building.

DK Coin: This is one of the prizes at the level exit. Fire out of the cannon when the banana appears, and if your timing is just right, you'll get the coin. It doesn't appear for very long.

Goodies: At the first DK Barrel, throw your friend onto the ledge above you to find several goodies. Also, there's a high bluff near the merging of the two paths. On top is a chest with a 2-Up inside. Either throw your friend up there, or toss your partner above the Squitter door to find a barrel cannon that takes you there. Lastly, throw your friend over the level exit to find a 2-Up.

Tough Spots: The section with the multitude of Red Zingers is difficult. If necessary, build web platforms close to each other to form a bridge.

Notes, Tips, and Strategies: Some people feel this is the hardest level in the game. You'll have to be an expert with Squitter to succeed in this endless level. Try to eliminate all the non-indestructible enemies before moving forward.

Kreepy Krow

Level Type: Rigging (Boss)

Difficulty: 7

Main Enemy: Krow

Other Enemies: Mini-Necky

Notes, Tips, and Strategies: At first, keep jumping over the transparent blue Mini-Neckies. When you see a less ghostly-looking one, stomp it to make a barrel appear. Use it to hit Krow. Climb up the hooks that appear and then ascend the ropes. Keep changing "lanes" to avoid egg fire. Repeat two more

times to win this battle. The second rope section is a little tougher, as eggs will travel both horizontally and vertically. Also, ghostly Mini-Neckies will become faster and more plentiful. As a side note, I'm pretty sure this level was depicted on the back of the game box.

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-----K. Rool's Keep-----
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Arctic Abyss

Level Type: Ice

Difficulty: 7

Main Enemy: Shuri

Other Enemies: Kaboom, Flotsam, Lockjaw, Puftup

Animal Buddies: You control Enguarde through nearly all of the level.

Bonus Levels:

1. When you reach the first Lockjaw, swim up after the water rises. Perform a SuperStab at the wall with two bananas to open a bonus door. Inside, keep moving back and forth, performing one charge after each turn to collect the stars. It's impossible to get all of them, but try to get as many as you can.

2. After two Puftups near the end of the level, swim right through the wall to find a "No Enguarde" sign and a bonus level. Use a Kong (ideally Dixie) to smash a chest against the Zingers until the Kremkoin pops out.

DK Coin: Just after the halfway point, perform a SuperStab at the top of the shaft to reach the DK Coin before the water recedes.

Goodies: At the start of the level, helicopter spin across the gap to find a Kaboom and some treats. Throw your friend over the high wall for some more! As soon as you transform into Enguarde, hug the wall until you can go through it, where you'll find three Banana Coins. To hit the level exit and win a prize, begin your Ponytail Twirl as the water starts to recede.

Tough Spots: Some places have numerous Shuris. Most of them spin quickly towards you when you come near, so go slowly and carefully to avoid being caught off guard.

Notes, Tips, and Strategies: Almost all of this icy, watery level features Enguarde.

Monkey Museum

See Cranky if you want more complaining and hints that involve directions with double meanings.

Klubba's Kiosk

This kiosk takes you to the final Lost World level, Animal Antics. However, you won't have enough Kremkoins at this point in the game to pay the toll, so come back later. You must collect every Kremkoin in the game to use the final Klubba's Kiosk. I'm not sure why this location seems to be on DK Island.

Windy Well

Level Type: Mine

Difficulty: 8

Main Enemy: Zinger

Other Enemies: Click-Clack, Kutlass, Kannon, Klampon, Kruncha, Flitter (only in the bonus level), Spiny, Klobber

Animal Buddies: None, except Squawks in a bonus level.

Bonus Levels:

1. A little before the halfway point, head left to find a Kruncha and a Banana Coin. Jump off this platform, allowing the wind to take you under the Zinger and over to the Bonus Barrel. This is a really easy bonus level. Jump up, activating the wind current. Then stomp all the Flitters and land on the Kremkoin at the right edge.

2. Right below the level exit, lure the Klobber to you and stomp it. Then use the barrel to defeat the Kutlass and grant access to the Bonus Barrel. This bonus level would be easy, but there's a very short time limit.

DK Coin: Just past some Krooks, you'll find three bananas and a Zinger. Jump and hold Down and Right on the Control Pad to reach the DK Coin.

Goodies: Next to the letter "N" is a 1-Up Balloon. Quickly throw your friend to get it. Don't jump, or you'll needlessly increase your Zingers Dodged statistic. To get a prize from the level exit, you'll have to jump from the hook found near the "No Squawks" sign.

Tough Spots: Much of this level involves using the wind currents to dodge Zingers in various manners. Krooks are also a problem.

Notes, Tips, and Strategies: If you reach a dead end, jump up (or onto a hook) and the wind should carry you up. Hold Up or Down on the Control Pad to speed up or slow down when you're floating upwards.

Kong Kollege

A brainy player would save now. If you've been playing perfectly, you'll now be 80% with 33 DK Coins. Wrinkly also has two tips about things you probably know already.

Castle Crush

Level Type: Castle

Difficulty: 7

Main Enemies: Klampon, Spiny

Other Enemies: Neek, Kutlass, Kruncha, Krook, Zinger, Mini-Necky

Animal Buddies: Early on, use the DK Barrel to beat the Kutlass. Walk left of where he was to find a Rambi Barrel. Additionally, there's a Squawks Barrel immediately after the Continue Barrel. Simply jump left over the Zinger to find it.

Bonus Levels:

1. When you reach a banana arrow, the floor starts to move less quickly. Use Rambi's SuperCharge to break the door open. In the bonus level, quickly crush all the Zingers to make the coin appear.

2. Your reward for getting to the "No Squawks" sign is a TNT barrel. Use it to blow open the door by the banana arrow. The bonus level isn't too tough; just don't get crushed by the ceiling. As the level progresses, you'll have to run a little farther to reach safe spots.

DK Coin: As Squawks, make sure to hurry up the passage instead of waiting for the floor to come your way. When you see the "No Squawks" sign above you, don't go up; instead, fly downwards to find the DK Coin.

Goodies: At the end, you can use the barrel to defeat the Zinger and get bananas and a Banana Coin, but there are safer ways to do so.

Tough Spots: Near the end, you'll have to keep jumping over the hooks thrown by the Krooks. Dixie's helicopter spin makes it a little easier, but it's an easy place to lose a monkey.

Notes, Tips, and Strategies: In this level, the floor is rising, and it can crush you against the ceiling if you're not careful. Also, there are numerous enemies, including large quantities of Spinies and Klampons - a particularly bad mix, because one is roll-proof and one is stomp-proof.

Clapper's Cavern

Level Type: Ice

Difficulty: 5

Main Enemies: Snapjaw, Zinger

Other Enemies: Spiny, Klampon, Kruncha, Neek, Click-Clack, Flotsam, Shuri, Puftup, Flitter

Animal Buddies: Clapper appears many times. Also, there's an Enguarde section (sans Snapjaw) near the end of the first half of the level.

Bonus Levels:

1. At the very start, throw your friend up to the hook. Then roll attack the four Spinies, but watch out for the Klampon at the end of the series. Inside the bonus level, simply jump up the icy ledges without falling down. Not too tough. This also has the benefit of skipping some of the first part of the level.
2. Head to the upper-left corner of the Enguarde section to find a non-exploding Puftup. After you beat it, SuperStab the single banana to break open a bonus door. Inside, use a SuperStab to get off the dry land. In the water, perform another SuperStab or two to reach the Kremkoin with plenty of time to spare.

DK Coin: As soon as you finish Bonus Level #1, throw your friend up to the hook to find the DK Coin.

Goodies: Right after the "N," throw your pal at the high single banana to gain invincibility. Jump into the water to your left and swim through the corridor to find three Banana Coins. If you're not interested in the loot, use your invincibility to make some of the next part of the level a little easier.

Tough Spots: The final stretch (after the letter "G") involves ducking under and jumping over Zingers. Use the barrel to bowl many of them over.

Notes, Tips, and Strategies: Clapper's back, but this time, he transforms water into solid ice, forming a temporary bridge over the vicious Snapjaw. You may prefer using Diddy for much of this level because of his speed. This isn't a particularly hard level - but don't think the next one will be like this!

Chain Link Chamber

Level Type: Castle

Difficulty: 8

Main Enemy: Zinger

Other Enemies: Klinger, Krook, Klobber, Kutlass, Mini-Necky

Animal Buddies: None

Bonus Levels:

1. Stomp the third Krook in the level (the top one) and lure the Klobber off the platform. Take the cannon ball, stomp the middle Krook, and head right to find the cannon. In the bonus level, ignore the cannon ball. Use the Ponytail Twirl if you need increased accuracy jumping the Zingers. If you're low on time on the final row of Zingers, use the helicopter spin to clear two Zingers in one jump.
2. The wall next to the twin Kannons isn't quite as solid as it looks. Jump left through the wall, dispose of the two meanies, and enter the secret bonus door. You'll have to do some rapid-fire shooting out of the Rotatable Barrels. Use the bananas to help line up an accurate shot.

DK Coin: When you reach the spot where cannon balls are falling from the twin Kannons, jump down and hold Right to go through a wall and find the DK Coin.

This took me a while to find the first time.

Goodies: At the spot with the circling Zingers, head right (opposite the Continue Barrel) to find an invisible Banana Coin. Just after the first fork, jump left through the wall to find an Invincibility Barrel that helps immensely. Most other goodies are closely guarded by black Klobbers.

Tough Spots: A little after the letters "O" is a checkerboard-like chain section. Numerous Zingers are circling about. Try jumping up either flank, and then cross to the middle when the Zingers are in a good position. A similar section appears later in the level. Head left, staying near the middle to avoid the Zingers and Kutlass. Just after that, make sure to take the right rope, and to switch to the alternate rope after each falling cannon ball.

Notes, Tips, and Strategies: You'll be climbing chains through most of this level while dodging countless meanies. A bit after the Krooks, there's a fork in the road. I suggest taking the slightly easier left path, although the right one has a Banana Coin. Curiously, both sides have a letter "O." Go right on the second fork. After the second bonus level, switch to Diddy for speed. After the section where pairs of Zingers chase you, head up the ropes as quickly as possible to avoid the enemies with ease.

Funky's Flights II

This one works the same as all the previous Funky's Flights-es.

Swanky's Bonus Bonanza

Here are the correct answers to the questions in this final edition of Swanky's Bonus Bonanza:

K. Rool's Kwiz (1 coin): K. Rool's Keep, Cranky, Zinger the wasp

Castle Challenge (2 coins): Castle Crush, 5, Kloak

Big Ape Bounty (3 coins): Squitter, 5, 30

Toxic Tower

Level Type: Castle

Difficulty: 9

Main Enemy: Zinger

Other Enemies: Klampon, Kaboing, Kannon

Animal Buddies: A Rattly Barrel appears at the start. A Squawks Barrel and a Squitter Barrel appear later in the level and can't be avoided.

Bonus Level:

1. In the Squitter section, the lone Zinger guards a not-so-solid wall. Inside is the Bonus Barrel, where you'll just build a bunch of web platforms to reach the coin. Don't touch the brambles, though. This bonus level has the nice side effect of skipping the last part of the level.

DK Coin: In the first half of the level, there's a spot where you must SuperJump (near the bananas arranged in the shape of the letter "A"). Up a few steps, stomp the Zinger and drop down to find the coin.

Goodies: Near the end of the Rattly section, a few goodies can be found near the first narrow shaft guarded by a Zinger. Just go left through the wall to find a couple of Banana Coins. It's a nifty shortcut, too. In the Squawks section, after the Kaboings, look for a lone banana under a Zinger. Go through this not-so-solid wall to find some Banana Coins and banana bunches. At the very end, jump over the level exit to make the goo recede a bit. Jump under the goal to find some bananas and a 2-Up.

Tough Spots: The Rattly section is the hardest, since the numerous difficult jumps come with the pressure of staying ahead of the ever-rising toxic goo. You'll have to use the SuperJump a lot.

Notes, Tips, and Strategies: In Toxic Tower, you're climbing up a tower - and toxic green goop is rising! You'll have to use speed throughout the level. Try to go quickly through the Squawks section, because the goo may catch up with you during the Squitter section. The first half of the level is harder than the second - a rarity.

Stronghold Showdown

Level Type: Castle

Difficulty: 0

Enemies: None

Animal Buddies: None

Bonus Levels: None

DK Coin: None

Goodies: None

Notes, Tips, and Strategies: You win a Kremkoin here. K. Rool evacuates the castle and flees to his personal aircraft.

=====
-----The Flying Krock-----
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Screech's Sprint

Level Type: Brambles

Difficulty: 9

Main Enemies: Zinger, Screech

Other Enemies: Cat o' Nine Tails, Kloak, Kaboom, Klinger, Flitter, Mini-Necky

Animal Buddies: A Squawks Barrel appears immediately after the Continue Barrel.

Bonus Level:

1. Throw your friend onto a high platform that holds a cannonball. Then jump right to the hard-to-see cannon. In the bonus level, switch to Dixie and keep helicopter spinning and roll jumping until you reach the next-to-last Kremkoin in the game.

DK Coin: After the Zingers that block the road, ignore the banana arrow and instead go right through a spiral that contains the DK Coin at the center. Then use the Arrow Barrel to return to action. It's very hard to win the race AND get the DK Coin, so I suggest getting the coin after you complete the level.

Goodies: Jump on the early Flitter for a Banana Coin. There are a few treats in the Screech section, but trying to collect the items will usually prevent you from winning the race. Fly high above the "No Squawks" sign to get a prize from the level target.

Tough Spots: Zingers block the way in two places in the Screech section. Use eggs to clear away a couple of bees and create a safe pathway. Also, some passageways are pretty narrow.

Notes, Tips, and Strategies: At the start, use the Kaboom the Kloak throws at you to beat at least one Klinger. Make sure to defeat the second Cat o' Nine Tails you see (stay on the vine and wait for him to stop), as there's another one just ahead. In the second half of the level, you guide Squawks through a bramble-lined, Zinger-filled section. Worse yet, you have to finish ahead of a big black bird named Screech, or you'll lose a life and have to start the level over. Don't get distracted by letters and goodies; just keep following the banana trail. A little after the "K," drop down to a gap between the brambles to find a barrel cannon that shoots you up a long way. Note that all four KONG letters are found in the second half of the level. And sorry, but you can't touch the bottom edge of the brambles here. By the way, there's a way to complete the level without having to worry about beating Screech: Right after you transform into Squawks, touch a bramble (taking a hit) and quickly hurry past Screech. If you're quick, Screech won't start chasing you, so you can complete this stretch as slowly as you want to.

Funky's Flights II

This is the final edition of this. You might want to return a previous world to get more lives before facing K. Rool.

Kong Kollege

This time, Wrinkly charges a coin even for the first time you save (although

future saves are still two coins). Wrinkly also provides a very useless tip.

K. Rool Duel

Level Type: K. Rool 1 (Boss)

Difficulty: 9

Main Enemy: Kaptain K. Rool

Notes, Tips, and Strategies: This is it - the big boss! Here's the step-by-step instructions:

1. K. Rool drops a cannon ball, but don't pick it up yet. He'll jet to the other side of the room, so jump over him. When his bazooka starts sucking in air, throw the cannon ball in to score a hit. Watch out, as the cannon ball will come flying at you! This happens after each hit, and each time it goes a little bit faster.
2. K. Rool will shoot a spiked cannon ball at you. Jump over K. Rool a couple of times, and the spikes will disappear. Then you can throw the cannon ball into his weapon. Again, beware the backfire!
3. Similar to before, but this time K. Rool drops two spiked cannon balls and jets across the room three times. Only one cannon ball's spikes will vanish, so don't run into (or get sucked into) the spiked one. K. Rool passes out, but it's not over. He gets up, but Donkey Kong appears to give you a DK Barrel.
4. K. Rool now shoots a procession of spiked cannon balls at three different heights. The highest are best ducked; others should be jumped. Eventually, he'll shoot a barrel. Stomp it to find a cannon ball. You know what to do.
5. For this hit, K. Rool again launches spiked cannon balls at three different heights, but this time they bounce. As with the last hit, it's easiest to go under the highest ones and to jump the low and medium ones. Eventually, you'll get a chance to hit a barrel and find a cannon ball.
6. This time, K. Rool shoots spiked cannon balls that travel in a circular pattern, usually in pairs. Be patient and figure out the best time to jump over them. I recommend using Dixie's helicopter spin. Again, you'll get a barrel to stomp at the end. After this hit, K. Rool collapses again, but quickly recovers. You get a much-needed DK Barrel, too.
7. It gets tough now. First, stand back and jump the blue smoke using the helicopter spin. Jump over the slow-moving K. Rool. Then he speeds up and turns semi-transparent. For the final charge, he's invisible except for the dust he creates on the ground. Again ponytail over him, and then pick up the cannon ball that appears and throw it at him.
8. This next hit is pretty easy. After jumping over the speeding Kaptain, jump over the bouncing red balls of smoke with the Ponytail Twirl. After jumping a trio of spiked cannon balls, throw the cannon ball that appears into K. Rool's blunderbuss.
9. Just one more hit to go! After you jump K. Rool's charge, stand on the opposite end of the room and helicopter spin over the swirling purple clouds. Watch out; K. Rool will try to suck you toward him and hit you. Run in the

opposite direction until he disappears. K. Rool will reappear near you and try to suck you close enough to hit you. Keep moving to increase your safety. Eventually, the cannon ball will appear. Throw it in the bazooka, dodge the final backfire, get the final Kremkoin, and watch the ending! Note that your game is saved automatically.

However, the game still isn't over yet. Now that you have what should be your final Kremkoin, you can visit the next level in the Lost World. Also, if you missed a Kremkoin or DK Coin earlier in the game, use my guide to help you find it. From now on, press the L and R buttons on the map screen to find out the number of DK Coins you have (there are a total of 40 in the game).

=====
-----The Lost World-----
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Jungle Jinx

Level Type: Jungle

Difficulty: 6

Main Enemy: Zinger

Other Enemies: Kutlass, Spiny, Klampon, Klobber, Neek

Animal Buddies: None

Bonus Level:

1. Right before the halfway point, head left and perform a roll jump into the Bonus Barrel. This is a very difficult bonus level. You must throw your friend at the Flitters to defeat them. However, most of them are encircled by Zingers, so you must have perfect timing. For the final Flitter, don't jump too high before throwing your friend, or the fast Zinger will hit you.

DK Coin: The prize for finishing the bonus level.

Goodies: In order to receive a prize from the level exit, you must use the Klobber's barrel to smash the Zinger blocking the barrel cannon.

Tough Spots: Near the end of the level, there are some barrel cannons that move very quickly.

Notes, Tips, and Strategies: This is the first area in the Lost World. The Crocodile Isle jungle is less friendly-looking than the DKC version. Notice the three layers of background. Much of the level involves bouncing on quick-moving tires that launch you high into the air. Needless to say, don't touch the spikes.

Monkey Museum

Cranky will brief you on the "Lost World" here and misuse an apostrophe.

Afterwards, you'll be able to pay up for hints as usual. Each level hint costs 2 coins, but again, you've got a good walkthrough.

Black Ice Battle

Level Type: Ice

Difficulty: 7

Main Enemy: Zinger

Other Enemies: Klobber, Klampon, Spiny, Krook, Neek, Flitter

Animal Buddies: None

Bonus Level:

1. Just past the letter "N" (near the many platforms with Neeks and Klampons, drop down the shaft and hold right. Stomp the Klobber and throw the barrel at the Zingers. Pick up the chest, stomp the Flitter if necessary, and throw the chest at a Zinger to reveal a cannon ball. Follow a short path and drop down the shaft, staying right. Use the cannon ball to beat all the Zingers and reach a cannon. In the bonus level, use Dixie's helicopter spin to safely clear all the Zingers.

DK Coin: The prize for finishing the bonus level.

Goodies: To the left of the second Krook are two 1-Ups, but they're guarded by a rare black Klobber that steals your own lives when it hits you. Not far away is another black Klobber and a 1-Up.

Tough Spots: Near the end, you'll have to jump over a few Zingers at the top of some icy bluffs. Using the helicopter spin at the apex of your jump will work well.

Notes, Tips, and Strategies: This is the first icy level we've seen. Things are kind of slippery, so watch out!

Klobber Karnage

Level Type: Jungle

Difficulty: 8

Main Enemies: Klobber, Zinger

Other Enemy: Kaboom

Animal Buddies: None

Bonus Level:

1. At the very end of the level, throw your friend to the lone banana in the upper-right corner of the screen to find a hidden Bonus Barrel. This has always been one of my favorite bonus levels. Jump in the Invincibility Barrel and beat all the Zingers (it's quickest if you can bounce on the first ones). Remember

to touch the second Invincibility Barrel midway through.

DK Coin: The prize for finishing the bonus level.

Goodies: Jump up at the level entrance for a Banana Coin.

Tough Spots: Much of the level involves launching out of the various combinations and permutations of barrel cannons. It's not easy. In the second half of the level, lightning reflexes will be needed to survive the sequence with the moving Rotatable Barrel. Aim for the bananas.

Notes, Tips, and Strategies: This is one of the game's toughest levels. The first part of the level has huge numbers of barrel-dwelling Kremlings of all flavors, while the second part of the level has you in a Rotatable Barrel, floating over spikes and shooting over Zingers and into other barrels. Try to throw a barrel at the Klobbers before their heads pop out. This way, you'll beat them quickly.

Fiery Furnace

Level Type: Lava

Difficulty: 8

Main Enemy: Zinger

Other Enemies: Spiny, Kutlass, Klampon, Krook, Flitter, Cat o' Nine Tails

Animal Buddies: None

Bonus Levels:

1. A little after the letter "G," avoid the lone Cat o' Nine Tails and throw your friend into the high Steerable Barrel. Follow the bananas to the Bonus Barrel. Inside, focus on avoiding the Zingers; the brambles won't hurt you unless you get very close to them.

DK Coin: The prize for finishing the bonus level.

Goodies: A 2-Up is one of the prizes at the level exit.

Tough Spots: Watch out for the early Klampons; most stay back to guard their ledges, but one will charge right at you. Most of the second half of the level requires you to use the Steerable Barrels to dodge multitudes of Zingers; keep practicing and you'll get it right eventually.

Notes, Tips, and Strategies: In Fiery Furnace, most of the action takes place in Steerable Barrels. You can use the Control Pad to move them in any direction you want to. However, these barrels will launch you automatically in a predetermined direction when the timer reaches zero.

Animal Antics

Level Type: Jungle/Ice/Jungle/Brambles/Jungle

possibly off a pit or into a Zinger. They occasionally pause to take a breather, and that's your chance to stomp them and defeat them. The best way to deal with Cat o' Nine Tails is to lure it off a cliff or just ignore it. You can also throw your friend at a stationary cat to defeat it. For those unaware, this enemy's name is a pun of the cat-o'-nine-tails, a whip-like device made from bone fragments, shards of glass, and other sharp objects used to mete out punishment and torture.

---Click-Clack---

These beetles are similar to Super Mario Bros. 3 Koopas. If you stomp them, you can pick them up and use them to bash other meanies.

---Flitter---

Similar to Super Mario Paratroopas, these dragonflies fly slowly and can be stomped without much difficulty. Flitters can sometimes be used as stepping stones to higher locations.

---Flotsam---

Flotsam is found throughout the underwater areas, but it's not too tough to avoid, and Enguarde can beat these manta rays easily. As with all underwater baddies, stay away from them unless you're using Enguarde. The blue variety charges straight ahead, while green Flotsams patrol a given area. By the way, the word flotsam, which refers to goods found floating in the water near a shipwreck, is different from jetsam and lagan. You probably didn't know that.

---Kaboing---

These Kremlings have spring-loaded peg legs that provide superb jumping abilities. Most stand in place, while some charge toward you while bouncing. The rare green kind crouches on a platform and tries to jump on you when you come near. No matter what, they're not too tough to stomp on or roll into.

---Kaboom---

Similar to Klobber, these suicide bombers hide in ordinary-looking TNT barrels (except that the "N" is reversed). However, when a monkey approaches, this enemy will pop his head out of the barrel and try to smash into you and explode. Stomp him and use the barrel for your own use.

---Kackle---

Throughout most of the Haunted Hall level, you're being chased by a ghostly skeletal pirate called Kackle. To keep him from touching you and taking a monkey, you must hit the Plus Barrels to add time to the timer, while avoiding the Minus Barrels that remove time.

---Kannon---

This DKC 2 incarnation of Klump holds a cannon and fires barrels and cannonballs at you. You can stomp on the barrels, but not the cannon balls. Also, Kannon's cannon balls can be used to open hidden bonus doors in a few instances.

---Klampon---

These are bigger forms of DKC's Klaptraps. Their big jaws give you an idea about what happens if you try to roll attack them, so stick to stomping them.

---Klank---

These Kremlings (which look like Kutlass) ride roller coasters in a couple of levels. Some throw barrels at you. In Rickety Race, you travel fast enough to catch up with the Klanks and stomp them.

---Klinger---

These orange pirate Kremlings climb slowly up ropes and vines, and then slide down quickly. You can stomp them as long as you aren't on the rope, but it's safer to beat them with projectiles or to just ignore them.

---Kloak---

These spooky specters mostly throw barrels, crates, Zingers, and other projectiles at you. However, some of them will give out a goodie (sometimes even unlimited supplies of 2-Ups) if you're patient.

---Klobber---

Klobber hides in a barrel but pops out when you come near. He'll try to crash into you, possibly knocking you off a cliff or into an enemy. Jump on his head and use the barrel yourself. Yellow Klobbers have the additional effect of stealing bananas when they hit you, and the very rare black Klobbers steal 1-Ups. Also, Klobbers will hurt monkeys who are lying on the ground (after being thrown). Kaboom is a separate member of the Klobber family.

---Klomp---

These weak Kremling enemies can easily be stomped or cartwheeled. They're basically like Neek.

---Klubba---

This character is listed with the enemies on the ending credits, but Klubba is really here to help. He appears at five kiosks throughout the land and charges 15 Kremkoin for access to a different Lost World level. Complete them all and something good will happen. However, don't try to cross his bridge without paying. That's a pretty big club he has!

---Krook---

These trenchcoat-clad Kremlings throw boomerang-like hooks at you. Similar to Super Mario Bros. 3's Boomerang Bros.

---Kruncha---

This tough, muscle-bound Kremling gets mad and fast (and invulnerable to stomp attacks) when stomped, so only defeat him by using barrels. Alternatively, you can throw your buddy at him to beat him. I don't think there's any difference between the standard blue variety and the rarer pink kind seen in a few of the later levels.

---Kutlass---

According to the manual, Kutlass got his oversized swords from a TV mail order offer, but the swords were much bigger than he expected. When he comes near, he'll try to stab you with both of his swords. However, he'll get stuck in the ground and become temporarily immobilized. This is your chance to stomp him.

The green Kutlass, found a lot near the end of the game, can pull out his swords much more quickly than the standard yellow Kutlass. Kutlass works a lot like the Gerudos in Zelda 64.

---Lockjaw---

These big-lipped piranhas swim slowly back and forth, but when you come near, it'll lunge at you and try to bite you. Swim speedily past them, or use your swordfish buddy to bop them out.

---Mini-Necky---

These enemies behave differently from the way they did in DKC. In this game, they swoop at you when you come near. You can stomp them to get rid of them permanently, but it might be easiest to just jump over them or stay away from them.

---Neek---

These rat enemies are common and weak. Just stomp them or use a roll attack. These are the DKC2 equivalents of Mario Goombas.

---Puftup---

This is the only DKC 2 enemy to appear in both Donkey Kong 64 and Banjo-Kazooie. These pufferfish inflate, and sometimes explode, releasing spikes. These spikes sometimes move in the four cardinal directions, and other times in a southeast-southwest-northeast-northwest pattern.

---Screech---

This big black bird appears only once in the game and challenges you to a bramble-lined, Zinger-filled race. You have to finish ahead of him to finish the level. If you fail to beat him, you lose a life.

---Shuri---

Shuri is a starfish enemy that appears in some underwater sections of the game. Some bounce slowly and aimlessly around the room, while some are stationary until you come near, when they spin straight towards you. Either way, don't touch them unless you're using Enguarde.

---Snapjaw---

Snapjaw is a rarer, pinker version of Lockjaw. If you fall into water that has a Snapjaw, it'll strike and bite you very quickly.

---Spiny---

These porcupines are completely different from the Spinies familiar to Mario fans. You can safely roll attack their frontsides, but don't try to touch any other part of them.

---Zinger---

These killer bees are perhaps the most plentiful - and probably most dangerous - enemy in DKC 2. You can't stomp them, but standard Zingers can be defeated by barrels and most animal buddies. Red Zingers are stronger and can only be eliminated with TNT barrels. An especially large Zinger (I think King Zing) appears in Rambi Rumble and chases you for a little while.

unlicensed controllers don't work with Donkey Kong Country 2. A special chip in the cartridge does several things, including making it harder to use game enhancement and copying devices on the game. However, it also refuses to recognize certain controllers. The solution is to unhook any offending accessories and use a controller that has an official Nintendo Seal of Quality on its box. Most GameStops and similar stores don't have much equipment for older systems, so you'll probably have to purchase a controller used from eBay if you don't have one.

Q: What other notes and tips do you have?

- * Build up plenty of lives before tackling tough levels.
- * Hold the jump button while stomping on an enemy to bounce higher than normal.
- * If you ever see a lot of bananas shaped like a letter, a Banana Coin or other goodie is nearby. Try using the button matching that letter.
- * If you ever get stuck on dry land as Enguarde, use the SuperStab (hold A) to get to the No Enguarde sign.
- * To get a reward from the level exit, you'll have to hit the target from sufficient height. You don't have to fall with speed, though, so you can use the helicopter spin while landing on it and still get the prize. What matters is the height.
- * If you stand on the very edge of a platform near water and press Down and then Left (or Right, if appropriate), you'll sink quickly to the bottom. Useful in Lava Lagoon and a few other places.
- * I don't discuss how to find the K-O-N-G letters in the game (although I use the easy-to-find ones as points of reference). If you need 1-Ups, there are much better ways to get them (Barrel Bayou has an excellent spot to stockpile lives).
- * If you reach a Continue Barrel, it remains active until you hit a Continue Barrel in another level or turn the game off. For example, if you need to get more lives by visiting another level, make sure not to reach any other level's Continue Barrel unless you want to deactivate the one in the current level (forcing you to start the level from the beginning).
- * Every level type (i.e. Ship Deck, Swamp) appears three times, excluding boss stages.
- * Every non-boss level contains between one and three bonus levels. In the original Donkey Kong Country, some levels had as many as five or as few as zero.
- * The pronunciation of the word "quay" (as in Krem Quay) is similar to "key," not like "kway."
- * Contrary to what the manual says, the Krazy Kremland roller coasters are not shown to be haunted.
- * If you hit the level exit and get a prize with Dixie, she plays a tune on her guitar. Dixie holds the guitar in the opposite way most people would, so maybe she's left-handed or prefers this more unusual method.
- * In the main world map of Krazy Kremland, notice the "KI HERE" tent - a place Kremlings went to play Killer Instinct (Nintendo's 1995 fighting game).
- * Monkey Museum includes some DKC cartridges, a Killer Instinct poster (I'm not sure about the character's name), a stuffed Kremling head (evidently a Kruncha), a framed picture of Winky (a DKC animal buddy Cranky misses, along with Espresso), a Funky surfboard, and I think an old Donkey Kong arcade machine.
- * If you fail to make the podium at the Video Game Hero Screen, Link will appear in third place.
- * On the Cheat Menu, Diddy seems to be reading "Sad Mag" magazine. This may be a reference to one of the cheats, or maybe they think it's sad that you'd get your tips from someplace other than Nintendo Power magazine.
- * Here's a useless glitch for the Toxic Tower level: As Rattly, spring out of the Arrow Barrel and drop down through the shaft without touching anything. You'll drop a long way through the goo without getting hurt (although you will get hurt when you reach the bottom).

F1 ROC II: Race of Champions FAQ/Walkthrough
SimCity 3000 Walkthrough/Strategy Guide
Nigel Mansell's World Championship Racing FAQ/Walkthrough
Kyle Petty's No Fear Racing Strategy Guide/FAQ
Madden NFL '96 (SNES) Strategy Guide/FAQ
Madden NFL '98 (SNES) Strategy Guide/FAQ
Madden NFL '97 (SNES) Strategy Guide/FAQ
ESPN SpeedWorld (SNES) Strategy Guide/FAQ
The Oregon Trail: Fifth Edition (PC) FAQ/Walkthrough
The Legend of Zelda: Ocarina of Time Master Quest Low-Spoiler FAQ/Walkthrough
Off Road Challenge (N64) FAQ/Walkthrough
F-1 World Championship Edition (SNES) FAQ/Walkthrough
Donkey Kong 64 FAQ/Walkthrough
Where in America's Past is Carmen Sandiego FAQ/Walkthrough
Michael Andretti's Indy Car Challenge FAQ/Walkthrough
Mario Open Golf (Japan) FAQ/Walkthrough
Donkey Kong Country 2: Diddy's Kong Quest FAQ/Walkthrough

And lastly, a public service message: Fight for and affirm the rights of all humans, regardless of race, age, or creed! And... Say no to tobacco products and other drugs. No one's going to read this, anyway.

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