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I. Introduction

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| 1.01: Introduction from Trace "Meowthnum1" Jackson |  
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Hiya, and welcome to this FAQ for the SNES game, Donkey Kong Country 2: Diddy Kong's Quest. This game is very memorable for me...although I cannot remember why ^\_^ . Another reason it shall become memorable for me is because this is my very first co-authored guide. Quite a fun adventure with Brian, if I do say so myself. Plus he is a great author, and you should check out some of his work, as well as mine, some time. But now for the actual half-way important part:

The bonus levels actually have a bit of importance in this game. Each bonus level you complete merits you a "Kremkoin." 15 of these will grant you access to one Lost World level. If you complete all 7 levels, you get to the final level, Krocodile Kore. Here you will have one final showdown with Kaptain K. Rool. The other way to get Kremkoins is to defeat a boss. When you defeat one the first time, you get a Kremkoin. As such, there will be one level left unexplored until you defeat K. Rool in the Flying Krock. Mmkay?

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| 1.02: Introduction from Brian "BSulpher" Sulpher |  
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Well, this is a first time venture for both myself and Meowthnum1. I must say it has been a joy and a privilege to write with a writer as excellent as Trace. I think the fact that we wrote on one of my top ten favourite games of all time might have helped. This is a game that no one who claims to love the SNES should have never played through at least once. The rich colours, the detailed backgrounds, the great Animal Helpers, and the Krazy Kremlings make for one hell of a game! I play this game many years after I found everything, and I am still surprised by enemies, or the odd placement of a Bonus Barrel, or even by a Boss doing something that I did not expect!

I just want to say thank you to a few people like my girlfriend Jennifer Dixon, my brother Michael Sulpher, and my cousin Rob Herrick and Chris Dobec. Also, a quick remembrance of Cougar, Howler, and Koonce; all of you had your lives cut short, but you brought great joy to mine in that time. I hope I did the same for you, as you deserved the best life could offer your short existences!

I also dedicate to my mentor Trace Jackson so he can not complain that I never mention him in the FAQ. Even if he is a tad neurotic, he is a classy writer who is too hard on himself at times. :P

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## II. Basics

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| 2.01: Story |

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From the instruction manual:

Donkey Kong gulped down the last of his banana milkshake and sighed happily, his old beach chair creaking as he wriggled his toes in the sand. "This is the life," he thought to himself. "The sun beating down on a clear blue sea, and no pesky banana-thieving Kremlings to worry about." Lazily he raised a hand to wave at Funky, who was showing off his surfing expertise out on the waves with the squawking seagulls.

Donkey Kong settled back and closed his eyes, thinking he'd have a little doze, when he heard the sound of shuffling feet. Before he knew what was happening, Cranky Kong bopped him on the head with his cane.

"Yowch!" he exclaimed, glaring at the snickering old ape standing in front of him.

"Well, well..." said Cranky, "what do you thing you're doing sitting around all day? They won't get much of a game out of this, will they? I thought you were supposed to be a big star!"

"Even stars get time off," muttered Donkey Kong, rubbing his head.

"I never did," said Cranky proudly. "Whisking off maidens and throwing barrels around the place seven days a week, I was. That's how I got where I am today, you know. Hard work. None of this lazing around on the beach."

"Why don't you go off and pester Diddy or something?" complained Donkey Kong. "Let me have a bit of peace for once!"

Cranky snorted. "Hah! He's off somewhere with that girlfriend of his. But still, I can see when I'm not wanted..."

Grumbling to himself, Cranky shambled off down the beach, leaving Donkey Kong to pull his hat over his eyes, sink down into his beach chair and slowly drift to sleep.

When night fell and their big buddy still hadn't returned, Diddy and Dixie Kong got worried and went to look for him. As they reached the beach, they saw hundreds of strange looking footprints that led from the sea to form a big circle around the spot where Donkey Kong's chair lay, smashed to pieces.

"Kremlings!" Diddy gasped in horror.

On top of the bits of chair they found a note:

To the yellow-bellied, land-lubbing Kong Family:  
Hah-arrrrh! We got the big monkey!  
If you want him back, you scurvy dogs,  
you'll have to hand over the banana hoard!

Kaptain K. Rool

"I thought we'd seen the last of that old rascal for a while," sighed Wrinkly Kong. Cranky's good-natured, old wife, when the rest of the family had read the ransom note.

"Well," grunted Cranky, "I suppose we'd better give him the bananas, hadn't we?"

Diddy was shocked. "After all we did to get them back last time? Donkey Kong would go crazy if he lost his bananas again!"

[Cranky:] Arrrrrh! This story's even worse than Donkey Kong Country! They're really scraping the bottom of the barrel this time!

"Got any better ideas, you young whippersnapper?" demanded the old ape.

"We've got to rescue him, of course!" said Diddy and Dixie together.

But Cranky just laughed. "Oh, really? And who exactly is 'we', hmmm?"

"Count me out, dudes," said Funky quickly, backing away from the group. "I hate adventures."

"I think I'm a bit old for that sort of thing," said Wrinkly apologetically.

"And I'm sure as spit not gonna do it," snapped Cranky. "Not that I'm past my prime, mind you--I could still do a better job than the rest of you put together--but I wouldn't be seen dead in a game than scrolls and has bonus levels and end bosses!"

"What about me?!" asked Diddy, stamping his foot. "I went with Donkey on his last adventure! Why can't I do it?!"

"You?" laughed Cranky. "You've only been in one game, and you didn't even get your name in the title! You think that makes you a hero?"

Diddy looked discouraged, but Dixie was quick to stand up for him. "Give him a chance--he could be a better hero than you ever were," she challenged.

Cranky scowled. "You think so, do you? You think he can make his way through all those Kremlings and all those traps, all by himself?"

"He won't be by himself," she replied. "I'm going with him!"

Diddy stared at her and she stared defiantly back.

"But it's dangerous!" he protested.

"You're not scared, are you?"

"Of course I'm not!"

"Well, neither am I. Don't try to argue--if you're going, I'm going with you."

Diddy sighed. He knew a hopeless argument when he saw one. But still, he was Donkey's only hope! Of course, if he managed to rescue his big buddy, he'd become a real video game hero, too! Could he ask for a better chance to prove himself?

Cranky was looking them over shrewdly. "All right," he said. "If you somehow get back safely from this and bring back that good-for-nothing Donkey with you, I'll admit that maybe you have what it takes after all. But if you don't there will never be more than cheap cameo roles for you in the future, my boy."

Diddy stood up straight and proud, ready for his new quest. "I'll bring him back, you'll see!" he declared.

The others offered him encouragement. Wrinkly gave him a warm smile, while Funky offered his hand for a high-five. "Go for it, little dude!"

And as soon as the sun rose again, the brave young pair set out.

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| 2.02: Animal Buddies |  
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They're back, but this time with more friends! Alas, no more Winky or Espresso =(

~~~~~  
~~ Rambi ~~  
~~~~~

Yep, DK's faithful Rhino pal is back! You can run in to a Kremling face

forward, and knock them out! If you hold down A, he'll charge up. Release it, and he'll charge forward, knocking out all enemies in his way!

~~~~~  
~~ Enguarde ~~  
~~~~~

Our old Swordfish friend is back too. Like Rambi, you can run in to an enemy, and he'll knock them out. Press Y, and he'll dart forward like a...well...dart, and knock an enemy. Hold A, and he'll do the same thing as Rambi.

~~~~~  
~~ Squawks ~~  
~~~~~

Squawks is back, and he serves one heck of a lot more purpose in this game. Now you can ride on him, press Y, and he'll spit a coconut. This is the green kind. However, the purple kind cannot fly upward, nor can he spit coconuts. He can, however, fall down slowly. This is noticeable in Parachute Panic.

~~~~~  
~~ Rattly ~~  
~~~~~

A rattlesnake. He's cool. He hops around (as Brian Sulpher says, like an old man), and can jump on any enemy. He can also perform a mid-air jump! Hold A to make him to a super bounce.

~~~~~  
~~ Squitter ~~  
~~~~~

A spider. He can attack with webs that you can angle! If you press A, L, or R twice, he shoots webs that turn in to platforms. You can angle this as well.

~~~~~  
~~ Clapper ~~  
~~~~~

A seal. You cannot ride him, but he does prove invaluable. Jump on him to turn dangerous lava in to water. Also, in some levels, he'll spit on water and make it become ice. He is more useful than you think.

~~~~~  
~~ Glimmer ~~  
~~~~~

He's an...angler fish? He only comes around in one level, but he has a light that allows you to see. He follows behind you, and you cannot ride him.

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| 2.03: Diddy vs. Dixie |  
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Diddy has the ability to cartwheel. He can also move faster, and jump higher. Still, he's not my personal favorite. My personal favorite is...

Dixie Kong. She can do a helicopter spin, which proves very useful.

AHEM!

Brian just wants to add that Diddy Kong is the choice of a player who likes a fast and highly maneuverable Kong. Dixie may have a safety net in the helicopter spin, but Diddy is just a better Kong in more areas of mobility (In My Opinion of course)!

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| 2.04: The Kong Klan |  
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Cranky Kong is the original Donkey Kong. He gives out tips in his Monkey Museum...for a price.

Wrinkly Kong is Cranky's wife. She runs a college, where you can save your game, and give you tips...all for a price!

Swanky Kong is a new Kong. He drills you in a "Bonus Bonanza." For one coin, you get a 1-up if you answer all three questions correctly. For two, two, and so on up to three.

Funky Kong runs an airport. He can take you to any place where you have visited. Buy a ride for two coins, and the rest of your flights from that port are free!

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| 2.05: Barrels |  
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~~~~~  
~~ Normal Barrel ~~  
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This type of barrel has no special properties. Like all barrels, you can throw these at enemies to damage/kill them. They function well as a shield for Diddy! They have nothing on the front.

~~~~~  
~~ Plus Barrels ~~  
~~~~~

This is only in the roller coaster stages. It adds to the amount of time you have left to complete the stage. These are invaluable. It has a + on the front.

~~~~~  
~~ Minus Barrels ~~  
~~~~~

It subtracts the amount of time on the roller coaster stages. Avoid these at all costs. They have a - on the front.

~~~~~  
~~ Exclamation Point Barrel ~~  
~~~~~

Something to exclaim about! It grants the Kongs invincibility for a bit of time. They have a ! on the front.

~~~~~  
~~ Animal Barrel ~~  
~~~~~

These transform you in to the animal depicted on the front of the barrel, as opposed to riding it. The rules of losing a Kong apply here, and you see the extra Kong on the bottom corner.

~~~~~  
~~ DK Barrel ~~  
~~~~~

When you break this, your lost partner will come out. If it's in mid-air, just jump in to it. It has a large DK on the front.

~~~~~  
~~ Barrel Kannons ~~  
~~~~~

These are in mid-air. There are three types: One that has nothing on it. This one fires you when you press B, and it sometimes rotates. Another kind has an up/down arrow on it. It launches you in that direction. Another kind has a sort of zig-zaggy line to it. This automatically launches you in a direction.

~~~~~  
~~ Krockhead Barrel ~~  
~~~~~

These barrels only appear in Krockhead Klamber. When you jump in to them, it brings up a krockhead temporarily. It has a Krockhead on the front.

~~~~~  
~~ Steerable Barrel ~~  
~~~~~

You can rotate the barrel, sometimes even move it, in whatever direction you want! Be warned that sometimes there is a time limit. It has a Control Pad-looking thing on the front.

~~~~~  
~~ TNT Barrel ~~  
~~~~~

What do you think? You throw it. It blows up. Simple! It has TNT on the front.

~~~~~  
~~ Star Barrel ~~  
~~~~~

It is the half-way point. If you break this, and die, you'll come back right there.

~~~~~  
~~ Bonus Barrel ~~



~~~~~

They take you to a bonus level. See the section for that. It has a B, surrounded by one of those things on the automatic Barrel Kannons. I can't make it much clearer than that.

~~~~~

~~ Check Barrel ~~

~~~~~

It will open a gate on the roller coaster stages to get through. It has a check on it.

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~~ X Barrel ~~

~~~~~

It closes a gate. It has an X on the front. If you hit a closed gate...

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~~ Rotate Barrel ~~

~~~~~

Just like a steerable barrel, except it has a circle with an arrow on it.

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~~ Diddy And Dixie Barrels ~~

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They can only be entered by the character depicted on the front. There's quite a fun bonus level dealing with them...

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| 2.06: Items |

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~~ Bananas ~~

~~~~~

Gotta love 'em! Collect 100 to get an extra life.

~~~~~

~~ Balloons ~~

~~~~~

Three colors:

Color amount of 1-ups

Red 1

Green 2

Blue 3

Yeah.

~~~~~

~~ Letters ~~

~~~~~

## K O N G

There is one of each letter in every level. Collect all four to collect an extra life.

~~~~~  
~~ Coins ~~  
~~~~~

There are three types: DK Coins (Cranky's Hero Coins. They are used to show off at the end of the game), Kremkoins (won from bonus levels and bosses. You can buy your way through Klubba's Kiosk using these), and Banana coins (use these to buy things from other Kongs).

~~~~~  
~~ Chests And Crates ~~  
~~~~~

Throw them at an enemy, and see what they reveal!

~~~~~  
~~ Kannon ~~  
~~~~~

Put the Kannonball in this, jump in, and shoot up to a bonus level!

~~~~~  
~~ Exit ~~  
~~~~~

Jump hard enough on the bulls eye, and the barrel will hit something. You get this item!

~~~~~  
~~ Animal Crate ~~  
~~~~~

Ride on the animal whose picture is depicted on the crate.

~~~~~  
~~ Animal Sign ~~  
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When you pass the sign with the animal shown crossed out on the picture, you get a prize.

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### III. Walkthrough

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This is the main part of the guide. Enjoy!

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| 3.01: Gangplank Galleon |  
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~~ Pirate Panic ~~  
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Enemies : Neek, Klomp, Klobber  
Bonus Rooms : #01-02  
Animal Helpers: Rambi  
Difficulty : 1/10

You can get into a secret barrel right at the start if you go back there with both Kongs. Do your team up throw (press the A Button, hold UP, and then press the Y Button) into the Launcher Barrel. This will net you a Banana Token, and many Bananas as well. You land just short of the first Banana Bunch.

Walk right, fall down one ledge, and then enter the door on the left. Read the letter (by touching it), and then grab the Red Balloon before heading back out the door. Head right to where you will see a Neek guarding a DK Barrel (bust it open to get Dixie Kong). Head right, get the Neek, and pick up the crate, and use it on the Klomp on the barrels above before you grab the Banana Bunch. Three Neeks await you at the bottom of the next stairs, but you can jump onto the barrels to go over them, and to grab the "K".

Two more Neeks attack, and then you should jump onto the barrels where the Bananas form the letter 'A'. Press the A Button (starts your teaming up), and hold UP, and then press the Y Button to throw your partner up to get the Banana Token. Next, in a small dip in the deck, two Klomps are guarding the "O", so bounce off of them as you collect it.

Hit the Star Barrel, and grab the DK Barrel as you head right, where you are attacked by two Neeks. You will see a gap with Bananas leading down, so follow the old Banana trail downwards, and go right to find a Bonus Barrel, which will carry you up through the "N", and all the way to Bonus Room #01!

Bonus Room #01 is very simple: just jump up the stacked barrels to get your first Kremkoin. You can detour to underneath the highest stack to find a Banana Token. When you return to the level, make your way up past the Klomps on the barrel stack to get Rambi. You see another Banana group forming the letter 'A', so hold the A Button to start Rambi's charge. You will plow through four Neeks, and fall off a ledge (at this point, push LEFT to stop your charge). A Banana arrow points to the wall, use your charge to punch a hole in the wall to access Bonus Room #02! This Bonus Room requires you to destroy every enemy in the Bonus Room, so run right, running your rhino horn into everything you see (you have to clear the barrel stacks in the second half of the level)! You land on the barrel stack to the right of the Bonus Room entrance, so go left, grab the respawned Bananas, and then head right again to jump up the two barrel stacks to where you see the DK Coin spinning majestically (jump over to it to get it). Head up the stairs, and take out the Klomp guarding the "G". and then grab it.

Jump onto the next barrel stack, and let Rambi finish the Klobber off, then move to the right to the No Rambi Sign, and collect your prize (if you still have Rambi) of a Green Balloon! Jump onto the lone barrel, and immediately jump at the target to get a Red Balloon as your end prize level!

=====  
SPECIAL KREMKOIN TRICK  
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Pirate Panic is the one level that you can do this trick in. Start by going

to the cabin where the note from King K, Rool is located without collecting the Bananas located near the entrance. Then, leave the room immediately, and go out (making sure to avoid the two Bananas) while you grab the Banana Bunch. Return to the cabin again (once more avoiding the two Bananas), and when you enter the cabin, jump the letter (do not touch it), and grab the Red Balloon. Now exit once more (avoiding the two Bananas), and you need to go grab the same Banana Bunch over to the right. Once you get it, return to the cabin (avoiding the Bananas once more), and when you enter, a Kremkoin will appear over the letter. When you touch it, you will receive 75 Kremkoins! This is useful if you want to check out the Lost World if you are having difficulty locating enough Kremkoins through conventional means.

~~~~~  
~~ Mainbrace Mayhem ~~  
~~~~~

Enemies : Click-Clack, Neek, Klinger  
Bonus Rooms : #03-05  
Animal Helpers: None  
Difficulty : 1.5/10

At the start, roll attack the Click-Clack, and then roll jump off of the ledge to reach the rope rigging. Jump to the Bonus Barrel, and enter Bonus Room #03! In this one, you have to climb some rope rigging, jump to the next rope rigging, climb it, then jump to the final set of rope rigging, which you climb up, and you will see the Kremkoin! you appear behind some Neeks, and below a rope/DK Barrel combo. Climb the rope, and grab the "K" before you move to the left to fight a Click-Clack, followed by two more on a lower beam.

Next, climb the rope rigging, staying to the left to avoid the Klinger (unless you want to try for the Banana Token), and jump right to where another Click-Clack waits to torment you. Jump to the next set of rope rigging, where you get the "O" before moving past the Klinger to jump to the next ledge (beware the Click-Clack that resides here).

Climb down the rope to win yourself a Banana Token, and then climb up to the top, hit the Star Barrel, and then grab the Steel Rimmed Barrel. Go left till you see a bunch of Neeks charging you, and let the barrel fly at them to wipe out the whole set of them. Climb the rope rigging, and head across the hand-over-hand section, and where you see a solo Banana, jump up to get a Blaster Barrel to shoot you to a beam with a Green Balloon waiting for you to grab it. Drop back to the hand-over-hand rope, and go right till you hit the rope rigging, get by the Klinger, and jump to the next set of rope rigging, and let the Klinger slide down the rope so you can go grab the "N" he is guarding.

Head up the rope, grab the Kannonball, walk left with Diddy, and your enemies will be wiped out as you make your way to the Kannon. Walk into the Kannon, and it will flash green, before launching you to Bonus Room #04! You must destroy all the Klingers in here with the various implements of death you find. Once you get them all, grab the Kremkoin that appears below the middle rope. You appear right by the Kannon, so climb upwards, go past the Klinger, use the hand-over-hand, and climb the next rope rigging to the top left where you will leap to the left to land on a beam. Press the A Button to pick your partner up, and hold UP and then press the Y Button to chuck them up to the Bonus Barrel. This will gain you access to Bonus Room #05, which requires you to climb up and down the rope rigging to collect every

star. Once you have done so, climb to the very top of the rope rigging, and jump over to the Kremkoin. When you exit, you appear near 24 Bananas, and a Banana Token. Go right, and jump the gap to get your DK Coin for this level, and then fall down the Banana trail to hit the target, which will be a Red Balloon!

~~~~~  
~~ Monkey Museum ~~  
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Go up to the Monkey Museum, and visit your old friend, Cranky Kong! There are tips in here, some of which you have to pay for! Browse around, then move onto the next level. The main reason we visited here was to get 1% added to our completion rate (this is only required in Gang-Plank Galleon).

~~~~~  
~~ Gangplank Galley ~~  
~~~~~

Enemies : Zinger, Kaboing, Klomp, Neek, Kruncha  
Bonus Rooms : #06-07  
Animal Helpers: None  
Difficulty : 2/10

Immediately climb the barrel stack to find Bonus Room #06 waiting! In this Bonus Room, throw each chest at the Zinger, until the one with the Kremkoin in it breaks open for you to grab it (be quick, you only get 10 seconds). When you shoot out, climb back up the barrel stack, and roll jump to the right. If you fly far enough, you will grab a hook at the top of the screen, so jump across the series of hooks till you get the DK Coin for this level! You will see a DK Barrel floating in the sky, so bust it if you need your other Kong, and then roll through the two Kaboings to the Treasure Chest. Head right, and bust it on one of the Klomps for your Banana Bunch, and then use the hook to grab the "K".

Three Kaboings will attack next, and if you have lost a Kong, take the hook set up to the DK Barrel near the highest one. Bust the Treasure Chest you find on the next Neek to win a Red Balloon, follow this by partner throwing (press the A Button, hold UP, and then press the Y Button) to throw your partner up into the Launcher Barrel to get on top of the high barrel stacks. Using the hooks, you will get a Banana Bunch, and the letter "O" before you jump back to the main deck.

Grab the Treasure Chest, bust it on the Klomp below the Star Barrel to get a Banana Token, and then break the Star Barrel. Roll through the Klomp, grab the DK Barrel, and use it to clear out the Kruncha guarding the "N".

Go right, kill the two Neeks, and use the hook to clear the huge gap in the ship. Grab the Treasure Chest, and bust up one of the Krunchas with it to get a Banana Bunch. Use the hooks to cross the hole, and when you hit the Exclamation Point Barrel to become invincible! Run to the right plowing through all of the enemies (be sure to bust the first Treasure Chest you find to get the "G"), and climb the barrel stack with the Krunchas to find Bonus Room #07!

Find the Kremkoin here by jumping from hook to hook till you end up in the top right corner (where the Kremkoin appears). You return to land on a Kaboing,

and then use the hooks to cross the pit on your right. Keep going on the hook till you can see the end of level target, and jump when it shows a Banana Bunch to net yourself a Red Balloon!

~~~~~  
~~ Kong College ~~  
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Visit the Kong Kollege, where you can be taught how to do special moves, what certain things do, tips for the area guardian, and save your game. This is another visit we are making simply to get another 1% added to our score. Save if you want before you leave, but once you save once at a Kollege, it will cost two Banana Tokens from then on.

~~~~~  
~~ Lockjaw's Locker ~~  
~~~~~

Enemies : Klomp, Flotsam, Lockjaw, Shuri  
Bonus Rooms : #08  
Animal Helpers: Enguarde (two locations)  
Difficulty : 2/10

If you hold RIGHT as you fall, you will enter a secret path that gives you two Banana Tokens, as well as a Banana Bunch. You get to kill three Klomps before you dive into the water to grab your "K".

Move to the right, and the water level on the ship will rise greatly, so swim up through the opening, dodge the Flotsams, and hug the bottom till you see a Lockjaw. Bait it out of the way, and then go through the narrow opening to find Enguarde! Go through the top right (false wall) to get a Banana Bunch, and when you can not go right any further, go straight up. Keep going right through the main compartment, and go through the false wall in the roof to find an 'A' formed out of Bananas. Aim yourself at the wall with the solo Banana sitting by it, hold the A Button to charge Enguardes charge attack, and then release to bust the wall open for Bonus Room #08! You must navigate a maze to find the Kremkoin, and the general rule is if you are collecting Bananas, you are going to a dead end. The quickest way through is to go up, left, up, right, up, right, up, and right to get there in plenty of time. you reappear outside the entrance, so collect the Bananas again, and then go back into the main channel. Head right taking out the two Flotsams, and then the Lockjaw (after which you drop down to get the "O").

Go up past the two Flotsams, and go left while the water level lowers till you reach the no Enguarde sign, which yields a Red Balloon. Go left through the water to bust the Star Barrel, and swim past the Flotsam, hugging the right wall to find the "N" at the top.

Swim to the left, where a Shuri will attack you, and when you reach the portion where you can swim downwards, hug the right wall to find a small compartment that holds another Enguarde crate. Go back tot he left, killing the Lockjaw, and take the false wall path through the floor to get two Banana Tokens, some Bananas, and you get to avoid some more enemies like Flotsam and Shuri. Head upwards past the Flotsam and going up the left wall, and then the ceiling, you will find a Lockjaw guarding the "G".

From there, head right till you put the hurt on the two Shuris, and then you should charge up your A Button charge (hold A for a few seconds, and release). You will fly across the gap while the water is lowering, and this will get you to a secret location with the DK Coin! Go right from there past the no Enguarde sign, and then jump into the Cannon Barrel which will move over the target, then away, then over the target. Shoot at the target when it has a prize you want (Red Balloon, Banana Bunch, or a Banana Token).

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~~ Swanky's Bonus Bonanza ~~  
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Next up, we pay a visit to Swanky at his Bonus Bonanza. In this place, you can play a trivia game, which is composed of him asking you questions based on the area of the game you are in the game. If you fail, you can pay to play again. The reason I mention this, is because you get 1% for visiting him in Gang-Plank Galleon.

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~~ Topsail Trouble ~~  
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Enemies : Neek, Kaboing, Click-Clack, Flitter, Kruncha  
Bonus Rooms : #09-10  
Animal Helpers: Rattly  
Difficulty : 2/10

Immediately break open the Rattly crate to get Rattly, and head left to tangle with two Neeks, grab the "K", and then bust a Kaboing before climbing to the next sail.

Use your super jump (hold the A Button for a couple of seconds, and then release) from the wooden ledge to find a higher wooden ledge with a Red Balloon on it. Go back down to the beam, and make your way right past the three Click-Clacks that will be spread out on the sails. Then climb the wooden steps to the next set of sails. Use a super jump, and then you will see a Bonus Barrel, which will take you to Bonus Room #09! Bust up all of the Flitters here in under 15 seconds to get the Kremkoin. Make your way across the sails, killing the Kaboings as you go. when you reach the end, use a super jump to get onto the wooden steps to your left. Jump to the next level, grab the "O", kill the Klomp, and then head up the wooden steps to kill a Kruncha.

Then use the barrel to get to the next beam, jump to the wooden ledge, and jump to get a Banana Token and a Banana Bunch. Go right past the no Rattly sign, collect your reward of a Banana Token, and then bust the Star Barrel. Now climb the rope rigging and hand-over-hand sections here avoiding the Klingers and Zingers who are blocking your passage. Once at the top, jump to the left to get a Banana Token and a Banana Bunch for your troubles, then return to the rope rigging, and head left. Chuck the Crate at the Zinger below to get the Banana Token in the wide open for you to grab, but first fall to the hand-over-hand, and go right to the rope rigging which has the "N".

Then go back up to the hand-over-hand, cross it, and climb the rope rigging to the hand-over-hand portion. Now you will see two Flitters above you, so go to the right of them, jump into the air, and a hook should appear for

you to hang on. Then, use the two Flitters as stepping stones towards the Bonus Barrel, which takes you to Bonus Room #10! In this room, climb the rope rigging, while avoiding the patrolling Flitters to get to the top before time expires (take your time, and you will easily get the Kremkoin). You appear back in the level above the Bonus Barrel, so drop back down to the hand-over-hand rope, and go right. Jump the two sets of Zingers, avoid the Klinger as you go up the rope rigging, and then jump the Zinger. Climb the rope rigging, jump to the right to get the DK Coin, and then head across the hand-over-hand, jumping three Zingers as you go. Head up the rope rigging, and across the hand-over-hand to where a Zinger sits. Jump the stationary Zinger, but jump past the target, go right to find a Blue Balloon and a Crate. Use a team throw to get the Blue Balloon, use the Crate to bust the stationary Zinger up, and then go back on the hand-over-hand to jump down on the target to get your end of level prize (aim for the "G" to get an extra man).

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~~ Funky Kong ~~  
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Visit Funky Kong next, and drop the two coins for his rental service (you should do this in every world). This should be done because the cost will not return after that, and each ride will be free following that. This is especially useful if you are unable to get to the Kong Kollege in a world to save, but you can access Funky. You can fly to a previous world to save there, and your flying fare will be free on the return. The main reason to visit right now is to get another 1% added to your total.

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~~ Krow's Nest ~~  
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Number Of Hits: 4  
Attacks : drops eggs from her claws, Swoops down at you, drop eggs from the nest  
Difficulty : 2/10

A large vulture in a pirate's hat named Krow will try to take you out here. She will start by grabbing an egg, and she will drop it to the deck, where it will bounce at you. Jump onto it to stop its momentum, and pick it up to throw back at Krow when she swoops down to get you. You will have to do that twice, and then Krow will become disoriented, and she will start to bump the nest releasing eggs randomly. Once one lands on the deck, pick it up to throw at Krow. Do this twice, and Krow will fall to the deck in defeat. Quickly use your team throw (if you have both Kongs still), and toss your partner above the Krow's Nest for two Banana Tokens (you must be quick, or the Kremkoin will cancel your attempt).

/-X-X-X-X-X-X-X-X-\  
|Kremkoin Count: 11 |  
\-X-X-X-X-X-X-X-X-/

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| 3.02: Crocodile Cauldron |  
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~~ Hot-Head Hop ~~  
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Enemies : Neek, Klobber, Klampon, Zinger, Kruncha  
Bonus Rooms : #11-13  
Animal Helpers: Squitter  
Difficulty : 2.5/10

At the start, team throw up on top of the entrance to pick up a dark Treasure Chest, and head right to break it on a Neek for a Green Balloon. Pick up the regular Treasure Chest, and throw it at the Klobber to get your "K" before using the crocodile heads to jump to the next ledge. Pick up the DK Barrel, throw it at the Klobber on the right, take its barrel while you head right over the crocodile heads (including the brown one which launches you through the air) to the next ledge.

Throw your barrel at the Klobber to send it back into its barrel, and then use the Treasure Chest to kill it to get a Banana Token. Use the sets of crocodile heads to launch yourself across the lava fields, and when you see the DK Barrel, use it on the lower Klampon, followed by using the Treasure Chest on the higher one. Jump up to claim the Kannonball, and then jump up to get your "O".

Head right across the two sets of crocodile heads and land with Klampons till you come to the Kannon (which requires you to jump in with the Kannonball). This will blast you into Bonus Room #11! In this Bonus Room, use the crocodile heads to bounce across the lava field, collecting every star. Go to the right side to collect your Kremkoin. You return through the Star Barrel, and then take the crocodile head bounce to the next ledge.

Bust the DK Barrel, and then go crack the Squitter crate to get your spider buddy Squitter. You will see a Banana formation of a 'Y', but we are going to use the A, L, or R Button to form a web platform, get into it, do it again, and keep climbing till you find the DK Coin hovering over said Bananas. Head off to the right again, using the Y Button to waste all the Neeks, and again make web platforms to grab the Banana Token hovering above the Bananas forming the 'A'. Jump to the "N", and use the crocodile head to launch to the next ledge.

Clear the three Klampons out as you climb, and then clear the Zinger out before you make your way across the lava via crocodile heads of course. Now you will see two Bananas, and two more Bananas a little higher and to the right. This is your clue to start making web platforms following the path laid down by the Bananas. This will take you to a Bonus Barrel, which is Bonus Room #12! This is a vertical room that requires you to use your web platforms to get to the Kremkoin at the top of the room. You land on a platform with a Kruncha, so wipe him out, and use your web platform to get the "G", and then the Banana trove above it.

Jump into the Launcher Barrel, and you will land on a platform with two Klampons for you to kill. Next, use your web platforms to reach the Bonus Barrel to enter Bonus Room #13! In this room, follow the Bananas over the lava pit with your web platform till you find the ledge on the right that houses the Kremkoin. You land to get the honour of wrecking the two Klampons once more, and then head right past the no Squitter sign, which will reward you with a Red Balloon. Use the crocodile head to launch

yourself high enough to get the end of level prize!

This will open up two paths to follow, one through to another level, and to a Klubba's Kiosk. As of right now, we have no business with him, because he requires 15 Kremkoins for his toll before you can cross his bridge. We should keep him in mind though, because who would not want to see where that barrel will take you sometime in the future?

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~~ Kannon's Klaim ~~  
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Enemies : Neek, Kannon, Kruncha, Flitter, Klomp, Necky  
Bonus Rooms : #14-16  
Animal Helpers: None  
Difficulty : 4/10

Kill the two Neeks, and then use Dixie's helicopter jump (hold the Y Button while in the air) out over the pit to the right. You will land in a Bonus Barrel, which takes you to Bonus Room #14! In this room, head right to use a roll jump out over the pit, and you will land on a ledge with the DK Coin! jump into the barrel as Dixie, run left to where you jump into the Dixie Barrel, jump up the platforms where you jump into the barrel as Dixie, tag Diddy in, jump into the barrel as Diddy, tag Dixie in, jump into the barrel as Dixie, and then run right to claim your Kremkoin!

You will blat out to end up on the higher ledge, so jump to the hook, and jump down between Kannon's shots before you start to use the Arrow Barrels. You land by two TNT Barrels, so use one on the Neek, and the second on a Kruncha. Now here is a special shortcut for you: roll jump to the bucket hanging underneath the floor, and you will be launched to a room with a Banana '!', and then after that you go to the finish for the level! Following the regular route of the level, use the Arrow Barrels to first get the "K", and then to land on the Klomps platform (bouncing the Klomps as you do so).

Take the Launcher Barrel, bounce off of one of Kannons barrels if you need your partner Kong back, and bounce off of Kannon to the Arrow Barrel. Shoot to the next Arrow Barrel, and then go right, timing your jump so you miss the Zinger while you bounce off of the Flitter. you will land in a Launcher Barrel set, which will give you some Bananas as well as a Banana Token before throwing you to the Arrow Barrel you were last in. Go left using the Arrow barrels and the Flitter to reach the Launcher Barrel, which puts you on a platform with a TNT Barrel. Go right (ignore the TNT Barrel), and bounce off of one of the barrels from Kannon to reach the "O" floating high over the two platforms.

Now use the TNT Barrel on Kannon, then kill the Klomp, and then go to the next platform to wipe Kannon out before you head up in the Arrow Barrel. Bust the Star Barrel, whack the Zinger with the DK Barrel, and head across the Arrow Barrel set dodging the Zingers as you go. Use the TNT Barrel on the Zinger after you jump on the diving Necky, and then use Dixie's helicopter spin to get a Banana Token before launching to the next ledge. Go to the left side of the ledge, team up, jump off the ledge, and use your team throw to enter the Bonus Barrel to get to Bonus Room #15! Follow the path of the Arrow Barrels to reach the top of the vertical room to get your Kremkoin reward. You land back on the ledge you leapt from, so get rid of

the two Neckies, and proceed right to jump in the Arrow Barrel when the Zinger is not blocking your path. You land in another Arrow Barrel, and you must launch yourself left past a horizontally patrolling Zinger (go when it is in the lower half of its downward path). Grab the TNT Barrel, and throw it at Kannon before you go up the next set of Arrow Barrels (once again timing your advancement with the Zingers locations). On your next platform, kill the Necky, roll jump to the Diddy Barrel, and collect the "N" while zipping around (if you have Diddy) collecting Bananas as well as a Banana Token.

Go left across the Arrow Barrels, past the one Zinger, and when you reach the next ledge, take a leap of faith at the solo Banana. You should bounce off of a flying barrel, so bounce right off of Kannon (to thank him for his help), and into the Bonus Barrel to get into Bonus Room #16! Bounce your way across the pit on the back of the Flitters to find the Kremkoin on the right. You will bounce off of two Neckies on your return, then grab the Treasure Chest to bust on the next Necky to get the "G". Jump right, dispatch the Necky, and then use the last Necky in the level to bounce up high enough to win your end of level prize!

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~~ Lava Lagoon ~~  
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Enemies : Neek, Klampon, Flotsam, Lockjaw, Click-Clack  
Bonus Rooms : #17  
Animal Helpers: Clapper, Enguarde  
Difficulty : 2.5/10

In this level, you must use your animal helper Clapper to get the water cooled down so you can swim in it. Never enter that water when it is bright red (or your Kong will feel the "heat!").

Cool the water with Clapper, swim through the area for 14 Bananas total, and jump to the stack of crates. Kill the Klampon, cool the water, and swim right past the Flotsam to where you jump back to the ledge. Take out the Klampon, give Clapper a bump, and head down the left side to get the "K".

Now head right past the two Flotsam to land in the Arrow Barrel, and hold left as you fly to get yourself a Banana Token. Go left, hit Clapper, go into the water, stay close to the top so you can grab the "O" before making your way to the end of this water section, where you can bust the Star Barrel.

A Kaboing blocks your path, so wipe him out before continuing left to get Clappers help in cooling the water. go down to the bottom, and go through the false wall on the right to find Enguarde. Head left, plowing through the Puftups, and go up till you can go no higher, where you must dismount Enguarde (press the X Button) to go up and hit Clapper, causing the water to cool, and to rise. Now, go up through the narrow passage with the Lockjaws, and be sure to snag the "N" along the roof before you get to dry land. Go past the no Enguarde sign, grab the Steel Rimmed Barrel, and fall back one ledge to bust open the wall to find Bonus Room #17! Use Enguarde on the Puftups, and Flotsams to win your Kremkoin. Go right when you return, and roll attack the Click-Clacks before you get to cool the water for another swim. Run the gauntlet of the Puftups, and go to the bottom right corner of the narrow vertical passage to find the "G" before you get to the ledge with the Clapper.

Hit the Clapper, swim through the false floor below you, and get the Exclamation Mark Barrel to become invincible, and swim right then up following the Banana trail to a Launcher Barrel. Quickly swim up to the top of the water, jump out, rid yourself of the Klobber, and then jump into the Cannon Barrel to get the end of level prize!

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~~ Red-Hot Ride ~~  
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Enemies : Klomp, Klobber, Flitter, Kruncha, Zinger, Click-Clack, Neek  
Bonus Rooms : #18-19  
Animal Helpers: Rambi  
Difficulty : 5.5/10

Team throw above the entrance to win yourself two Banana Tokens (they are invisible), and then face a Klobber. Jump to the hot air balloon, and push off the steam vent to go right across the lava field. Use the barrel you brought along on the Krusha, jump to the hot air balloon, and get the "K" before going to the right to the next ledge.

Us the team throw to bust the Rambi crate from below, then throw yourself up to the ledge to get Rambi. Head right to the hot air balloon (plowing the Klobbers as you go), and plow through the Zingers as you collect Bananas, Banana Tokens, and the "O" (oh my!).

Jump to the Kruncha hot air balloon to get another Banana Token, and then go right to the land, where you will use Rambis super charge to bust the wall to reveal Bonus Room #18! Run to the right destroying all of the Klomps and Flitters to get your Kremkoin. You come down to the level right by the no Rambi sign, which will reward you with a Banana Bunch. Destroy the Click-Clack, jump the gap, jump the Kruncha, hit the Star Barrel, get on the hot air balloon, and ride it to the Bonus Barrel on the left to get to Bonus Room #19! Use the hot air balloon and the steam vents to get all the stars here to cause the Kremkoin to appear on the right ledge.

You come back beside the Star Barrel, so head right onto the hot air balloon, pick up the DK Barrel, and head right past the Zinger to the next steam vent. Stop on it for about a second, then go right between the Flitters to reach the next steam vent with your barrel still intact. Now you must jump straight up and toss it at the top Zinger so you can get the "N", and more importantly, the DK Coin!

Head right to jump onto the hot air balloon that has a Neek guarding a TNT Barrel, grab the barrel, and go right to the next steam vent where you will throw the TNT Barrel to clear the Zingers off of the Banana Token. Use the next steam vent to gain height, and then push off to make a jump for the landform where you get to jump on a Klobber. Pick up the barrel, throw it at the Neek, jump to the hot air balloon, and go right to bounce off of a Flitter to the waiting hot air balloon. Wait for the Zinger to go lower then you before you disembark top the right, where you bounce off of a Flitter to get to a hot air balloon, which you move right so you can jump on a Neek, and take its hot air balloon. Get onto the steam vent, move right, ride to the top of the next steam vent, and then time your moving between the two Zingers to the next steam vent. Grab the "G", and then fall almost the whole way down to the lava before you start across the steam vents (this is so we can undercut the Zingers).

Once you have risen to the top of the next steam vent, head right to jump onto the end of level target for your prize.

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~~ Squawk's Shaft ~~  
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Enemies : Krook, Klomps, Zinger, Kannon  
Bonus Rooms : #20-22  
Animal Helpers: Squawks  
Difficulty : 3.5/10

At the start, pick up the Treasure Chest, throw it at the Krook to get the "K", and then use your roll jump to get the Banana Token. If you roll jump far enough out over the pit, you will find a shortcut to the end of level target.

A Klomp will come after you, and then you will use the Cannon Barrel and wooden ledges to get to the next platform. Bust the DK Barrel, roll attack the three Klomps, and then go left to where you will kill two Krooks before you use the Cannon Barrel to launch yourself to the wooden steps. Jump up when the three Klomps are on the left, roll through them out off the ledge, and jump to reach a series of Cannon Barrels you must use to reach a Bonus Barrel while not hitting the Zingers (this will be Bonus Room #20). Throw each Treasure Chest at the red Zinger till you find the one that has the Kremkoin contained within it before time expires.

You return below the three Klomps, so let them go left, and jump up, followed by a leap into the Cannon Barrel. Shoot your way up to the next ledge, jump to the next ledge, then jump to the ledge on the left where a Dixie only barrel will get you two Banana Tokens, as well as some Bananas. Bait the lower Krook into chucking its hook at you, roll attack through it, grab the Treasure Chest, and bust it on the Krook above for a Red Balloon. Shoot up the three Cannon Barrels, take out the Klampons, and go through the next Cannon Barrel set. Hit the Star Barrel, and go to the left edge of the platform, where you will team up, jump off, and throw your partner to the Launcher Barrel to get sent to Bonus Room #21, via a Bonus Barrel! This is a Cannon Barrel set requiring you to launch yourself up to the top right to get the Kremkoin. For the quickest route up, shoot up four times in a row, the shoot up-right to get the Kremkoin.

You land back at the Star Barrel, so head right to get into a Cannon Barrel set. Once you get up to the platform, kill the Krook, collect the "O", and then bust Squawks out of its container. touch Squawks to get picked up, and when you go up the shaft, practice shooting your coconuts from your mouth at the stationary Zingers. Bait the Krook into chucking his hook, take him out, go through the Zinger blockade, grab the "N", and then take out the next three Krooks.

Fly up the middle between the Neckies, and then bait the Krooks into throwing, which will have you kill the right one to take the secret passage it is guarding. Fly up to the Bonus Barrel to enter Bonus Room #22! Use Squawks to clear out the Zingers in this room to get your Kremkoin. You will return to the level right through the DK Coin, and you have to return to the shaft through the same passage. Head up past the two Neckies, go to the right, go up, and shoot the Kannon through the floor to get by him. Go by the red Zinger blockade, and then run past the three Neckies to get to the

no Squawks sign to receive a Banana Bunch as a prize. Next, jump into the Cannon Barrel, and time your shot so your prize off of the target will be the "G".

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~~ Kleeever's Kiln ~~  
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Number Of Hits: 6  
Attacks : throws fireballs, tries to slice you, tries to stab you  
Difficulty : 4.5/10

Kleeever will pop out of the lava, with a lava hand holding him aloft as he hurls three fireballs at you, followed by a Kannonball falling from the ceiling (use it to hurt Kleeever). Hooks will fall from the ceiling, and you should immediately start across the lava pit while you get chased by numerous fireballs. On the other side, a Kannonball awaits you, so pick it up, and hurl it Kleeever, once again causing those hooks to fall. Go across again, pick up the Kannonball, and let Kleeever have it. You did it! Kleeever has been melted down, and you are onto wor... wait, he popped back out! Now you must stand still, and wait for him to line up his stab, and when he comes at you, hop him , and take the hooks across the lava to find another Kannonball waiting, so pick it up, and use it on Kleeever. He will go crazy, trying to slice you repeatedly, so go onto the hooks, jumping higher as you go, and then jump off the far side to find a Kannonball to use on Kleeever when he returns to his calmer, floating self. Now cross once more in the same manner as last time, and use the Kannonball on him to cause him to explode down to his bones!

/-X-X-X-X-X-X-X-\  
|Kremkoin Count: 24 |  
\-X-X-X-X-X-X-X-/

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| 3.03: Krem Quay |  
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~~ Barrel Bayou ~~  
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Enemies : Neek, Klomp, Flitter, Kloak, Zinger, Klobber, Click-Clack  
Bonus Rooms : #23-24  
Animal Helpers: Rambi  
Difficulty : 3/10

Pick up the Steel Rimmed Barrel, throw it, follow it as it plows the three Neeks. Jump into the Directional Barrel, and shoot straight up to collect the "K" before you go right to clear the Klomp before jumping to the leaf floating in the water.

Jump over the gap (possibly using the Flitter for distance), and then you come to a Kloak. Wait for the Kloak to throw a Banana Bunch, and then move right to where a Zinger is hovering. Using Dixie, use her helicopter spin

as you hop the Zinger, land on the crocodile head (it rises and submerges), and then jump to the platform that you can get Rambi from his crate. Go into the Directional Barrel, aim right, and plow the Zinger as you land on dry land. Go right wiping all enemies till you get to the next edge, where you will be required to jump off Rambi, roll jump to get the "O", and then get back on Rambi to get into the Directional Barrel.

Aim right, aim right, aim up, aim right, and aim right while holding RIGHT to get a Banana Token (if you have Rambi only). Now you should head right while busting any enemies up that are in your way, and go through the Directional Barrels by aiming right, aiming up-right, and aiming down to get to the Star Barrel. Now jump to the right, plow your way through the Neeks and Zingers, and then collect the DK Coin as your reward for getting Rambi to the no Rambi sign. Now you will wait as the Kloak tosses barrels, and follow him as he heads left, where he will toss a Treasure Chest. Bust it on the Kloak (he swoops down to oblige you), and then take the Kannonball with you as you jump into the Kannon just to the left. This will get you into Bonus Room #23! Use the Kannonball in this room to bust the two Flitters and the one Zinger up to get your Kremkoin.

You land on a DK Barrel, so head right to the Arrow Barrels, where if you hold right, you will land in the one you need to land in. On the next landform, take care of the Click-Clacks thrown by the Kloaks, as you wait for the second one to move out of the way so you can grab the "N".

Next, jump into the Arrow Barrel, and hold right to shoot your way through the whole set of them to get to the land island with the two Klobbers on it. Use one of the Klobbers on the Zinger to get a Banana Token, and then wait for the Kloak to move out of the way before you jump to the barrel in the swamp. Then jump to the next landform, and use the Arrow Barrel following that to get across the stretch of pond (be sure to get the "G" as you go).

When you hit the next land section, bounce off of a barrel supplied by Kloak so you can reach the Bonus Barrel to get to Bonus Room #24! Shoot your way along the Directional Barrels to get to the right where the Kremkoin sits. You land in a Directional Barrel patrolled by a Zinger, so aim downwards, and press the B Button to shoot when you see a prize on the flagpole you think you want.

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~~ Glimmer's Galleon ~~  
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Enemies : Flotsam, Shuri, Lockjaw, Puftup, Spiny  
Bonus Rooms : #25-26  
Animal Helpers: Glimmer  
Difficulty : 4/10

I suggest you turn the bright on your Television for this level. This will make everything a little better lit for you to see.

Right at the start, swim upwards to follow a Banana trail into Bonus Room #25! Swim through the passage to get to the Kremkoin, and there are no side passageways to confuse you either. You come out the way you entered, and you are to head through the false wall above the Bonus Room entrance, to find a Banana filled room. When you finish there, go through the top right roof (which is a false ceiling) to get your DK Coin! Backtrack to the Bonus

Room compartment, and head through the top left (which is a false ceiling as well), to get even more Bananas and Banana Tokens. Now you are ready to go down to where you started, and proceed with the rest of the level.

Follow the Banana trail, and after a little bit, Glimmer will join you to light up your way. Make your way past the Lockjaws and Flotsams as you go, making sure to stick to the roof to get the "K" which is hidden in a little alcove up there.

Go right till you hit a wall, and head up while being wary of the Lockjaws. When you reach the horizontal compartment, swim up to the top right to grab the "O" from its little alcove.

Swim to the left past the Flotsams, and then bait the Puftups into blowing up (while being sure their spikes do not hit you). Swim down and then to the left while dodging the Flotsam/Lockjaw combos, and bust up the Star Barrel. Head to the bottom, bust the DK Barrel, and swim past the attacking Shuri. Go up to the next compartment where a Puftup will blow up, so head right following this past the Shuri. Then you face a Lockjaw, followed by a Shuri flurry (I made a rhyme) of two of them. Head upwards as you work past the Lockjaw (making sure to get the "N" he is guarding so well) and bust the DK Barrel on your way to another Lockjaw confrontation.

Next, you get to match wits with three Shuris before you can go past a Flotsam, and then another compartment of Shuris. Next, wait for the Puftup to blow, go down the gap just in front of him, bait the Lockjaw out of the way, and go down the gap he guards to find Bonus Room #26! you are given lots of time to navigate a maze of corridors here, and the general rule that applies is if you see Bananas ahead of you, it is a dead end. You return back at the entrance to the Bonus Room, so head back up and to the right, dodging the Flotsam as you head to the roof. you will find a Banana Token, and the "G" guarded by Lockjaws. Now head right through a room with Puftups on the bottom, and take the narrow passage on the right to go up to an Arrow Barrel. This will land you on a ship deck, where a Spiny walks back and forth over the target. Roll through his front to kill him, and then jump off of the barrel to get a prize for ending the level.

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~~ Krockhead Klamber ~~  
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Enemies : Zinger, Kutlass, Flitters, Klinger  
Bonus Rooms : #27  
Animal Helpers: Squitter  
Difficulty : 5/10

Go right, bait the Kutlass into sticking his swords into the ground, bounce him, and then take the DK Barrel back to the left to use on a Zinger so you can get past their blockade. Bust the Treasure Chest on a Zinger for a Red Balloon, use a roll jump along the Banana trail, use your team throw to get past the two walls of Zingers, and hit all four with the Treasure Chest to get the DK Coin contained within, and then take the Launcher Barrel back to where you started.

Head right across the reeds, the Flitters, and anything else that you can use till you get to a reed where you bounce off of a Flitter to get the "K" before landing on the next reed.



Bounce off of the two Kaboings to land on a reed, and then use the Flitters as steps to the next reed (get the Banana Token at the start if you like). Jump to the DK Barrel, pick it up, and jump to the barrel where a Kaboing will land to get wiped out by the DK Barrel. Next you head right across a Flitters back to a leaf, followed by a reed to Flitter bounce (with a Zinger circling it) to the next reed. On this reed, wait for the krocodile head to pop up, jump down to get the "O", and then jump to the following reed.

You get to do two bounce off the Flitter (being guarded by a Zinger) to the next reed, and then you get to jump to the Star Barrel while the krocodile head below it is up so you can quickly hop to the right to the Arrow Barrel. Use the team throw to follow the Banana arrow to Bonus Room #27! Use Squitter to wipe the four Zingers out in under fifteen seconds to get your Kremkoin. You come out to trade your Squitter for a Red Balloon when you exit (keep entering the Bonus Room and exiting with a new Squitter for a great stock lives building technique), and head right past the Kutlass to find a Krockhead Barrel. Hit the barrel, jump across the two krocs, and jump across the reeds to get to the next Krockhead Barrel (guarded by a Zinger). Head across the set of four krocs to the reed, time your jump to the leaf past the Zinger, and grab the crate to wipe the Klinger out before you jump to his Reed. Jump from the top to hit the Krock Barrel, and high tail it across the set of krocs, using the Flitters to bounce to the next in line (grab the "N" as you go).

Jump onto the Klinger before grabbing the reed, then jump across to the next reed when that Klinger is low on the reed before you jump to it, and immediately jump across the Flitter line to the next reed. Jump to the next reed, hop off to kill the Klinger, and then jump over to the Krockhead Barrel to get your kroc stepping stones out (head right past the Zingers). the brown kroc will launch you to the Krockhead Barrel, use those krocs to get to the next reed, where you head right to the last reed. Time your jump at the target to get the "G", and to avoid the Zinger patrolling the area.

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~~ Rattle Battle ~~  
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Enemies : Kannon, Zinger, Kaboing, Flitter  
Bonus Rooms : #28-30  
Animal Helpers: Rattly  
Difficulty : 4.5/10

At the start, throw your team mate to the left of the solo Banana to get up to a ledge where you team throw to a Bonus Barrel to get to Bonus Room #28! You just need to roll jump across from barrel stack to barrel stack to get to the Kremkoin on the tallest barrel stack on top right. You land by a door, so enter, jump into the Animal Barrel to become Rattly (as the picture on the front suggests) before you exit out the other door. When you get moving, bounce off of the first Kaboing you see to get up to the "K" on the barrel stack (just use your regular jump to get up if you miss it).

Go right, kill the two Kaboings, use a super jump off of the barrel stack to get a Banana Bunch as you head right over the gap to kill another Kaboing before you hop the next hole in the ship. Go right, dispatching three Kaboings, kill the Zinger for the Banana Token, deal with two more Kaboings, and then use the Zinger to reach the next ledge. Kill the Kaboings, fall down the narrow hole, and go left to enter Bonus Room #29! Use the Zingers to get across the gap to find the Kremkoin on the platform on the right.

Head right when you land back on the deck, and jump off of the Zinger to get the "O" before heading to the deck on the right.

Heading right, you need to deal with many more Kaboings, and then you jump off of the bottom deck (below the top of the barrel stack) to the right where you enter a false compartment with the DK Coin! You will be launched to the Star Barrel, so head right, kill the Kannon, and get the Banana Token he protects. Jump the gap with the Zinger, go right where a Kaboing will attack, followed by a jump off of a barrel shot by a Kannon to get the "N" over the hole.

Use the Zinger to get across the gap, and super jump up the Banana arrow to enter a Bonus Barrel to go to Bonus Room #30! Use your super jump as you grab all 75 stars in the allotted time to get your Kremkoin. You land in the same location, so grab the Bananas again, head right to where three Kaboings play around a barrel stack, and after that you get to use a Zinger as a stepping stone across a gap to a Kannon (which is shooting Kannonballs at you). Next, kill the Kannon shooting downwards at you, use the Zinger to get to the next ledge, and then deal with four Kaboings on the barrel stack as you head up it to get the "G".

Head right till you see barrels flying overhead, charge your super jump, and bounce your way right across the stream of barrels. When you get to the next ledge, go right past a Kaboing, a Kannon, and then past the no Rattly sign to get your reward. Then, go to the right, and you will see a Dixie Barrel over the target. Jump in if you have Dixie, and if you do not, walk past the pole, and jump up to get Dixie back from an invisible DK Barrel.

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~~ Slime Climb ~~  
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Enemies : Lockjaw, Click-Clack, Kruncha, Klomp, Klinger, Flitter,  
Neek, Klobber  
Bonus Rooms : #31-32  
Animal Helpers: None  
Difficulty : 5.5/10

In this level, you will have a purple Lockjaw following you, and he will always get a piece of you if you land in the water. Be sure to keep moving through the level quickly, or the rising water level will get you all snapped up.

Head right past the three Click-Clacks, grab the Banana Token, and head up the rope rigging to the next beam where another Click-Clack waits for you. Head left, killing Click-Clacks, making sure to save one overturned Click-Clack for the purpose of destroying the Kruncha. Next, roll jump to get the "K" before you head left to climb the rope rigging.

Head right across the small wooden platforms, kill the Klomp, grab the Banana Token with a roll jump, and jump to the Kruncha ledge before hopping immediately to the next wooden platform. Go right, taking out each Klomp as you go, and head up the rope rigging past the Klinger. go up, use the Launcher Barrel (with a team toss), or go right to the rope rigging, climb the left side, and follow the Banana trail to the next rope rigging where you can grab the "O" from before going to the next beam.

Head right past the Click-Clacks to get to the Star Barrel, and then roll

through the Kannon to find an Exclamation Barrel to make you invincible. Go down past the beam into the water to follow the Banana trail to get to a Bonus Barrel, which takes you to Bonus Room #31! Climb the rope rigging, jump off to collect the stars, and repeat till you get them all, and the Kremkoin appears at the bottom of the rope rigging.

You bust the Star Barrel upon returning, so head right to get the Exclamation Barrel again, and then head up the rope rigging to run through the whole beam of Flitter, Neek, and Click-Clack. Head up the rope rigging, bounce off of Flitter, climb the left side of the rope rigging, go right when Klingers are out of the way, and head right to some rope rigging. Climb it, jump left to the next set, climb it, jump left to the next set, get the "N" at the bottom of it, and then head up it to jump to the next set of rope rigging.

Climb it to get to a hand-over-hand section where you bounce across three Flitters to get to some rope rigging to climb up. Next, you get to head across some beams, each equipped with a Klobber to delay you, followed by a Kruncha guarding the next rope rigging. Climb the rigging, get the Kannonball, and progress across the wooden platforms with Klomps on them to get to a Kannon, which will get you into Bonus Room #32! Using the DK Barrel and the respawning Kannonballs, destroy all the enemies found in this Bonus Room to get your Kremkoin (if you miss a throw, drop down the wooden steps to find a new Kannonball waiting for you). You land in site of an Exclamation Barrel, so use your team throw to get it, and head right through the top of the water to get the DK Coin! Then, it is a simple matter of shooting for the end of level target from the Cannon Barrel.

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~~ Bramble Blast ~~  
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Enemies : Zinger, Klampon, Click-Clack, Flitter  
Bonus Rooms : #33-34  
Animal Helpers: Squawks  
Difficulty : 5/10

Jump into the Launcher Barrel, blast to the Cannon Barrel, and proceed to shoot around the Cannon Barrels in the following directions: down-right, up-right, left-right, up-right. An Arrow Barrel will send you to another Cannon Barrel set which has the following directions: up-right, down-right, left-right, left-right to get the "K", up-right, down-right, up-right, up-left, up-right, and up-right when the Zinger is not blocking your path to the next Cannon Barrel set.

Shoot in the following directions: up-right, down-right, down-right, down-right to get to a Launcher Barrel which gets you some Bananas as well as Banana Tokens. You land in a barrel, so shoot in the following order: up-left, up-left for the "O", and finally up-left to enter a new set of Cannon Barrels.

Shoot when the Zinger is out of your way to get to moving Cannon Barrel set again, so shoot this order: up-left, down-left, and down-left to enter a spinning Cannon Barrel set. Shoot to the next barrel when it lines up correctly, and then shoot the following order in the next Cannon Barrel set: up-left, up-right, up-right, down-right, up-right, up-left. down-left through the Arrow Barrel, down-left, down-left, and down-left into a Bonus Barrel to get to Bonus Room #33! Shoot the following order for the fastest path to the Kremkoin: up-right, up-right, down-right, down-left, down-right,

down-left, down-right, up-right, up-right, up-left, up-left, up-right, up-right, down-right, down-left, down-right, and up-right to the Launcher Barrel to get to the ledge with the Kremkoin. You shoot back to a Cannon Barrel you were working in before, so shoot the following order: down-right, up-right, up-right, and down-right to leave this section via Arrow Barrel. Shoot to the right Cannon Barrel, and shoot straight up for a Banana Token if you wish to take the risk, and then go down to the two Cannon Barrel set which will take you through the Star Barrel after you shoot out of a Launcher Barrel.

Shoot to the right once, shoot up to get the "N", and then right once more to get to shoot the following order: down-right, down-right, up-right, up-right, up-left, up-left, up-right, and then shoot on the first rotation of the next Cannon Barrel to get a Red Balloon.

Shoot through the next three fully rotating Cannon Barrels to get to the rocking Cannon Barrel set (shoot when the Zingers are not in the way). The Arrow Barrel will send you upwards, so push left to land on the platform there. Use your jump on the Klampon to get him, and then shoot through the Cannon Barrel set you jump to via a Banana trail (you land on a platform after the last barrel). Use your roll attack on the two Click-Clacks (pull back after hitting the second one to avoid hitting the brambles), and then shoot the following order in the Cannon Barrels: up-left, down-left, and up-right to hit the Arrow Barrel. The next set of Cannon Barrels require this shooting order: up-left, up-right, up-left, up-left, up-right, up-left, up-right, down-right, up-right, down-right, down-left, down-right, down-left, down-right, down-left, and finally down-right to get to the Launcher Barrel, which sends you to the next Cannon Barrel set.

Shoot to the right using the Flitter as a stepping stone, and when you hit the second Flitter, pull back to fall down a Banana trail to find an Arrow Barrel. This will shoot you to a Launcher Barrel, which will send you into a Squawks waiting claws. Fly left, collecting Bananas as you go (and the DK Barrel if you need your partner), and then bust up a Zinger on the far left guarding a DK Coin! Head right past the indestructible Zingers to find a Launcher Barrel, which will send you to a Bonus Barrel, which is the way to get to Bonus Room #34! Use Squawks to carefully fly through the Bramble path to the no Squawks sign for a Banana Bunch and your Kremkoin! You get the "G" as you shoot down to a Directional Barrel, which you aim downwards, and shoot when you think the prize you want is coming up next in the order.

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~ Kudgel's Kontest ~  
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Number Of Hits: 6  
Attacks : tries to leap on you, tries to club you, tries to jump on you, shakes ground to stop you in your tracks  
Difficulty : 6.5/10

First off, be sure to jump very time Kudgel hits the ground, you jump so you do not get stunned by the shaking. This is key to you winning this bout with the heavyweight Kremling.

Dodge him falling from the top of the screen three times, and pick up the TNT Barrel that falls down from the sky. Next, let him land on the ground, and wallop him one with the TNT Barrel (he makes this really satisfying ROAR

that echoes through the whole swamp). He will go through this same set-up for two more times, and then he switches tactics. He will return to the screen to attempt to jump on you (he will not leave screen). He will attempt three jumps, a TNT Barrel will fall, and he will leap off the screen. Then all you need to do is dodge his fall, and throw the TNT Barrel at him. Do this two more times to send him into the swamp for a bath, your Kremkoin will fall, and you will get a music interlude from your lead Kong to take you into the next world.

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|Kremkoin Count: 37 |  
 \-X-X-X-X-X-X-X-X-/  
  
o-----o  
| 3.04: Krazy Kremland |  
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~~ Hornet Hole ~~  
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Enemies : Zinger, Spiny, Click-Clack, Krook  
Bonus Rooms : #35-37  
Animal Helpers: Squitter  
Difficulty : 4.5/10

Immediately start by going to the right, where you roll jump off the ledge to get your Kong buddy back (do not bother if you have them already). Now go back to the start, team throw to the hook, jump to the ledge, and then proceed to climb the honey on the wall to reach the very top of the wall. Next, jump across the hooks to get over to Bonus Room #35! Take Treasure Chest at the start of the round, and throw it at every last Zinger there to break it open to reveal the Kremkoin. When you exit out of the same cave mouth, walk off the ledge, and then enter the cave on the next ledge to get into Bonus Room #36! Jump back and forth off the sticky walls (Ninja Gaiden style) to the top ledge to get your Kremkoin. When you exit out of the same cave, go back down, and head right past the DK Barrel to start the part of the level that actually involves enemies.

A Click-Clack, a Zinger, and two more Click-Clacks will accost you on this first part, so deal with them accordingly. Jump up the sticky wall on the left to find a Banana Token, then go right past the two Zingers, where you should grab and use the Steel Rimmed Barrel immediately to plow through a Spiny and two Zingers. Jump back and forth in the vertical corridor, and grab the "K" as you jump your way around the Zinger who lives there.

Now, take a running jump off of the ledge to the right to grab a sticky wall that has a Treasure Chest on it. Grab that, jump back to the ledge, use it on a Spiny to get a Green Balloon, and then head left past the two Zingers and the remaining Spiny. Jump to the left sticky wall, jump up it, grab the DK Barrel, use it on the first Spiny before you dodge the second so you can throw yourself at the hook at the top of the screen. Jump up the sticky wall, and get yourself Squitter to help you before you jump down to shoot the three Spinies, and then the Zinger so you can use his Arrow Barrel to launch yourself to the top of the ledge (on the left). Shoot the Zingers, and then make web platforms up to the top right to get the "O" before

returning to your ledge.

Follow the ledge, climb up the vertical corridor on web platforms, and go right up to grab a Banana Token if you like before heading right to deal with a Spiny and a Krook. Shoot the Zinger, the two Spinies, the Zinger, and then climb using the web platforms to the next ledge. Head right, killing the three Spinies, and then the Zinger so you can drop down the hole it was covering (hole left when you fall). Shoot the Zingers in your way, use web platforms to get the DK Coin on the left, and then use the Cannon Barrel to get back to the main area. Shoot the Zinger on the right for the "N" it was guarding, and a free ride to the high ledge via an Arrow Barrel.

Use your web platforms here to climb up to the right to find Bonus Room #37! Use Squitter to build web platforms to climb up the vertical shaft to get your Kremkoin. Shoot the two Spinies as you go left, shoot the Zinger, make web platforms to climb upwards and left, and then take out the Krook as you leap to the next ledge. Now build web platforms to get to a hanging ledge which is loaded with Bananas, walk off, shoot the Zinger, make web platforms to cross the gap, and get your reward of a Red Balloon for passing the no Squitter sign. Then you just need to jump up the left wall, wait till you see the Banana Bunch, Banana, Banana Bunch (jump during this one) to get the "G" as your end of level prize.

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~~ Target Terror ~~  
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Enemies : Flitter, Zinger  
Bonus Rooms : #38-39  
Animal Helpers: None  
Difficulty : 4.5/10

Head right, use the DK Barrel to get the Zinger, and then jump into the Barrel Kannon to get up to the roller coaster tracks. Your goal on this ride is to hit the Check Barrels to open the gates, and to NOT hit the X Barrels so the gates remain open. Head down the big hill, grab the Banana Bunch, jump the Zinger, and bounce off of the Flitter to grab the "K".

Jump along the Banana trail to hit the Check Barrel, go right till you have to jump for the next cart, and then bounce off of the Flitter to reach the Check Barrel. Go right, jump the barrels thrown by Klank, and then jump the gap through the Check Barrel to get into your next cart. Do not hit the X Barrel, go down the hill, and then go up the next small hill to the downside of it where you will hop to a Bonus Barrel, which takes you to Bonus Room #38! Using Squawks, destroy all the Zingers to get a Banana Bunch as well as the Kremkoin. When you land in, grab the "O", and then double bounce up the two Flitters to the next Check Barrel.

Jump off of the Flitter, bust the Star Barrel as you land on your next cart, and then jump across the short tracks through numerous carts before you are forced to jump a X Barrel. Jump the Zinger to get the Check Barrel, and then snag the "N" as you soar through the air over the gap to your next cart.

Immediately jump to the Check Barrel, climb over the hill, and when you enter the covered area, jump to grab the DK Coin that is hidden there (you can see a little piece of it if you look hard enough). Now follow the Klank as he chucks barrels, and when he falls off the track, follow him there to a

hidden track where you jump to a new cart, which takes you into Bonus Room #39! In this Bonus Room, jump across the broken track by using the many carts that are available to get your Kremkoin. You exit on the far side, so jump the Banana trail to get your "G", and to get into the Barrel Kannon.

This will put you back on the main track where you need to jump a Zinger on the downhill to get the Check Barrel. Double bounce on the Flitters to cross the gap, and do a small jump between the two Zingers to get the Check Barrel they protect. On the next gap, follow the Banana trail till you can jump to and hit the Check Barrel before landing on the cart, and then you can try to jump the X Barrel to reach a solo Banana, which hides a Red Balloon (otherwise, just do nothing). You exit the ride, team throw to the Barrel Kannon, and then shoot out to get the end of level prize you want.

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~~ Bramble Scramble ~~  
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Enemies : Krook, Flitter, Zinger, Click-Clack, Kannon, Necky, Kloak  
Bonus Rooms : #40  
Animal Helpers: Squawks, Squitter  
Difficulty : 7.5/10

At the start, jump over the bramble pile on your right, to get the "K" and a Banana Bunch before using the Barrel Kannon to get back up to the start.

Head left, bounce the Krook, jump the bramble, pick up the DK Barrel, jump and throw at the Zinger, and then jump to the hand-over-hand line to get the Banana Bunch you uncovered. Head under the two Zingers, climb the vine, let the Krook throw his hook, keep climbing up, jump through the gap in the brambles, and wipe the Click-Clack out. Next you jump and team throw to get the Exclamation Barrel to become invincible before you run right through the Bramble section below to get to a Barrel Kannon, which will launch you up to up to a Bonus Barrel, which takes you to Bonus Room #40! Jump into Squawks, and go around killing all the Zingers to get to the stars they protect, before going to the bottom right to get a Banana Token as well as your Kremkoin. You appear by the Squawks crate, so bust him out, head up, and then left while spewing continual coconuts to kill the Flitters and Zingers which accost you here. Next you kill the yellow Zinger, fly over the red Zinger, and head down (grab the DK Barrel in the corner if you need to). As you go down, bait the Krook to throw his hook, move by quickly by holding DOWN, and then let the dual red Zingers move by before passing them. In this passage, shoot the Flitters and Zingers before getting by the circling red Zingers to pass the Kannon. Next you shoot the Zinger, go left till you get the "O", and then head up past the two Krooks (let them throw, kill them, and then go by).

Grab the two Banana Tokens the second Krook was guarding, and then head right past the no Squawks sign for a Banana Bunch before you hit the Star Barrel. Now, get back on the wooden walkway, and jump right THROUGH the bramble wall (this works, trust me). You will land on a wooden walkway, use your roll jump to get to the narrow wooden plank area, and then jump into the Animal Barrel to become Squitter (as the picture on the front suggests). Building web platforms climb up through the Bananas till you get the two Banana Tokens, and then build web platforms to the left wall (line up with a Banana sitting in the brambles), and go through the false wall to get the DK Coin! Collect the two solo Bananas in this area to get invisible prizes like a Banana Token (top right corner), and an ultra rare Blue Balloon (near

the bottom left) before you head back out and up to find the no Squitter sign, which will net you a Red Balloon before you enter the Barrel Kannon to take you to the hand-over-hand line. Fall down, wipe out the Click-Clacks, jump the brambles, and get Squawks back. Take out the Zingers, go right across the top of the red Zinger field to take out a Krook before getting the "N" he guards.

Head down slowly to exit the red Zinger field, and then head right to go through the vertically moving Zingers in this section. Hover near the circling red Zingers, and then follow them as they go counter-clockwise so you can get to the next bramble section. Go left lobbing coconuts to destroy all the yellow Zingers as you dodge the red ones, and then take out the three Neckies before entering the vertical shaft. Now follow the red Zinger circle around till you go right where four Kloaks will throw Crates at you. Head past the no Squawks sign to get the "G" as your prize, and then jump down the Banana trail to get the end of level prize from the target.

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~~ Rickety Race ~~  
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Enemies : Klank  
Bonus Rooms : #41  
Animal Helpers: None  
Difficulty : 6.5/10

In this level, you are in a race to knock ten Klanks off of the track by passing them. If you do this, you win prizes of increasing increments as you go long till you win the DK Coin from the last one. Remember that this guide will be wrote as if you are on the fastest pace possible, so sometimes it will not match up with what section you are on.

At the start, go get your other Kong (or if you have both, go to next step). Then go to absolute left, tag Dixie in, team throw up the ledges, and then helicopter spin tot he right towards a solo Banana to enter Bonus Room #41! Using your cart, go to the right plowing through all the Klanks that interfere, and if you wipe enough of them out, you win a Kremkoin right at the end of the tracks. Jump down through the Banana arrow, and head right to enter your Rickety Race for the DK Coin! hold right to speed up, and when you draw near, jump on the heads of the Klanks. Grab the "K" after you dispatch the first one [rank 9], and then dispatch the yellow Klank that is next (if you are super fast, jumping for the "K" will wipe the yellow Klank [rank 8] out as well).

Whack the Purple Klank [rank 7] on the flat portion of the track just before the uphill, and then jump the gaps before you can jump from the top of the hill to pass the next Klank [rank 6]. Head up the hill, jump the two gaps, and then bop the yellow Klank [rank 5] before hopping the two gaps in the track. Jump the gap, jump from the top of the hill to get the green Klank [rank 4], and then jump the gap before jumping from the top of the small hill to get the "O".

Jump the two gaps, and then jump form the hill top to take out the blue Klank [rank 3] to bounce to the next section of track, and to get the "O".

Jump the three gaps, go down the hill, and chase the yellow Klanks across the four gaps to get the Klank [rank 2], and his Banana Token. Jump to the elevated track (which is small), and hop off the end of it to get the "G".



Follow the green Klank through the up and down section, across the four gaps in the track, and then whack him [rank 1] to get your DK Coin! You will exit the coaster, so jump up the hidden ledge (by paneling on the left), grab the partially visible hook, and then jump to end of level target using the helicopter spin of Dixie to get there.

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~~ Mudhole Marsh ~~  
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Enemies : Flitter, Cat-O'-9-Tails, Click-Clack, Necky, Zinger, Kannon  
Bonus Rooms : #42-43  
Animal Helpers: None  
Difficulty : 6.5/10

Head right to bounce off of two Flitters to grab a Banana Token, and then head right across the swamp on the small platforms to the next ledge while dealing with the Flitters. Next you avoid the Cat-O'-9-Tails until it sits down, and then bounce off its head to get the "K" before heading across the hook set to fight two Click-Clacks.

Jump to across the next set of barrels and leaves in the swamp while dealing with the Neckies, and then dodge the Cat-O'-9-Tails before getting onto the next hook set. Jump across the hook set while dodging the Zingers, and then bounce off the Flitter to the leaf with the Treasure Chest. Head to the next platform where you bounce off the incoming Necky to get an Exclamation Barrel off screen to get your invincible, and then head right through the Neckies and Flitters to get to a platform with a Cat-O'-9-Tails and a Bonus Barrel above you (bust the Treasure Chest after the Exclamation Barrel to get the "O").

Use a team throw (recommended), or use the Cat-O'-9-Tails to get thrown up there (risky) to enter Bonus Room #42! Use your jump and team throw here to get all of the stars to cause your Kremkoin to appear on the right. You arrive back in the level by busting the Star Barrel, and then you will head right to get by a Cat-O'-9-Tails to a reed. Here you face a Kannon shooting barrels for you to bounce off of to collect the "N" before going right across some more reeds guarded by Neckies.

Jump to the brown Kroc to get launched over the Zinger, and then make your way across the platform with two Cat-O'-9-Tails to torment you before you get to the leaf with the Kannonball on it. Pick it up, and head right jumping over the fast moving barrel shot by Kannon till you can kill him. Then jump into the Kannon to go to Bonus Room #43! In this room, use the Kannonballs to destroy the Zingers and the Flitters to get your Kremkoin on the far right platform. You land by three Click-Clacks. so roll attack them before using the Flitter to bounce to the reed. Jump right, use the Kroc to get thrown to the next island, and then use the barrels to bounce from island to island till you can take out Kannon. Jump to the next ledge, grab the Treasure Chest, wait for the Kroc to rise, jump across the gap, and use the Treasure Chest on the Cat-O'-9-Tails. Then use a team throw to get the "G" before heading right past the Cat-O'-9-Tails to a barrel in the swamp with a Banana arrow over it.

Use Kannon's barrels to cross the wide gap, and then use the Flitter to bounce to the ledge. Use the hook to jump over Kannon (DO NOT kill him), and follow his moving barrels to the goal where you will bounce off of it to time your hitting the target with the DK Coin!

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~~ Rambi Rumble ~~  
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Enemies : Zinger, Kutlass, Klampon, Kruncha  
Bonus Rooms : #44-45  
Animal Helpers: Rambi  
Difficulty : 6/10

Head left past the Kutlass, the Zinger circle, and then jump up the sticky wall to get to a platform on the right with a Klampon patrolling on it. Jump down the sticky wall to find a "K" on the hook.

Jump across to the next sticky wall to reach the next platform with the Klampon, and then use the hook to get to the vertical shaft with sticky walls. Jump past the Zinger, use the Barrel Kannon to shoot past the next two Zingers and land on the left side sticky wall before jumping up to the ledge to fight a Klampon. Head left, and jump your way down the walls while avoiding Zingers till you find a passage to the left for you to take (this is guarded by a Klampon). Head up the vertical shaft past the two Zingers, use Barrel Kannon to shoot up past the Zinger to get into the right sticky wall. Jump from the ledge to a solo Banana to find a hook, which you use to get to the sticky wall above. This leads to a climb up wall and hook to find Bonus Room #44! Jump up the walls to find a Kremkoin at the top. You shoot down to the platform on the main path from which you came, so head right as you climb a sticky wall to fight a Kutlass before you use a roll jump to get the "O".

Jump up the sticky wall to get the Star Barrel, and then head on right past a Kutlass to find a cave. Jump around the entrance to find an invisible hook, jump up to the next invisible hook, and then head over the wall to get the DK Coin on the sticky wall. Head back over, and enter the cave to find an Animal Barrel which makes you into Rambi (as the picture on the side suggests). Head right through the yellow Zinger, pop the two over the pit to make the next ledge, and then take the one out in the air here for a DK Barrel to be sure you have full life. Once down the hole, head left (making sure to jump the Kannons shots at you), and then use the Zingers to get the "N" floating in the air.

Next you will use the Zingers to clear a pit before you dive down the shaft to find a red Zinger guarding the next hole. When you jump down this one, a HUGE Zinger will come after you from the left! Run right to plow through the yellow Zingers, and avoid the red Zingers as you dive down the hole by the far right wall. Head left past the red Zinger, over the pit on the back of four yellow Zingers, and then over the next red Zinger to go down the hole. Now, head right past the red Zingers to where you go under the Barrel Kannon to use your super charge to enter Bonus Room #45! In this Bonus Room you have to run over Krunchas and Zingers to get your Kremkoin. Go right through the no Rambi sign to get the Banana Bunch, and then time your Barrel Kannon shot to get the "G" as your end of level prize.

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~~ King Zing Sting ~~  
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Number Of Hits: 7

Attacks : flies around, shoots stingers at you, calls other Zingers,  
chases you  
Difficulty : 7/10

Get into the Animal Barrels to become Squawks (as the picture on the front suggests), and then head out into the arena to fight the King (having already killed the Queen in the original Donkey Kong Country). Your job is to maneuver behind the King, and shoot him in the Stinger (don't be dirty thinkers!) to damage him. After you hit him again, he will turn red, and proceed to chase you around shooting Stingers in eight directions three times. He will then resume his patrols through the hive, so shoot him in the Stinger twice more to see the same three eight-directional Stinger shots. He will resume his patrols, so shoot him two more times, but this time he shrinks down to a small red Zinger which is surrounded by four yellow Zingers. Shoot away the four yellow Zingers (taking too long will cause them to regenerate), and then plug the now yellow King Zing Sting three more times to finally put this bee out of action. Congratulations on crippling the Zinger hives forever with this victory!

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|Kremkoin Count: 49 |  
 \-X-X-X-X-X-X-X-X-/  

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| 3.05: Gloomy Gulch |  
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~~ Ghostly Grove ~~  
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Enemies : Klomp, Kloak, Spiny, Klobber, Flitter, Kruncha, Zinger,  
Kaboom  
Bonus Rooms : #46-47  
Animal Helpers: None  
Difficulty : 6/10

At the start, stand there till the Kloak above you comes down to chuck a Banana Bunch for you, and then head right through the Klomps to where another Kloak will throw two crates, followed by a Banana Bunch for you. Climb the Ghost Ropes to get to the DK Barrel, and then go right to climb the next ghost rope Ghost Ropes you see to get to the high ledge. Go right, bounce off of the Klampon to get the "K", and then go right to clobber a Klobber.

Use your roll jump to get a Banana Token, use the Ghost Rope to cross the gap, and then take out the three Klampons. Cross the gap via Ghost Ropes and a Flitter bounce to where you take out a Klobber, use it on the first Kruncha, and then go right past the next one to the Spiny (roll through its front when it is facing you). Then use the Ghost Rope to grab the "O" before moving right to helicopter spin under the landform to the Barrel Kannon which will shoot you to the DK Coin!

Take care of the Klobber, jump up to the Ghost Rope, and use that to get to the high ledge where you throw the Barrel down the slope through the two

Krunchas, and bust open the wall on the right to find Bonus Room #46! In this Bonus Room, you get 20 seconds to bust the Treasure Chest with five direct blows to the red Zinger to release your Kremkoin. Go right after you bust the Star Barrel, kill the Spiny the Kloak throws, and then head across the gap on the Ghost Rope. On this platform, you see a TNT Barrel, but it is really a Kaboom (so jump on its head before it touches you to kill you). Head right across the four Ghost Ropes, break the Treasure Chest on either the Kaboom or the Klobber, and then collect the "N" as you dispatch the barrel enemies.

Go right, kill the two Klampons (for safety), and then take a timed running leap as you quick hop up the two fast disappearing Ghost Ropes to the Bonus Barrel to get to Bonus Room #47! In this Bonus Room, hop across the four Ghost Ropes to get to the Kremkoin on the right. You land on the two Klampons, head right across the gap on the two Ghost Ropes that are guarded by a Zinger, and then bust the two Kabooms on the next ledge. Next you climb up the two Ghost Ropes to get to the next ledge where two Klampons, and then two Spinies accost you. You will see a Banana ring in the air, so team throw, or jump through it to get the "G".

Next you must work your way through the Zinger/Ghost Rope combo you are presented with, and then wait for the Kloak to leave. Quickly jump across the Ghost Ropes (possibly collecting the Banana Token on the way), and jump off the last Ghost Rope to get your end of level target prize.

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~~ Haunted Hall ~~  
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Enemies : Kackle, Zinger  
Bonus Rooms : #48-50  
Animal Helpers: None  
Difficulty : 7.5/10

Jump behind the paneling at the start to get a Banana Bunch before you head right to the tracks. You will ride along to find a gate, which when opened will start a countdown with Kackle the ghost chasing you. If this countdown reaches zero, he will attack you to remove a Kong (his timer will go up a little bit). The first Kackle starts with 9 seconds, but you can collect Plus Barrels to add time, but avoid Minus Barrels or else you LOSE time. Hit the two Plus Barrels, jump the gap to grab the "K", and then hit the next Plus Barrel before hopping the two Minus Barrels.

You will pass through another gate, which will cause Kackle to stop his pursuit. Going right, you will see a track up high to jump to, so go ahead, and then jump onto the wooden ledge above that. You will grind along (with lots of sparks) to find Bonus Room #48! In this room, you fly right quite fast, and head along till you hit a Plus Barrel, where you will rocket down the hill you just climbed. Jump backwards to get on the floating track pieces, and jump your way across to the Kremkoin floating in mid-air. You exit by going backwards to the lower track, and there you will fly forwards into Bonus Room #49! Grab as many stars as you can as you fly along the tracks to get your quota to make the Kremkoin to appear for you to grab. You exit on the far side, so be ready as you get back to Kackle attacks. Grab all nine Plus Barrels along this route, and be sure to grab the "O" as you go along.

Hit the Star Barrel, break your Kong partner out of the DK Barrel, and then

enter another Kackle section of the track. You can hit one barrel on this section and still make it unharmed as they are Minus Barrels. Also, make sure to grab the "N" as you go along as well.

Use a short hop to reach the low track to reach Bonus Room #50! This is a super fast moving cart, so just use your reflexes to guide you through this Bonus Room. You exit on the far side, which will eventually carry you to the next Kackle section. Here you must bust the Plus Barrel, immediately jump the Minus Barrel, hop up the two short track pieces while busting a Plus Barrel, short hop to a Plus Barrel to avoid hitting the Minus Barrel, jump the Minus Barrel, grab the "G", jump the Minus Barrel, bust the Plus Barrel, jump the Minus Barrel, bust the Plus Barrel, immediately jump the Minus Barrel, immediately jump the gap, jump the Minus Barrel to bust the Plus Barrel, jump the gap, jump the gap, jump the Minus Barrel to bust the Plus Barrel before jumping the next Minus Barrel, jump the two Minus Barrels to get to the Kackle gate safe and sound. This will take you to the levels end where you run to the bottom floor, head left to find the hidden DK Coin, and then a Barrel Kannon will put you back up on your original platform so you can win your end of level prize.

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~~ Gusty Glade ~~  
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Enemies : Klampon, Click-Clack, Spiny, Kutlass, Neek, Flitter, Kannon  
Bonus Rooms : #51-52  
Animal Helpers: Rattly  
Difficulty : 8.5/10

At the start, team throw over the entrance to where you can bust Rattly out of his crate. Jump to get the Banana Token, and then head to the right past the Klampons. The wind will start to blow here, so be wary of its direction, and how it will affect you. Go right past the two Klampons, jump the gap, kill the two Spinies, get off Rattly to bust the Treasure Chest on the Kutlass for the "K".

Jump the gap with the wind helping you, and then bounce your way across the narrow land islands off the backs of Neeks and Klampons while you grab the "O" as you go.

Jump the gap with the wind, and immediately hold right to fight the wind in your face as you kill the Klampon, the two Spinies, and then the Klampon before you use a super jump to get to the next ledge. Kill the Klampon, and then enter the Bonus Barrel to reach Bonus Room #51! Bounce off of the first Flitter, and then hold RIGHT to fly across most of the gap before bouncing off of a second Flitter to reach the end where the Kremkoin is located. When you return, cash Rattly in at the no Rattly sign before busting the Star Barrel, and landing in the Barrel Kannon to shoot you to the next ledge. Fight the wind as you kill the Kannon before using the hook to jump across to the high ledge, and then grab the DK Barrel to get your other Kong. Bait the bottom Kutlass out, grab the Treasure Chest to destroy the Kutlass above, collect the prize of the "N", and then take the second Treasure Chest to destroy the first Kutlass to get a Kannonball.

Pick that Kannonball up, jump the gap with the wind , and then jump the next gap to get to the Kannon, which will shoot you to Bonus Room #52! Use the Barrel Kannon to collect all the stars to cause the Kremkoin to appear on the right ledge. when you return, jump from hook to hook when the wind is

blowing from behind, followed by getting the Kannon. Bust the DK Barrel if you need to, and then shoot from Barrel Kannon to Barrel Kannon as the wind is coming from your back. If you landed on the high narrow ledge, use the helicopter spin to grab the DK Coin, and then land on the small land island. Use your roll jump to grab the "G", and then go right through the Barrel Kannons until you shoot out of the last Barrel Kannon to trigger your end of level target prize

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~~ Parrot Chute Panic ~~  
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Enemies : Zinger, Klampon, Spiny, Click-Clack  
Bonus Rooms : #53-54  
Animal Helpers: Squawks  
Difficulty : 8/10

Here you will have to use blue Squawks, which can not fly nor can it spit coconuts. You need to have excellent control of your descents here.

Jump down the shaft using Dixie痴 helicopter spin to reach an alcove on the far left of the shaft which contains the DK Coin. Jump into the blue Squawk's claws, and then maneuver around the Zingers to the bottom. Grab the Crate, fall down against the wall to bust it open, collect the Bananas inside, and then grab the "K" as you fall through the level to find the main path once more.

Jump right over the Zinger, use the DK Barrel on one of the Klampons, and then stomp the other before you start the next descent with Squawks. Go around the Zingers, grab the Banana Token, and after you pass the three Zingers all together, go down the shaft on the right side. When the shaft widens, go right to find Bonus Room #53 (this will cause you to skip the "O")! Use green Squawks here to fly up to your Kremkoin at the top of the room. When you come out, you get a Banana Bunch for green Squawks, and then you get into blue Squawks claws for the next descent. Head down slowly, picking your way through the maze of honeycomb and Zingers, till you see a Banana trail below as you hear Squawks cough his warning of release (so line up and drop). Then you should bust the Star Barrel as you fall, and then take the blue Squawks through the short, Zinger infested section.

Next you will have to jump to the blue Squawks, and you will have to maneuver past the moving Zingers of this shaft. A Spiny awaits you at the bottom, so roll through it before moving on to the left where you roll jump to the sticky wall above the Zingers, which you climb to find Bonus Room #54! In this room, use green Squawks to clean all the bees out till you hit the no Squawks sign, which gives you a TNT Barrel to use on the last Zinger to earn your Kremkoin. You appear right by the "N", and after you collect it and move on to the blue Squawks claws, you have to take the right side first, and then the left side second before having choice of where to go.

You face a Klampon when you land, and following him, three Click-Clacks on the next platform below you. Next you use your team throw to a Rotate Barrel, which you aim upwards to get Bananas as well as a Banana Token. Then you take the blue Squawks through the Zinger gauntlet, and when you hear Squawks cough, line yourself up with the next blue Squawks. Go down this shaft in the middle so you can split the Zingers, be sure to get the

"G", and then criss cross on the dual Zingers doing full sweeps of the tunnel. The two Kongs land on a sticky floor, so jump right, walk past the target, and jump to the solo Banana to find a hook to use to get the end of level prize from the target.

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~~ Web Woods ~~  
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Enemies : Neek, Kruncha, Kutlass, Kaboom, Kannon, Necky, Kaboing,  
Krook  
Bonus Rooms : #55-56  
Animal Helpers: Squitter  
Difficulty : 9/10

A unique level, it is quite challenging unless you have superb control of Squitter. The first half is a normal like level, but the second half will challenge you greatly.

Kill the Neeks, go right, team throw up to the high ledge, use the Crate on the Kruncha, and then team throw to the Banana Token before the Kutlass comes to get you. Go right to kill the Kruncha with a Treasure Chest to get a Banana Token, and then go right to kill the Neeks before you team throw to the top of the tall wall to find a Treasure Chest. Bust it on the Zinger to get a Green Balloon, and then go right to deal with a Kaboom/Zinger combo before you enter the cave. In here you enter the Animal Barrel to become Squitter (as the picture on the front suggests). Go right, killing all the enemies who challenge you with your webs till you reach a gap where you will build web platforms as you shoot the enemies along the Banana trail to the next ledge. Go down the hill, build web platforms upwards, and then shoot the Krook before getting to his platform. Go right through the Zingers, and then whack the Kaboing before you hit the Star Barrel. Go right along the Banana trail (and collect the "O") as you shoot the Zingers from your web platforms till you have reached the next ledge.

Jump your way down the narrow descending platforms while picking the Neckies off, build web platforms, kill the Krook, and then go past the two Kannon as you climb on your web platforms. Jump to the lower ledge, build a web platform by the "N", and then go right to fend off the Neckies as you descend to the bottom row.

As you cross the next gap on web platforms, kill the Neckies, and take note of the Banana arrow going left. Go right till you see a Kannon, and watch his Kannonball volleys till he shoots a slow one, which you will then follow back across the gap on your web platforms till it busts the wall to reveal Bonus Room #55! Build web platforms through the brambles to find the Kremkoin on the right. When you land, head right through the red Zingers while shooting the yellow Zingers, and when you reach the vertically moving red Zingers, build a web platform near its area, and then throw the platform and jump to it when the Zinger is below you.

Now you will see another Banana arrow, so go right to kill the four Kaboings, followed by letting Kannon shoot his Kannonball which you follow to the wall the arrow pointed at. This opens up Bonus Room #56! Start by building web platforms to the base of the star stack, collect some, build a higher ledge, repeat till you get them all to get the Kremkoin to appear on the right ledge. You land in front of the Kannon, so shoot him, and then web platform your way across to the no Squitter sign to get your "G" before you team throw

to the Balloon over the finish. Then, just use Barrel Kannon to shoot the target for your end of level prize (aim for the DK Coin which quickly flashes through the rotation). Watch it to get the timing, and then shoot when the timing is right (usually during the solo Banana prize).

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~~ Kreepy Krow ~~  
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Number Of Hits: 3  
Attacks : Necky dive bombers, swoops at you, Eggs fall  
Difficulty : 7.5/10

She has returned! The ghost of Krow has come back to haunt you, so be ready for some supernatural powers, and a harder fight than the first one. Dodge or kill the three ghost Neckies, and then kill the Necky to get the Barrel to appear, which you throw at Krow when she descends down to swoop at you. Go left to climb the hooks, jump to the right wooden ledge, and at this point on your climb eggs fall, so climb the rope rigging with great care (you can also stop off for the DK Barrel on the way up to the next skirmish. Once you reach the Barrel Kannon, you enter the second fight which consists of: kill or dodge the four ghost Neckies, kill the Necky, kill or dodge the ghost Necky, and then bust the Barrel upside Krow's head. Climb the hooks that fall down on the right to the left, and when you hit the rope rigging, you have to climb while dodging alternating vertical, horizontal, vertical, horizontal, etc. eggs till you climb your way to the Barrel Kannon. The next battle has the following components: dodge or kill the five ghost Neckies, kill the Necky, and dodge or kill the two ghost Neckies before you grab the Barrel to throw at Krow to finish it off for your ticket out of Gloomy Gulch and it gets you your Kremkoin.

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|Kremkoin Count: 61 |  
 \-X-X-X-X-X-X-X-X-/  

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| 3.06: K. Rool's Keep |  
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~~ Arctic Abyss ~~  
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Enemies : Kaboom, Flotsam, Shuri, Puftup, Lockjaw, Zinger  
Bonus Rooms : #57-58  
Animal Helpers: Enguarde  
Difficulty : 8/10

At the start, run left till you hit the water. Before entering the pond, use your roll jump to get to a ledge with a Kaboom, the letter "K", and a DK Barrel, and after dealing with that, use your team throw to get 30+ Bananas as well as a Banana Token.

You will enter an Animal Barrel to the right just after entering the water,



and you will become Enguarde (as the picture on the front suggests). Go right to a vertical shaft where the water level with lower quickly. Use a super charge to fly across the bottom of the floor (also killing two Flotsams and a Lockjaw) before the water level rises a bit. Head to the upper left portion of the wall in this chamber to find a few Bananas screaming out the location of Bonus Room #57 (use a super charge to get into it)! Using your lunge (the Y Button) to go back and forth across the shaft as the water descends, you should easily get more than 100 stars needed to get the Kremkoin. You reappear with a Puftup guarding a hole, so take it out as you head right and up to a narrow vertical shaft. Go up till you see a small ledge to the right where you need to go to avoid the Puftup shrapnel, and then go up once more where you should stick to the right to avoid the second Puftup. Now move left to find two Shuris, and then go up to kill the Shuris rotating around till you can get the "O" and move on.

Hit the Star Barrel, bust the Puftups, break the DK Barrel (if needed), and then go up the shaft where you fight off two more Puftups along with three Shuris. At the top of the shaft, use a super charge to grab the DK Coin as the water level falls, and when you reach the far wall, kill the Shuris so you can get the "N" uncontested.

Go right and up (past a Lockjaw) to kill three Shuris in the shaft, and then use a super charge to get past a Puftup. Go left till the water level rises, and then backtrack tot he top left of the last chamber to get your "G".

Go up through the four patrolling Shuris, use a super charge to get a Red Balloon (as you plow through some Puftups), and then go right past a Lockjaw to go through a false wall to get to a no Enguarde sign (you get a Red Balloon) before entering Bonus Room #58! Take the Treasure Chest to throw at every Zinger till it finally busts on the last one in the area to give you the Kremkoin. When you re-enter the level, swim right to get the water level to start falling, and then swim back to the ledge to wait for the complete water drain before you jump onto the target for your end of level reward.

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~~ Windy Well ~~  
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Enemies : Click-Clack, Zinger, Kutlass, Kannon, Krook, Flitter, Spiny, Klobber  
Bonus Rooms : #59-60  
Animal Helpers: None  
Difficulty : 9.5/10

At the start, jump down into the first pit where a Banana awaits. You will get a "K" before a Barrel Kannon shoots you up to the next platform where you will dispose of a Click-Clack.

Jump to the right where you kill the Click-Clack, then continue right where you will see a DK Barrel, which you will jump up at. The wind will proceed to lift you up as you rise to the next ledge. Next, jump between the two Zingers, and rise to the next ledge where the Kutlass will not be when you arrive (then wreck the Kutlass). Head left, fall off the ledge to get the Banana Token, then jump to the hook and jump off of it to start your next ascent before the Kannon can plug you with his shots. Go right between the two Zingers, grab the hook, jump up through the two Zingers, and then go

left to reach the ledge by going between the Zingers. Go right, jump straight in the air, and when you start to fall, go between the two Zingers. Do the same on the next set, and then float to the next hook where you jump off of it to start your next climb. Jump right, maneuver through the Zingers (even go right up the middle through all of them for a Banana Token), and then roll through the Click-Clack on the ledge. Jump up to the side of the Zinger, float between the two of them for the "O", and then bait the Krook into throwing his hook before you quickly pass by.

Go left, walk off the ledge, time your flight under the Zinger, and then enter the Bonus Barrel to reach Bonus Room #59! Jump up in the air to reach a hook, and then bounce your way across the Flitters to the far side of the room, where a Banana trail leads you to the Kremkoin. When you return, walk off the ledge, fly under the Zingers, and then avoid the Kutlass as you head left to jump in the air to start the next air travel area. Avoid the Zingers, grab the prizes they circle if you wish, and then be sure to bust the Star Barrel before moving up the next platform via the hook. Grab the DK Barrel, walk left, throw it at the Krook above you, then use your team throw to clear the other Krook out for easy passage to the next ledge. Immediately jump into the air, ride the winds to pass through the two sets of Zingers as you reach the low point of your floating, and then jump to the next ledge where you will hop again to take to the air. You will go to the next ledge, jump to the Red Balloon, float left through the Zinger line getting the "N" as you go.

Avoid the Kutlass as you grab the hook, head up the next well past the two Krooks (using the bait and run tactic) as you also get the DK Barrel to get your Kong buddy back. On the next ledge you jump off to the right while holding DOWN and RIGHT to pass under three Zingers to grab the DK Coin. Jump up off of the next ledge, move carefully between the patrolling Zingers, and then get on the small wooden ledge cleanly, or you will fall back into the Zinger guarding it. Jump up to reach the next ledge by passing two Zingers along the way, and then jump off to the left to start your floating across the chasm while getting through the Zingers.

You will start your ascent next, where you have to maneuver through three sets of two Zingers moving horizontally, and then take out the Spiny on the next ledge. Jump up to start floating again, use your bait and run tactic on the four Krooks, and then through the Zinger blockade to reach a ledge with a no Squawks sign (despite not having seen Squawks yet!). Now head right while NOT JUMPING, use your roll jump to get to a ledge below the end of level target, bait the Klobber out of the narrow opening, jump on it once, pick up the barrel, and then use it on the Kutlass as you enter the Bonus Barrel to get to Bonus Room #60! Use Squawks to collect all the stars in the short amount of time to get the Kremkoin that appears on the ledge on the right. When you return, get your reward for Squawks, jump on the hook, float across the air currents, and try to get the "G" as your end of level prize from the target.

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~~ Castle Crush ~~  
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Enemies : Neek, Spiny, Kruncha, Kutlass, Klampon, Zinger, Krook, Necky  
Bonus Rooms : #61-62  
Animal Helpers: Rambi, Squawks  
Difficulty : 9/10

In this level, you are in a castle of K. Rool, but the floor is continually rising as you fight your way through the opposition. Be ready to move fast, because you need to be to get to the Bonus Rooms and DK Coin!

Grab all the Bananas you can, kill the Neek, roll through the Spiny, and then grab the DK Barrel on the left (to get your other Kong if needed). Use the DK Barrel on the Kutlass on the left, jump into the Animal Barrel to become Rambi (as the picture on the front suggests), and then take out the Neek. Next up is a Kruncha that can only be hurt by Rambi, and then you face Spinies guarding some prizes (from left to right: Banana Token, solo Banana, Banana Bunch, and the "K").

Head to the middle, kill the four Klampons, get the Banana Bunch, and then avoid the Krooks hook till you can get over the wall to put him down. Kill the two Zingers, grab the Banana Token, kill the three Spinies, and then use the super charge with Rambi to bust open the wall to access Bonus Room #61! Use Rambi to destroy the Zingers as the floor rise to get the Kremkoin. Take care of the Klampon, cash Rambi in for a Banana Bunch at the no Rambi sign, and then head up to roll attack the Spiny and then jump past the Klampon to reach the far right opening. The Barrel Kannon set will launch you to the high ledge, so step off to the right to get a Banana Bunch and the letter "O" before you re-enter the Barrel Kannon to get back to the ledge where you wipe the Spiny out before the floor gets there.

Roll attack the four Spinines, bust the Star Barrel, break the DK Barrel if needed, and then go through the false wall on the left to find an Animal Barrel to turn into Squawks (as the picture on the barrel suggests). Fly upwards past the Krooks in the wall, then past the four Zingers, fly down the hole where a Banana Bunch sits to get the DK Coin, and then head up to the right "N".

Kill the Zinger, go past the no Squawks sign to receive a TNT Barrel as a reward, and use it on the wall on the left to find Bonus Room #62! In this Bonus Room, you have to choose a path around the blocks that the floor tries to crush you under (left, middle and right are three alleys you can take at any time). Use the following: left, middle, right, left, right, left, middle, right, left, right, left, and then grab the Kremkoin on the ledge on the right. Jump down to the lower ledge when you return, jump the Klampon, and then hop the Klampon/Spiny combo. Now roll through the Spiny on the right, jump on the Klampon, roll through the Spiny on the left, jump on the Klampon, roll through the Spiny on the right, jump on the Klampon, and then deal with the Necky barrage with jumps or rolls, or just avoiding them. Now you face a narrow vertical shaft with Zingers patrolling, so wait for them to approach you, and then you jump them before running back underneath (the Zingers should then slam into the ground to die). Grab the DK Barrel, use it on Kruncha, grab the "G", and then hop the alternating hook throwing Krooks until they get squished.

Roll through the three Spinies, avoid the Zingers till they die upon impacting on the floor, and then bounce off of the first Klampon to the second Klampon (bouncing over the Spiny) to get to the far right. Quickly run right, grab the Barrel, run left to use it on the Zinger, and then go up the narrow hole to grab the Bananas and Banana Tokens before heading to the top of the stone wall to jump down onto the end of level target for your prize.

~~~~~  
~~ Clapper's Cavern ~~  
~~~~~

Enemies : Lockjaw, Spiny, Klampon, Kruncha, Zinger, Neek, Click-Clack,  
Shuri, Flotsam, Puftup, Flitter  
Bonus Rooms : #63-64  
Animal Helpers: Clapper, Enguarde  
Difficulty : 7/10

Use your team throw at the start to reach the hook, roll through the four Spinies, kill the Klampon, and then enter the cave to access Bonus Room #63! In this Bonus Room, just carefully jump across the small ice platforms to reach the high ledge on the right where the Kremkoin awaits you. When you reappear, use your team throw to get the "K" as you catch another hook, which can be used as a stepping stone to the DK Coin.

Head right to fall back onto the main path of the level, jump the Kruncha, jump the Zinger, and hit the Clapper to freeze the water temporarily. Run to the right quickly, jumping over the Neeks and the Click-Clack before sliding underneath the Zingers for a Banana Token. Jump into the Barrel Kannon to launch yourself up to the next set of ledges (the water will rise behind you), and then use your team throw to get rid of the Kruncha. Jump onto Clapper, jump the dual stacked Zingers, grab the "O", run right to jump over the Kruncha, and then into the Barrel Kannon, which will launch you into an underwater section of the level without the persistent Lockjaw around to bother you.

Head right past the three Flotsam, past the three Shuri, up into the dead-end branch of the path for three invisible Banana Bunches, and then up the vertical shaft to where you see a left branch (head down it). Let the two Puftups blow up, go left, to where a Puftup patrols, kill it, get the Banana Token, and then bust the right wall by the solo Banana to enter Bonus Room #64! Possibly the easiest Bonus Room in the game, just hold RIGHT and press the Y Button continually to reach the end of the cave where the Kremkoin sits in plenty of time.

You reappear right by a no Enguarde sign, so pass by it to get a Banana Bunch before you return to the "dry" ice platforms where a Spiny should be disposed of with a roll attack. Jump the Kruncha, bust the Star Barrel, bounce off of the Flitter to hit a Clapper, and then run left through the Zinger/Kruncha combo attack, making sure to slide under the Zinger between the two Krunchas to get the "N".

Use the team throw up at a solo Banana near the roof to become invincible, and then immediately drop down into the water to swim through a shallow tunnel where three Banana Tokens await you, jump out of the water to continue left, go up the hooks, get the "G", and then head right off of the Clapper. Roll attack the two Spinies, duck under the Zingers, pick up the Barrel, jump onto the Clapper, throw the Barrel, and run after it as it clears many Zingers out of your path. At the end, jump into the Dixie Barrel with Dixie to get your end of level prize from the target.

~~~~~  
~~ Chain Link Chamber ~~  
~~~~~

Enemies : Klinger, Zinger, Klobber, Krook, Kutlass, Necky, Kannon  
Bonus Rooms : #65-66  
Animal Helpers: None  
Difficulty : 8/10

Jump to the chain closest to you, climb to the top, let the Klingers slide down there chain, head across the top to the left, get on the chain by itself, climb down it to the bottom, jump to the small ledge on the left to get the "K" before hopping back on the chain to head up to the DK Barrel.

Pass the Zinger when it is off to the side, climb the chain, jump to the ledge, go right to trigger a Klobber, kill it, and then grab the Banana Token before jumping back to the chain. climb up past the Klingers as you go right, and then jump up the horizontal chains past the Zingers to reach a vertical chain. Climb up past the three Krooks after baiting their hooks away from them, go behind where the third one was, get the Klobber to chase you, kill it, grab the Kannonball, jump down on top of the next Krook, and take the Kannonball to the Kannon to get shot into Bonus Room #65! Throw the Kannonball at the Zinger to get a Banana Bunch available, and then jump your way across the chains as you progress to the top right to find your Kremkoin. Bust the DK Barrel once you return, climb the chain, choose your side (this guide will go right side): line up the Rotate Barrels to shoot to the chain above while avoiding the Zinger patrolling each one. Use the Barrel Kannons to shoot up to the top after the halfway point of this section, and then grab the "O" from the top right corner where a Zinger guards it before you head left to find a chain going up.

You will see a solo Banana on the chain by itself, so jump off at the wall on the left to find an Exclamation Barrel to make you invincible. Quickly return to the chain, climb quickly upwards through the chain rigging room where many Zingers will just bounce off of you, and then up into a room where the chain forms a cross with four Zingers circling clockwise. Go as far right as you can to find an invisible Banana Token, and then go far left to bust the Star Barrel before you head back up the chain past the Kutlasses. Climb past the Klobbers to a fork in the path, and this guide follows the right one which requires you quickly climb past the dive bombing Neckies to the horizontal chain where one more Necky awaits you. Jump up to the next chain to enter a chain rigging room, where you have to maneuver your way through many Zingers to reach the far left where two chains go up. Climb up as you hear Kannon fire (make sure to start on the right chain), and the shots will alternate chains as you go up. You will see a solo Banana halfway up, so jump into the wall on the right to find a secret passage to get the "N" and the DK Coin before you return to the chains once more.

Continue your climb up till you reach a horizontal chain which leads to the right. Climb up the vertical chain a little, and then jump into the wall on the left to find yet another secret passage which will take you to the two Kannons which were lobbing shots at you previous (roll through them), and behind them you will enter Bonus Room #66! Using the moving Rotate Barrels, shoot your way up to the very top ledge where the Kremkoin awaits you. When you return, jump up the chains to the DK Barrel where you will wait till two Zingers go past, at which point you jump up the chains to find another pair of Zingers in the next shaft. They will start to move as you approach, so jump down the chains ahead of them, then go left, jump up the chains above the Zingers, and then go right to find a vertical chain. Climb it as fast as possible (straight up) to pass a Klobber and six Neckies before you head left and up to find the end of level target. Take the horizontal chain to the far left to find the "G", head back across the chain to hang directly over the target, and then drop down when the prize you wants is on the pole.

~~~~~  
Enemies : Klampon, Zinger, Kaboing, Kannon  
Bonus Rooms : #67  
Animal Helpers: Rattly, Squawks, Squitter  
Difficulty : 9.5/10

In this level, you will be going up the narrow tower. The catch is that you must do so in a fast manner because of the rising toxic sludge behind you! If you fall once while going up, chances are you will die. This level can be frustrating, but keep practicing at it, and you will get it! :)

Bust your buddy out of the DK Barrel (you'll probably need him/her), jump up the stairs while killing/avoiding the Klampons, and then enter the Animal Barrel to become Rattly (as the picture on the front suggests). Jump up to the next ledge, jump left till you can bounce off of two successive Kaboings to land on a ledge on the right by the wall. Jump up to the next ledge, super jump from the right side of platform to land on a ledge with three Banana Bunches, super jump of the right side of this platform to get to the next ledge, and jump right and up till you can see (and then collect) the "K".

Jump up the right side, bounce across the three Zingers, super jump up to the next land island, jump across the small gaps till you see a Zinger in one of the holes. Kill it, fall down the hole holding RIGHT, get the DK Coin, and then use the Barrel Kannon to get back out of the hole. Super jump to the next ledge, avoid the barrels shot by Kannon, get the DK Barrel behind him if you need to, and then super jump to the next platform. Now you face the tricky part of having to bounce off of the first Zinger in line, bounce across to the right where you have to bounce off of the last Zinger on the end to reach the ledge on the right.

Super jump to the next ledge, then use the two Zingers in the holes as stepping stones (faster method, but more dangerous), or use the super jump when they are not blocking the holes (slower method, but safer). Use a super jump to get up farther, and then use the Zingers on the right "path" to get the "O" (you get a Banana Token on the left) before a Barrel Kannon will launch you up into an Animal Barrel, which turns you into Squawks (as the picture on the front suggests).

Fly up to break the Star Barrel (yay, halfway there), head through the narrow passageways lobbing coconuts at the Zingers as you fly swiftly. Next you kill four Kaboings before heading up a vertical shaft where a solo Banana located below a Zinger shows you the path around the next section of the castle, and it also rewards you with two Banana Bunches as well as two Banana Tokens. Head up to the next chamber where two yellow Zingers (can be killed) and two red Zingers (can not be killed) patrol clockwise. Fly to the right (3 O'Clock position) to find the "N" before you head up through the roof (12 O'Clock position) to navigate another area of small openings guarded by Zingers (both colours).

Once you fly through there, you head up and to the right where you will face an increasing amount of Zingers at each interval (one, then two, then three) before turning left to fly into four more Zingers guarding the way. Kill them, check underneath the fourth one to find the "G", and then head up to enter yet another Animal Barrel to become Squitter (as the picture on the front suggests).

Start building web platforms so you can climb up, and be sure to do it on

the right side of the corridor. When you see a Zinger against the wall on the right, shoot it, and then walk through the false wall it guarded to find a Bonus Barrel which sends you to Bonus Room #67! Build web platforms to get to the top of the room, where a wooden ledge awaits you with the Kremkoin. When you reappear, you will hit a no Squitter sign, so jump to the chain on the right, jump over the target drop the toxic slime down, run underneath the end of level target using the narrow tunnel to get a Green Balloon, and then climb the chain once more to hit with enough force to get your end of level prize.

~~~~~  
~~ Stronghold Showdown ~~  
~~~~~

Number Of Hits: Words can not express the numbe... oh wait... ZERO!  
Attacks : Piss you REALLY BADLY off attack!  
Difficulty : 0.5/10 (you do have to be able to press ONE button to start the round)

You are in for the toughest battle yet! Go in prepared to go toe-to-toe with Kaptain K. Rool in an all out slugfest that only Kremking or Monkey will walk away from (not both). This promises to be one of the most vicious battles you will encounter in any video game EVER, so be prepared mentally for the fight of your life!

You walk in, Donkey Kong will be hanging from a rope from the roof, a Kremkoin will fall down from the roof, you will be treated to a guitar playing Monkey or Monkey Rapper before Donkey Kong will suddenly be pulled through the ceiling! The scene will cut to outside, where you see the Flying Krock show up to drop a rope ladder so Kaptain K. Rool can climb away! This opens the way to world seven, The Flying Krock, so I hope you are not too disappointed about delaying your battle with the Kaptain!

/-X-X-X-X-X-X-X-X-\  
|Kremkoin Count: 73 |  
\-X-X-X-X-X-X-X-X-/

o-----o  
| 3.07: The Flying Krock |  
o-----o

~~~~~  
~~ Screech's Sprint ~~  
~~~~~

Enemies : Cat O' Nine Tails, Kaboom, Kloak, Klinger, Flitter, Neckies, Screech  
Bonus Rooms : #68  
Animal Helpers: Squawks  
Difficulty : 8.5/10

Bust your Kong partner out if you need them, and then do not lose them if you wish to access the Bonus Room. Roll jump to the Banana Token, avoid the Cat O' Nine Tails, roll jump to the next ledge, pick up the TNT Barrel

thrown by Kloak before it becomes a Kaboom, and use it on one of the Klingers out on the vines. Climb across the top of the vines when the Klingers are down below, climb down the last vine, jump through the narrow opening when the Zinger is not in the way, bust the Treasure Chest on the Zinger, and then jump to the hand-over-hand vine. Go under the four vertically moving Zingers, bounce off of the Flitter for a Banana Token, drop down to the next ledge, and avoid the two Cat O' Nine Tails before you jump to the vine.

Climb straight up the vine quickly to avoid the seven Neckies, and then jump to the left. use your team throw (you must still have your buddy from the level start) to get to the platform where the Kannonball sits, and then jump into the Kannon on the right to enter Bonus Room #68! In this Bonus Room, use Dixie Kong to helicopter spin to the Banana trail going straight down, switch to Diddy Kong for a roll jump, switch to Dixie Kong and helicopter spin to the next ledge, and then roll jump with Diddy to get the Kremkoin. You return just below the Kannon, so roll jump left, bust the Star Barrel, enter the Animal Barrel to become Squawks (as the picture on the front suggests)

Fly left to see Screech waiting at the start line (to the race you just involuntarily entered). Time your start so you are going fast as the green light starts up, and then split the two red Zingers to get the "K".

Follow the Banana trail up, go left and down, and then go up the middle past some Zingers through a narrow opening, and then go up the left corridor to get the "O" before turning right.

As you fly right, bust down a couple Zingers in the line to get through, and then bust down the two yellow Zingers in the next line. When you see the arrow pointing down, go up to the right through the narrow opening to get a DK Barrel, the DK Coin, and then take Barrel Kannons to get back out on the race course. Head down, go left, head up, and then head down and left following the Banana trail till you hit a turn to go right where you have to shoot the bottom two Zingers to sneak through the line. Then you have to wait for the red Zinger circle to have the opening allow you to pass, which is followed by a narrow passage that goes up, down, up, down, and then a straight up shaft for you to navigate. When you go up, take the right branch for the "N", and then go left where you must navigate a red Zinger air force before cutting up to the next section (following the arrow) or go past it to the left to get the "G" before heading up.

Cut under or over the two red Zingers, and then cross the Banana "finish line" to win, and to stop Screech's crazy race! Head right to the no Squawks sign to turn back into your Kong, and land on the target for your end of level prize.

~~~~~  
~~ K. Rool Duel ~~  
~~~~~

Number Of Hits: 9

Attacks : shoots at you, sucks you into him, clubs you, stationary spike kannonballs, hit you, bouncing spike kannonballs, barrels, blue clouds (freezes you), purple clouds (reverses LEFT and RIGHT), and red clouds (slows your movements).

Difficulty : 9/10

You enter the room to see Donkey Kong hanging from the ceiling, and Kaptain



K. Rool proceeds to brutalize him with gun butts and kannonballs! Donkey Kong will be pulled out of play, and so begins the duel!

=====  
ROUND ONE  
=====

K. Rool shoots out a Kannonball right away, so grab it off the ground, jump him when he charges you, and when he begins to suck in with his musket, throw the Kannonball into the gun to cause it to backfire.

=====  
ROUND TWO  
=====

Jump the Kannonball as it shoots back towards you, avoid the spiked kannonball lobbed at you (it stops in the middle of the floor), and then jump the two charges K. Rool throws at you. The spikes will disappear, so grab the Kannonball to throw at the "good" Kaptain's musket to cause some hurt to the big Kremling.

=====  
ROUND THREE  
=====

Jump the Kannonball as it shoots back toward you, avoid the two spiked kannonballs as they come at you to rest with some room to step between them. Now you must jump over the charging K. Rool three times as you avoid the spiked balls at the same time, and then grab whichever one loses it spikes (this is random). Throw the Kannonball into K. Rool's gun to cause the backfire damage we know and love. Then jump the Kannonball as it shoots back toward you.

VICTORY!

HE FALLS! Donkey Kong is lowered from the roof! You have done i... OH NO! He got up, so back to more fighting fun!

=====  
ROUND FOUR  
=====

Bust the DK Barrel that appears to the left of Donkey Kong if you need your other Kong, and then go to the opposite side of the chamber from him to prepare for spiked kannonball dodging! The following is the order of moves you should use as you avoid the barrage (keep in mind the shots increase in frequency and speed as you go along): jump, jump, duck, jump, jump, jump, duck, jump, duck, and then break the Barrel to get the Kannonball contained within it. Throw it at K. Rool when he sucks in with his trusty musket to backfire it once again.

=====  
ROUND FIVE  
=====

Jump the Kannonball as it shoots back toward you, jump his charge as you move to the opposite side of the chamber from him, and then prepare to jump the bouncing spiked balls! The following is the order of moves you should use as you avoid the barrage (keep in mind the shots increase in frequency

and speed as you go along): jump, jump or walk under, jump, jump or walk under, walk under, jump or walk under, walk under, jump or walk under, walk under, and then break the Barrel to get the Kannonball contained within. Throw it at K. Rool when he sucks in with his musket to cause that damaging backfire.

=====  
ROUND SIX  
=====

Jump the Kannonball as it shoots back toward you, jump his charge as you move to the opposite side of the chamber from him, and then prepare for whirling spiked kannonball barrage! Jump the three single spiked ball moving in swirling motions (increasing orbit with each one), and then jump the three sets of two spiked balls moving in swirling motions (increasing orbit with each one). Jump on the Barrel to release the weapon of choice here (the Kannonball), and stick it to K. Rool when he starts his Hoover act with his musket. Then be sure to jump the Kannonball as it rockets back at you.

VICTORY!!

HE FALLS AGAIN! Donkey Kong is lowered from the roof again! You have done i... OH NO! He got up, so back to even more fighting fun!

=====  
ROUND SEVEN  
=====

Break the DK Barrel if you need your partner Kong back, jump his charge as you run to the opposite side, and then jump the blue clouds coming for you (if they hit you, rapidly press your buttons to break free of the freeze). Jump the slow charge of K. Rool, jump his semi-invisible charge, jump his invisible charge, and then grab the Kannonball. Throw it at the Kaptain when he starts to suck (no, I mean his gun) to cause painful backfiring!

=====  
ROUND EIGHT  
=====

Jump the Kannonball as it shoots back toward you, jump his charge as you head to the opposite side of the chamber where you have to jump three red clouds (or risk extreme slowdown of your character movements), and then jump three spiked balls. Grab the Kannonball to launch into K. Rool's musket to cause yet another vicious backfire.

=====  
ROUND NINE  
=====

Jump the Kannonball as it shoots back toward you, jump his charge, avoid the three purple clouds (or have reversed controls of LEFT and RIGHT), and then fight off the sucking of the musket. Now you have to keep away from K. Rool as he randomly appears near you in an attempt to suck your Kong into his reach! After the third attack like this, a Kannonball appears in the middle of the room, so go grab it, and throw it into K. Rool's musket once more to get the usual backfire. Then be sure to jump the Kannonball as it launches back at you.

VICTORY!!!

The Kremkoin falls to you (giving you the full 75 coins), and it appears as K. Rool is about to rise again, Donkey Kong gets loose to punch Kaptain K. Rool so hard that he falls all the way into the swamp that you passed all those levels ago! To further add insult to his grievous injuries, vicious fish will begin to chow down on the Kremling King! You have rescued Donkey Kong, and you have also won the right to be berated by Cranky. After he finishes his speeches, you will get to see the cast of characters, followed by the credits for the programmers. Cranky will reappear to tell you something, but he seems to think it is a waste of time (when you start a new file, press DOWN repeatedly to find a Music Test and a Cheat Mode code enterer). Now, you may have finished off the regular game, but we skipped all of the Klubba's Kiosks didn't we? I guess we should investigate there first to see where the missing DK Coins are?

```
  /-X-X-X-X-X-X-X-X-\  
 |Kremkoin Count: 75 |  
  \-X-X-X-X-X-X-X-X-/  
  
o-----o  
| 3.08: The Lost World |  
o-----o
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~~~~~  
~~ Jungle Jinx ~~  
~~~~~
```

Enemies : Klampon, Zinger, Kutlass, Spiny, Flitter  
Bonus Rooms : One  
Animal Helpers: None  
Difficulty : 8/10

Jump to the entrance to find a Banana Bunch, go right past the Klampon, and use the Radial (huge tractor tire) to reach the DK Barrel. Jump the gap, hop off of the Radial to get the "K" as you land on another Radial, which will bounce you across the spike set below.

Jump the gap, bounce your way up the cliffs off of the Radials, and use the Radial on the plateau to clear the Zinger for another Banana Bunch. Jump to the next ledge, use the helicopter spin between the two Zingers for a Banana Token (if you want to risk it). Otherwise you have to avoid the Radial as you cut under the two Zingers to face a Kutlass. Go right past the small section of spikes, roll through the four Spinies, jump to the next ledge, and dodge the Radial that charges at you. Head right to find a Radial you must bounce off of to clear two stacked Zingers, to land on the Radial to bounce past the spikes. Jump up to the next ledge, bounce off of the Radials to climb the hill and the spikes to where see a Flitter, but you will drop straight down to the left of the spikes. Go left, roll jump to get the "O", and then right into the Bonus Barrel to get to the Bonus Room!

Use your team throw in the Bonus Room to kill the Flitters, but be sure not to throw into the Zingers. Your reward here is a DK Coin. You bust the Star Barrel upon returning, so head right where a Klampon and Spiny charge you. Break the DK Barrel if you need to, kill the Kutlass, get to the edge of the pit, and then time your jump down onto the Radial to bounce your way across the three ledges filled with spikes. Kill the two Klampons, jump

down onto the Radial, bounce your way right to reach the next pit (be sure to get the "N" at the start of the Radial set).

Jump down the Banana trail when the Zingers move out of the way, and then navigate the Barrel Kannons till you get to the one that will shoot you straight up. Time your shot up to land you there between Radials, and then start bouncing across the small spike set. Jump the gap, team throw for the Banana Token, and then time your jump to the Radial so you can bounce up the three ledges to where you fight three Klampons. Roll jump to get the Banana Token over the gap, kill the Klobber, take the Barrel, kill the Zinger, get into the Barrel Kannon, and time your shot to get "G" from the end of level target (shoot when the Banana Bunch is up as the prize).

~~~~~  
~~ Black Ice Battle ~~  
~~~~~

Enemies : Klampon, Zinger, Spiny, Klobber, Krook, Neek, Flitter  
Bonus Rooms : One  
Animal Helpers: None  
Difficulty : 9/10

Jump the Zinger, go down the slope to bust the DK Barrel before falling down to kill the four Klampons, and then jump down the next hole. Jump the Zinger when the Spiny is with it, and then head left avoiding the two Zingers before you head down to the next ledge. Go down the slope, turn to jump on the charging Klobber, use his barrel on the Zingers, and then hop the remaining red Zinger to get the "K" as you fall down the shaft to the next ledge.

Bust the DK Barrel as you kill the four Klampons, go left to the hole to fall past the Krook, and then head down past the three Zingers to the next hole that requires you to split the two Zingers along the wall. Now you have to bait the Krook below to throw it's hook, and then quickly hustle down the hole it is guarding. Head left, wait for the Krook to throw, and then drop down to where you run left to fall to the next cavern. Jump the two Zingers stacked in front of you, jump the gap to go up where a Klobber you must kill guards a Treasure Chest with a Red Balloon. Go down the hole, drop down one of the four holes, jump the middle Zinger over the hole for the "O", and then drop down the hole to bust the Star Barrel.

Bust the DK Barrel, go down one of the holes (on the left or the right), and then drop down the hole to end up on a platform. Make your way to the right as you hop from platform to platform here (dealing with Klampons and Neeks), and then drop down to grab the "N" as you land on the next ledge.

Jump the Zingers in this section, hold right to enter a side passage where you must pass a Klobber and two Zingers to get a Treasure Chest (which you bust open for a Kannonball). Head back to the left, drop down, Jump across the three holes with Zingers in them, drop down to deal with three Klampons. Use the Kannonball on the Zingers in the next side passage to get the "G", a Banana Bunch, and a Bonus Barrel!

Jump the six Zingers on the slopes as you head down to find your DK Coin. When you land, jump the Spiny, fall down to the next ledge where you jump the next Spiny, to fall down to an uneven floored section where you need to hop over the three Zingers to fall down the hole, and then jump across the holes with Zingers to go down a shaft where a Zinger patrols. Use the

floating ice ledge to hop your way up to a good vantage point of the end of level target.

~~~~~  
~~ Klobber Karnage ~~  
~~~~~

Enemies : Klobber, Kaboom, Zinger  
Bonus Rooms : One  
Animal Helpers: None  
Difficulty : 8.5/10

Jump behind the wall to get a Banana Token on the left, pick up the Barrel, go right to make your way past the two Klobbers to jump the spike pit where you take in another one guarding a DK Barrel. Roll jump the two pits as you collect two Banana Bunches and a Banana Token while crossing the two spike pits to reach an area with three Klobbers and a Barrel (be sure to use the Dixie Barrel to reach the "K" above the landform).

Continue on to the right, jump into the Diddy Barrel to get into a Rotate Barrel set, shoot right, shoot up-right, shoot up-right, shoot right, and then shoot right when the Zingers are not in the way. Climb the terraces with the Klobbers on each one, get the "O" that is above the Dixie Barrel with Dixie (or roll jump with Diddy), and then take care of the Klobbers guarding the Diddy Barrel (it will get you to a DK Barrel).

Jump into the Barrel Kannon, shoot to the barrel of the Kong you are controlling right now, shoot from the Barrel Kannon, and then use the Rotate Barrel to shoot up-right to land on the next ledge. Jump into the barrel for your Kong, shoot between the two Zingers, and then shoot up-right where you land to jump up and hit the Star Barrel. Hit the DK Barrel, go right to bait the Klobber off the cliff, pick up the Barrel to handle the Kaboom, and take the TNT Barrel right to get the next Kaboom. Jump into the Rotate Barrel, shoot up to the Barrel Kannon, shoot down from the Rotate Barrel back to the main one (the first one), shoot down-right to get under the Zingers, shoot up-right to get back to the main Rotate Barrel, shoot up to get the "N" (land back in the main one), shoot up and push your Kong past the Zinger to land in the main one, and shoot up-right to land on the next ledge.

Bust the DK Barrel, roll jump the spike pit, kill the Kabooms and the Klobber, and then start the next Rotate Barrel set by jumping into your Kong's Barrel (choose Dixie's for a Banana Token). Shoot up, shoot right, shoot down to main one, shoot down-right, shoot right, shoot up-left, shoot up and push your Kong past the Zingers, shoot up for the "G", shoot up-right, quickly shoot down-left (not to main one, but lower Rotate Barrel), shoot up-right to main one, shoot up-right, shoot down to main one, shoot down-right, shoot up-right to main one, shoot up-right, shoot down-right to main one, shoot up three times in a row to land back in the main Rotate Barrel as you fly over Zingers in your path, and then shoot up-right to land on the next ledge.

Run right to jump the first set of spikes to get a Red Balloon, jump the next two spike sets, clobber the Klobber, take the barrel up as you climb the terraces, jump into the Diddy Barrel to land in the Barrel Kannon, shoot up-right to the solo Banana to reveal a Bonus Barrel! Jump to the Exclamation Barrel at the start, plow through every Zinger you see, get the next Exclamation Barrel, and continue right plowing through every single

Zinger to get the DK Coin on the ledge on the right. You land in the Barrel Kannon over the end of level target, so shoot when you think the prize you want is up.

~~~~~  
~~ Fiery Furnace ~~  
~~~~~

Enemies : Spiny, Kutlass, Klampon, Zinger, Krook, Flitter,  
Cat-O'-9-Tails  
Bonus Rooms : One  
Animal Helpers: None  
Difficulty : 9.5/10

Team throw above the start to get three Banana Bunches, go right past the three Spinies, jump into the Steerable Barrel (before the Spiny can reach you), and then follow the Banana path till you are lined up with a DK Barrel before you launch yourself out. Kill the four Klampons before you hop to grab the "K", and then roll through the Spiny.

Jump into the Steerable Barrel, fly under the Zingers as you grab the Banana Bunch, and then shoot yourself so you either bounce off of the Krook, or fly clear past it. Now you face two Spinies before you get into the next Steerable Barrel, and then go right through the Zingers to find another Steerable Barrel to launch into. move right again by going over both Zingers to grab a Banana Token, and then go down before launching into the Steerable Barrel. Move right to get the "O" near the lava and a DK Barrel near the top of the screen before shooting downward once you get the Steerable Barrel over the land where a Spiny waits (roll through it once you have landed).

Two Klampons are waiting for you next, followed by two Spinies, and that is followed by a Flitter that you will bounce off of to enter a Steerable Barrel. Follow the Banana path down and to the right to line yourself up with the next Steerable Barrel, and then take that one along the Banana trail to shoot at the next Steerable Barrel. Follow the Banana trail upwards till you reach the top of the screen, and then you should launch your Kong to the right where you bounce to the right off of the three waiting Flitters so you can break the Star Barrel.

Jump across the gap to find a DK Barrel, which you should pick up to throw at the Kutlass, and then use your team throw to eliminate the Krook that is on the higher ledge. Next you get into a Steerable Barrel before you go under the first vertically moving Zinger, and then go over the second vertically moving Zinger before continuing to the right where you can launch upwards to get a Banana Token. Go to the edge of the platform, wait for the Kutlass to appear and then turn around before you hop across, and then jump his attack so you can then leap into the Steerable Barrel. Immediately go right along the Banana trail, launch to the next Steerable Barrel, go right along the Banana trail, launch over the three Zinger wall, and then use the next Steerable Barrel to get the DK Barrel at the top of the screen if you need to before launching into the next Steerable Barrel. Take the Steerable Barrel, go down a bit, launch into the next Steerable Barrel, and then move that one right to launch into one more Steerable Barrel, which you can ride around the Zingers to shoot for the "N". You can also use a team throw to get the "N" if you missed it with the launch from the Steerable Barrel.

Jump the Kutlass, avoid the Cat-O'-9-Tails, and then enter the Steerable

Barrel, which you will pilot under the first vertically moving Zinger, over the second vertically moving Zinger, and then under the third vertically moving Zinger before launching into the next Steerable Barrel. Go under the first Zinger set, go over the second Zinger set, and then go under the third Zinger set before moving to the top of the screen where you will launch to the right to bounce off of a Flitter to land on the next ledge. Roll Jump under the Zinger wall, jump up to the next ledge, avoid the Cat-O'-9-Tails, and use your team throw to reach the "G".

Jump to the Steerable Barrel on the right, fly carefully through the moving Zinger lines, and then launch out to bounce off the Flitter to land on the next platform. Avoid the Cat-O'-9-Tails, and use your team throw to reach a Steerable Barrel which you will fly along the Banana trail to reach a Bonus Barrel! You can also use the Cat-O'-9-Tails to get up to the Steerable Barrel, but that is a fairly hard thing to do (as it is mostly luck). In this Bonus Room, you need to pilot your Steerable Barrel through a fairly small area of Brambles, and Zingers will try to get you. Take your time somewhat, but you must keep a steady pace as you only have 40 seconds (it can be done in thirty seconds or less easily enough). Upon returning to the level, you land in a Barrel Kannon, which you launch out of to hit the end of level target to get your prize!

~~~~~  
~~ Animal Antics ~~  
~~~~~

Enemies : Neek, Zinger, Kaboing, Kannon, Lockjaw, Flotsam, Shuri,  
Necky, Flitter, Klampon  
Bonus Rooms : One  
Animal Helpers: Rambi, Enguarde, Squitter, Squawks, Rattly  
Difficulty : 10/10

This level is unique that you spend the majority of it as animals, and one time as each controllable animal. This is an extremely fun level!

Immediately you enter an Animal Barrel to become Rambi (as the picture on the front suggests), and there are two ways to do the first segment of the level: the normal way, or the fast way. The normal way will be listed first, and then the fast way will have a quick paragraph dedicated to that method. The normal way starts with eight Neeks attacking you as you go down a hill, and then you will use a Zinger to get past the spikes on the ground. Next you have four Kaboings attacking, a Zinger guarding a ledge, another Zinger guarding a ledge, and then a two hop off of red Zingers to reach the final ledge where you enter the next segment of the level.

The fast way is to hold the A Button for your charge, and then hold RIGHT plus the Y Button to bounce your way through the level to the gate to the upcoming cavern.

Go down the slope, jump the Kannonballs from Kannon, grab the "K", and then kill the Kannon before entering the Animal Barrel to become Enguarde (as the picture on the front suggests). Go down and to the left till you see a Lockjaw guarding a wall, kill the Lockjaw, go get the stack of Bananas, and then go into the top right corner of the room to get the "O".

Go to the bottom of the secret room, hold the A Button to charge with Enguarde so you flatten a Flotsam, and when you hit the wall, slowly move up as you kill the Shuris with Enguarde. Go through the opening in the top

right of the rock, and then continue right as you slowly move forward to cause the Puftup to explode. Once you reach the vertical room, try to go up the right side of the room so the Lockjaws will miss with their attack, and then go out of the cave to enter an Animal Barrel to become Squitter (as the picture on the front suggests). Shoot the Zinger, bust the DK Barrel (if you need to), and then bust the Star Barrel.

Go right to shoot the Kaboings, shoot the Kaboing across the gap before using a web ledge to get across, and then repeat this procedure twice more before tangling with seven Kaboings. Next you have to build web ledges going up and to the right as you fight off Zingers attacks, or fall down onto the spikes below. Once you reach the ledge, build a web ledge over the Barrel Kannon, and jump over the high ledge to go right into a Bonus Barrel! In this Bonus Room, you have to build web ledges upwards as you shoot Zingers, enter the Animal Barrel to become Squawks (as the picture on the front suggests), and then fly upwards once more to kill more Zingers before entering the Animal Barrel to become Squitter again (as the picture on the front suggests), and then collect your DK Coin. If you messed up, enter the Bonus Room again, and once you succeed, go into the Barrel Kannon to reach the next section.

Build your web ledges up and to the right as you fight off four Neckies, and then build your web ledges straight up to reach an Animal Barrel to become Squawks once more (as the picture on the front suggests). Now the wind will start to alternate directions, and it will cause your flying to become erratic (it gusts for about three seconds before changing direction for three seconds). I will list the enemies you will face along the way, and I will offer some methods for certain sections of the flying, but this part really comes down to how good you are at flying, or how lucky you are at flying. Try to be really subtle as you change your directions, or you will crash into the walls way too much.

Start by going down to slalom through the Zingers, and once you hit the bottom of the brambles for this section, go right with the wind at full speed to pass the red Zingers vertically patrolling here. Next you have to go up the Bramble section, kill the yellow Zinger on your right so you can fly in to grab the "N", and then fly back out to go to the top of the Bramble area. Now you should go right VERY slowly while launching continuous egg shots so you can kill the five Flitters flying in a tight group, and then bust the DK Barrel in the corner if you have are down a hit. Now go down through the red Zinger slalom on the following sides: right, left, right, left, and then go past another red Zinger to the bottom of the Brambles to kill a yellow Zinger before moving under the red Zinger (preferably with the wind). Now do the same for the next red and yellow Zinger team you face, and then through the two red Zingers to find a Banana Token near the top of the Brambles (only if you feel brave). Next you have to fly through a counter-clockwise patrolling Zinger, and then two counter-clockwise patrolling Zingers. Then the wind quits when you hit the wooden planks, and then enter the Animal Barrel to become Rattly (as the pi... I am sick of saying that!) before entering the Barrel Kannon to reach the last segment of the level.

When you land, hold the A Button to charge the super jump, and then launch as the Klampon starts to turn on the far side of the high platform. Now you have to bounce across the three red Zingers, hop the small spike patch, and then time your hops off of the two upcoming Zingers (one for each patch of spikes). Go through the No Animal sign to receive a Banana Token as your prize, and then enter the Barrel Kannon as the fast red Zingers start to go to the left to get up to the next ledge where you jump into a Barrel Kannon. Time your shot with the rotation of the barrel so you will hit the end of



level target for your bonus prize!

~~~~~  
~~ Krocodile Kore ~~  
~~~~~

Number Of Hits: In a rematch of this magnitude, you should expect huge numbers... WHAT DO YOU MEAN ONE HIT!

Attacks : Spiked Balls, Purple Clouds, Barrel

Difficulty : 7.5/10

Here is your rematch with Kaptain K. Rool! You will get to face off one last time so you can hopefully drive the deranged Kremling from your life for good! King K. Rool will appear to have just pulled himself out of the swamp as he is covered with seaweed, he is dripping wet, and when he fires his musket at you, he shoots goldfish out for all to see. Now we enter the final battle, so GOOD LUCK! Keep in mind that the attacks come almost non-stop (very little time between attacks, like a few seconds at most) through this whole battle.

Kaptain K. Rool opens with a purple cloud (jump it), then he shoots seven spiked balls your way (jump the first, second third fifth, and seventh shots, and duck the fourth and sixth shots). Jump the purple cloud, duck the next purple cloud, and then jump the spiked ball, duck the spiked ball combo four times. Hop over the three purple clouds, and then hop over the nine spiked balls as they come closer and closer together (you can use Dixie's helicopter spin to float over the last three or four in one spin). Now Kaptain K. Rool will shoot a slow purple cloud, followed closely by a fast moving cloud (trying to trick you), and then he does the same with a slow spiked ball coupled with a fast spiked ball. He will then try the same with a slow spiked ball, coupled with two fast spiked balls, and then one more try with a slow spiked ball, and then three fast spiked balls (for all of these attacks like this, just stay on the left side of the screen so you can hop each attack individually). jump the three terraces of purple clouds, jump the three terraced spiked balls, jump the three terraced spike balls, and then hop the three terraced spike balls and land to duck a high spiked ball. Jump the three terraced spike balls, and then hop the next spiked ball before busting the Barrel to get a Kannonball out of it, and then wait for Kaptain K. Rool to start his suction with his old Musket so you can launch the Kannonball into the gun to cause the most hurting backfire the dear Kaptain has experienced! You get a DK Coin, and you have just completed the game completely, so Trace and I wish you a hearty CONGRATULATIONS!

=====

#### IV. Appendices

=====

Yep.

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| 4.01: Baddies |  
o-----o

=====

Cat-0-9-Tails

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Description: A Blue cat that spins wildly back and forth in an attempt to grab your Kongs. If it succeeds in wrapping your Kong up with it's tail, your Kongs will be flung wildly into the air (with no control for you on the launch angle).

Jump Attack: When the cat is done spinning, jump on it's head.

Roll Attack: When the cat is done spinning, roll through it.

=====

Click-Clack

=====

Description: A blue beetle that often appears in large groups. If jumped on, they flip over, providing a possible throwing weapon for your Kong to pick up (just be sure to rid yourself of it before it flips back to it's feet).

Jump Attack: The first jump will flip the beetle over, the second will finish it off.

Roll Attack: One roll attack will finish it off.

=====

Flitter

=====

Description: A blue-bodied dragonfly that will often be found hovering in one spot, but they also will fly straight lines. They tend to show up in groups, so keep your eyes open.

Jump Attack: One jump will knock them silly.

Roll Attack: Difficult to do, but you can roll through them.

=====

Flotsam

=====

Description: A Manta Ray-like enemy who appears in every water level as a basic enemy. They just swim forward, occasionally turning around to come at the Kongs from behind.

Jump Attack: Does not work, only Enguarde or an Exclamation Barrel can kill them.

Roll Attack: Does not work, only Enguarde or an Exclamation Barrel can kill them.

=====

Kaboing

=====

Description: A Kremling with spring-loaded peg legs. They can bounce to rather incredible heights whether they are stationary or moving around.

Jump Attack: One bonk on the noggin will kill them.

Roll Attack: Rolling through is quite effective.

=====

Kackle

=====

Description: A large skeletal ghost that appears in only one level; Haunted Hall. If your timer runs out, this baddie will take a Kong away, though it is only able to chase the Kongs for short sections of the roller coaster track.

Jump Attack: Can not be killed in any fashion.

Roll Attack: Can not be killed in any fashion.

=====

Kannon

=====

Description: A bloated Kremling who actually holds a kannon in his arms, which he shoots at the Kongs. He shoots both Kannonballs and Normal Barrels from his Kannon, both horizontally and vertically (depending on his positioning in the level).

Jump Attack: Crunch him to finish him off.

Roll Attack: A Cartwheel/Hairspin will knock him out.

=====

Klampon

=====

Description: A slightly larger relative of DKC's Klaptrap, it too is filled with nasty teeth for chewing upon tender Kong epidermis.

Jump Attack: A successful hit will kill it.

Roll Attack: This will result in losing a Kong.

=====

Klank

=====

Description: With their variously pigmented skin, these guys ride the roller coasters spread through the island. They can only be killed by landing your coaster cart on top of theirs.

Jump Attack: See Description.

Roll Attack: See Description.

=====  
Klinger  
=====

Description: No, not the guy from M\*A\*S\*H, but rather the Kremling who can be found in any level where extensive climbing apparatus can be found.

Jump Attack: One hit kills this climber.

Roll Attack: Hard to do, but this will work as well.

=====  
Kloak  
=====

Description: A mysterious enemy who will throw both bad things (like Normal Barrels and Zingers) as well as good things (Banana Bunches and DK Coins). This lean enemy will flutter around in the sky as it throws all of the objects it contains out at the Kongs.

Jump Attack: This will kill him off, if your can get that high.

Roll Attack: Too high to be hit with this.

=====  
Klobber  
=====

Description: This weirdo comes in four varieties, each with their own special abilities. The most common one is Klobber who just bumps your Kong around. The Yellow Klobber will steal Bananas from the Kongs reserves 10 per bump (these can be recollected). Red Klobbers appear to be normal TNT Barrels until your Kong draws near, prompting it to jump up and try to kamikaze your Kong into next week (their barrels have a reversed "N" on them). Black Klobbers are the rarest of the four, and they will bump an extra Kong from your Kongs per bump in the form of a Red Balloon (recollect quickly before the Balloons float away).

Jump Attack: A Jump on the head will stun the Kremling within temporarily.

Roll Attack: This will do nothing except allow the Klobber to be successful in it's attack.

=====  
Klomp  
=====

Description: A Kremling with a single peg-leg, it will "clomp" around the decks of the Kremling fleet while trying to stop the Kongs. However, they are not afraid to enter into many different areas of the islands to try and stop the Kongs, making it one of the basic land enemies faced by the Kongs.

Jump Attack: This will kill the wanna be pirate off.

Roll Attack: The same goes for this attack.

=====

Krook

=====

Description: A Kremling with a long brown coat on who throws his hooks at the Kongs.

Jump Attack: This will stop the "crook" dead.

Roll Attack: Provided the Hooks are not flying, this will finish the baddie off.

=====

Kruncha

=====

Description: A muscle-bound baddie who puts his smaller cousin Krusha from DKC to shame. He is relatively calm until a Kong tries to attack him with their body, making him turn red in rage (causing severe speed up). Only weapons can hurt this beast.

Jump Attack: Does not work.

Roll Attack: Does not work.

=====

Kutlass

=====

Description: Of all the Kremlings, he most looks the part of being a pirate. With his two wicked-looking Kutlasses in his claws, he will patrol until a Kong is sighted, which is when it charges to do an overhead swing of the swords. If it is yellow, the swords stick, but the green one requires a few swings before getting the swords stuck in the ground.

Jump Attack: This is the recommended way to kill him.

Roll Attack: Does not work.

=====

Lockjaw

=====

Description: A fish that has a severe anger-management problem, it will click it's teeth a few times before charging forward to take a chunk out of your Kong. Only Enguarde can fight this guy with success.

Jump Attack: See Description.

Roll Attack: See Description.

=====

Necky

=====

Description: A small vulture that will dive bomb the Kongs to try and hit them.

Jump Attack: Jump off them to kill them.

Roll Attack: Roll through them to kill them.

=====

Neek

=====

Description: A grey furry rat that will show up in large groups more often than not. Another basic enemy that inhabits many levels.

Jump Attack: Easy method of killing them.

Roll Attack: An easier method of killing them.

=====

Puftup

=====

Description: A blowfish enemy that will over-expand itself to the point of exploding, which cause spikes to fly away from the enemy. Approach cautiously or your haste will likely get your Kong hit by a spike. Enguarde can kill them if he is fast enough to hit them before they explode.

Jump Attack: See Description.

Roll Attack: See Description.

=====

Screech

=====

Description: This black crow shows up in one level, and it can not physically hurt . It does race you however through a bramble maze, and if it wins, you lose an extra life.

Jump Attack: Can not kill.

Roll Attack: Can not kill.

=====

Shuri

=====

Description: A starfish enemy who comes in two forms. Orange Shuris just follow a set movement pattern, but purple Shuri will stay in place till you draw near before attacking on a straight line

towards your Kongs. Once again, only Enguarde can take these down.

Jump Attack: See Description.

Roll Attack: See Description.

=====  
Snapjaw  
=====

Description: A purple fish that is a cousin of Lockjaw. However, this fish will relentlessly follow your Kongs through the two levels he inhabits (hoping the Kongs are foolish enough to go in the water).

Jump Attack: No possible way to kill him.

Roll Attack: No possible way to kill him.

=====  
Spiny  
=====

Description: A porcupine enemy that walks around various areas of the island in an effort to hurt the Kongs with their spiky backs.

Jump Attack: This will result in the loss of a Kong.

Roll Attack: This works only if the attack is on the front end of the animal.

=====  
Zinger  
=====

Description: The bees from DKC return once more, but they have changed somewhat. Yellow Zingers can be killed, but Red Zingers are invulnerable to attack. Weapons must be used to kill these enemies.

Jump Attack: See Description.

Roll Attack: See Description.

o-----o  
| 4.02: Bosses |  
o-----o

=====  
KROW  
=====

Location : Krow's Nest, Gankplank Galleon

Number Of Hits: 4

Attacks : drops eggs from her claws, Swoops down at you, drop eggs from the nest

Difficulty : 2/10

A large vulture in a pirate's hat named Krow will try to take you out here. She will start by grabbing an egg, and she will drop it to the deck, where it will bounce at you. Jump onto it to stop its momentum, and pick it up to throw back at Krow when she swoops down to get you. You will have to do that twice, and then Krow will become disoriented, and she will start to bump the nest releasing eggs randomly. Once one lands on the deck, pick it up to throw at Krow. Do this twice, and Krow will fall to the deck in defeat. Quickly use your team throw (if you have both Kongs still), and toss your partner above the Krow's Nest for two Banana Tokens (you must be quick, or the Kremkoin will cancel your attempt).

=====  
KLEEVER  
=====

Location : Kleeever's Kiln, Crocodile Cauldron  
Number Of Hits: 6  
Attacks : throws fireballs, tries to slice you, tries to stab you  
Difficulty : 4.5/10

Kleeever will pop out of the lava, with a lava hand holding him aloft as he hurls three fireballs at you, followed by a Kannonball falling from the ceiling (use it to hurt Kleeever). Hooks will fall from the ceiling, and you should immediately start across the lava pit while you get chased by numerous fireballs. On the other side, a Kannonball awaits you, so pick it up, and hurl it Kleeever, once again causing those hooks to fall. Go across again, pick up the Kannonball, and let Kleeever have it. You did it! Kleeever has been melted down, and you are onto wor... wait, he popped back out! Now you must stand still, and wait for him to line up his stab, and when he comes at you, hop him, and take the hooks across the lava to find another Kannonball waiting, so pick it up, and use it on Kleeever. He will go crazy, trying to slice you repeatedly, so go onto the hooks, jumping higher as you go, and then jump off the far side to find a Kannonball to use on Kleeever when he returns to his calmer, floating self. Now cross once more in the same manner as last time, and use the Kannonball on him to cause him to explode down to his bones!

=====  
KUDGEL  
=====

Location : Kudgel's Kontest, Krem Quay  
Number Of Hits: 6  
Attacks : tries to leap on you, tries to club you, tries to jump on you, shakes ground to stop you in your tracks  
Difficulty : 6.5/10

First off, be sure to jump every time Kudgel hits the ground, you jump so you do not get stunned by the shaking. This is key to you winning this bout with the heavyweight Kremling.

Dodge him falling from the top of the screen three times, and pick up the TNT Barrel that falls down from the sky. Next, let him land on the ground, and



wallop him one with the TNT Barrel (he makes this really satisfying ROAR that echoes through the whole swamp). He will go through this same set-up for two more times, and then he switches tactics. He will return to the screen to attempt to jump on you (he will not leave screen). He will attempt three jumps, a TNT Barrel will fall, and he will leap off the screen. Then all you need to do is dodge his fall, and throw the TNT Barrel at him. Do this two more times to send him into the swamp for a bath, your Kremkoin will fall, and you will get a music interlude from your lead Kong to take you into the next world.

=====  
KING Z STING  
=====

Location : King Z. Sting, Krazy Kremland  
Number Of Hits: 7  
Attacks : flies around, shoots stingers at you, calls other Zingers,  
chases you  
Difficulty : 7/10

Get into the Animal Barrels to become Squawks (as the picture on the front suggests), and then head out into the arena to fight the King (having already killed the Queen in the original Donkey Kong Country). Your job is to maneuver behind the King, and shoot him in the Stinger (don't be dirty thinkers!) to damage him. After you hit him again, he will turn red, and proceed to chase you around shooting Stingers in eight directions three times. He will then resume his patrols through the hive, so shoot him in the Stinger twice more to see the same three eight-directional Stinger shots. He will resume his patrols, so shoot him two more times, but this time he shrinks down to a small red Zinger which is surrounded by four yellow Zingers. Shoot away the four yellow Zingers (taking too long will cause them to regenerate), and then plug the now yellow King Zing Sting three more times to finally put this bee out of action. Congratulations on crippling the Zinger hives forever with this victory!

=====  
KREEPY KROW  
=====

Location : Kreepy Krow, Gloomy Gulch  
Number Of Hits: 3  
Attacks : Necky dive bombers, swoops at you, Eggs fall  
Difficulty : 7.5/10

She has returned! The ghost of Krow has come back to haunt you, so be ready for some supernatural powers, and a harder fight than the first one. Dodge or kill the three ghost Neckies, and then kill the Necky to get the Barrel to appear, which you throw at Krow when she descends down to swoop at you. Go left to climb the hooks, jump to the right wooden ledge, and at this point on your climb eggs fall, so climb the rope rigging with great care (you can also stop off for the DK Barrel on the way up to the next skirmish. Once you reach the Barrel Kannon, you enter the second fight which consists of: kill or dodge the four ghost Neckies, kill the Necky, kill or dodge the ghost Necky, and then bust the Barrel upside Krow's head. Climb the hooks that fall down on the right to the left, and when you hit the rope rigging, you have to climb while dodging alternating vertical, horizontal, vertical, horizontal, etc. eggs till you climb your way to the Barrel Kannon. The

next battle has the following components: dodge or kill the five ghost Neckies, kill the Necky, and dodge or kill the two ghost Neckies before you grab the Barrel to throw at Krow to finish it off for your ticket out of Gloomy Gulch and it gets you your Kremkoin.

=====  
KAPTAIN K. ROOL  
=====

Location : K. Rool Duel, The Flying Krock  
Number Of Hits: 9  
Attacks : shoots at you, sucks you into him, clubs you, stationary spike kannonballs, hit you, bouncing spike kannonballs, barrels, blue clouds (freezes you), purple clouds (reverses LEFT and RIGHT), and red clouds (slows your movements).  
Difficulty : 9/10

You enter the room to see Donkey Kong hanging from the ceiling, and Kaptain K. Rool proceeds to brutalize him with gun butts and kannonballs! Donkey Kong will be pulled out of play, and so begins the duel!

-----  
ROUND ONE  
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K. Rool shoots out a Kannonball right away, so grab it off the ground, jump him when he charges you, and when he begins to suck in with his musket, throw the Kannonball into the gun to cause it to backfire.

-----  
ROUND TWO  
-----

Jump the Kannonball as it shoots back towards you, avoid the spiked kannonball lobbed at you (it stops in the middle of the floor), and then jump the two charges K. Rool throws at you. The spikes will disappear, so grab the Kannonball to throw at the "good" Kaptain's musket to cause some hurt to the big Kremling.

-----  
ROUND THREE  
-----

Jump the Kannonball as it shoots back toward you, avoid the two spiked kannonballs as they come at you to rest with some room to step between them. Now you must jump over the charging K. Rool three times as you avoid the spiked balls at the same time, and then grab whichever one loses it spikes (this is random). Throw the Kannonball into K. Rool's gun to cause the backfire damage we know and love. Then jump the Kannonball as it shoots back toward you.

VICTORY!

HE FALLS! Donkey Kong is lowered from the roof! You have done i... OH NO! He got up, so back to more fighting fun!

-----

ROUND FOUR

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Bust the DK Barrel that appears to the left of Donkey Kong if you need your other Kong, and then go to the opposite side of the chamber from him to prepare for spiked kannonball dodging! The following is the order of moves you should use as you avoid the barrage (keep in mind the shots increase in frequency and speed as you go along): jump, jump, duck, jump, jump, jump, duck, jump, duck, and then break the Barrel to get the Kannonball contained within it. Throw it at K. Rool when he sucks in with his trusty musket to backfire it once again.

-----

ROUND FIVE

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Jump the Kannonball as it shoots back toward you, jump his charge as you move to the opposite side of the chamber from him, and then prepare to jump the bouncing spiked balls! The following is the order of moves you should use as you avoid the barrage (keep in mind the shots increase in frequency and speed as you go along): jump, jump or walk under, jump, jump or walk under, walk under, jump or walk under, walk under, jump or walk under, walk under, and then break the Barrel to get the Kannonball contained within. Throw it at K. Rool when he sucks in with his musket to cause that damaging backfire.

-----

ROUND SIX

-----

Jump the Kannonball as it shoots back toward you, jump his charge as you move to the opposite side of the chamber from him, and then prepare for whirling spiked kannonball barrage! Jump the three single spiked ball moving in swirling motions (increasing orbit with each one), and then jump the three sets of two spiked balls moving in swirling motions (increasing orbit with each one). Jump on the Barrel to release the weapon of choice here (the Kannonball), and stick it to K. Rool when he starts his Hoover act with his musket. Then be sure to jump the Kannonball as it rockets back at you.

VICTORY!!

HE FALLS AGAIN! Donkey Kong is lowered from the roof again! You have done i... OH NO! He got up, so back to even more fighting fun!

-----

ROUND SEVEN

-----

Break the DK Barrel if you need your partner Kong back, jump his charge as you run to the opposite side, and then jump the blue clouds coming for you (if they hit you, rapidly press your buttons to break free of the freeze). Jump the slow charge of K. Rool, jump his semi-invisible charge, jump his invisible charge, and then grab the Kannonball. Throw it at the Kaptain when he starts to suck (no, I mean his gun) to cause painful backfiring!

-----

ROUND EIGHT

-----

Jump the Kannonball as it shoots back toward you, jump his charge as you head to the opposite side of the chamber where you have to jump three red clouds (or risk extreme slowdown of your character movements), and then jump three spiked balls. Grab the Kannonball to launch into K. Rool's musket to cause yet another vicious backfire.

-----  
ROUND NINE  
-----

Jump the Kannonball as it shoots back toward you, jump his charge, avoid the three purple clouds (or have reversed controls of LEFT and RIGHT), and then fight off the sucking of the musket. Now you have to keep away from K. Rool as he randomly appears near you in an attempt to suck your Kong into his reach! After the third attack like this, a Kannonball appears in the middle of the room, so go grab it, and throw it into K. Rool's musket once more to get the usual backfire. Then be sure to jump the Kannonball as it launches back at you.

=====  
KAPTAIN K. ROOL  
=====

THE FINAL BOSS

Location : Krocodile Kore

Number Of Hits: In a rematch of this magnitude, you should expect huge numbers... WHAT DO YOU MEAN ONE HIT!

Attacks : Spiked Balls, Purple Clouds, Barrel

Difficulty : 7.5/10

Here is your rematch with Kaptain K. Rool! You will get to face off one last time so you can hopefully drive the deranged Kremling from your life for good! King K. Rool will appear to have just pulled himself out of the swamp as he is covered with seaweed, he is dripping wet, and when he fires his musket at you, he shoots goldfish out for all to see. Now we enter the final battle, so GOOD LUCK! Keep in mind that the attacks come almost non-stop (very little time between attacks, like a few seconds at most) through this whole battle.

Kaptain K. Rool opens with a purple cloud (jump it), then he shoots seven spiked balls your way (jump the first, second third fifth, and seventh shots, and duck the fourth and sixth shots). Jump the purple cloud, duck the next purple cloud, and then jump the spiked ball, duck the spiked ball combo four times. Hop over the three purple clouds, and then hop over the nine spiked balls as they come closer and closer together (you can use Dixie's helicopter spin to float over the last three or four in one spin). Now Kaptain K. Rool will shoot a slow purple cloud, followed closely by a fast moving cloud (trying to trick you), and then he does the same with a slow spiked ball coupled with a fast spiked ball. He will then try the same with a slow spiked ball, coupled with two fast spiked balls, and then one more try with a slow spiked ball, and then three fast spiked balls (for all of these attacks like this, just stay on the left side of the screen so you can hop each attack individually). jump the three terraces of purple clouds, jump the three terraced spiked balls, jump the three terraced spike balls, and then hop the three terraced spike balls and land to duck a high spiked ball. Jump the three terraced spike balls, and then hop the next spiked ball before busting the Barrel to get a Kannonball out of it, and then wait for Kaptain K. Rool to start his suction with his old Musket so

you can launch the Kannonball into the gun to cause the most hurting backfire the dear Kaptain has experienced! You get a DK Coin, and you have just completed the game completely, so Trace and I wish you a hearty CONGRATULATIONS!

o-----o  
| 4.03 Bonus Rooms |  
o-----o

=====  
Bonus Room #01  
=====

Level Name: Pirate Panic

How To Find: After busting the Star Barrel, head right past two Neeks to see a gap with Bananas leading down, so follow the old Banana trail downwards, and go right to find a Bonus Barrel, which will carry you up through the "N", and all the way to Bonus Room #1!

Room Goals: Find the Kremkoin here, so hop up the barrel stacks to find the Kremkoin on the top barrel on the right. You can also go right to find a Banana Token before climbing up to the Kremkoin.

=====  
Bonus Room #02  
=====

Level Name: Pirate Panic

How To Find: Once you get Rambi, hold down the A Button to charge forward through some enemies before falling down off the ledge. Stop the charge, turn back to the left, and Hold the A Button to build the charge up to bust through the wall to Bonus Room #2!

Room Goals: This Bonus Room requires you to destroy every enemy in the Bonus Room, so run right, running your rhino horn into everything you see (you have to clear the barrel stacks in the second half of the room)!

=====  
Bonus Room #03  
=====

Level Name: Mainbrace Mayhem

How To Find: From the start, go right (deal with the Click-Clack) to jump off the ledge to the right to land on some rope rigging. Continue right to enter Bonus Room #3!

Room Goals: You have to climb some rope rigging, jump to the next rope rigging, climb it, then jump to the final set of rope rigging, which you climb up, and you will see the Kremkoin!

=====

Bonus Room #04  
=====

Level Name: Mainbrace Mayhem

How To Find: When you find the Kannonball on the ship, head left past the enemies to step into the Kannon to be launched to Bonus Room #4!

Room Goals: You must destroy all the Klingers in here with the various implements of death you find. Once you get them all, grab the Kremkoin that appears below the middle rope.

=====

Bonus Room #05  
=====

Level Name: Mainbrace Mayhem

How To Find: You appear by the Kannon from the Bonus Room above, so climb upwards, go past the Klinger, use the hand-over-hand, and climb the next rope rigging to the top left where you will leap to the left to land on a beam. Press the A Button to pick your partner up, and hold UP and then press the Y Button to chuck them up to the Bonus Barrel. This will gain you access to Bonus Room #5!

Room Goals: Climb up and down the rope rigging to collect every star, and once you have done so, climb to the very top of the rope rigging, to jump over to the Kremkoin on the right.

=====

Bonus Room #06  
=====

Level Name: Gangplank Galley

How To Find: Immediately climb the barrel stack to find Bonus Room #6!

Room Goals: In this Bonus Room, throw each chest at the Zinger, until the one with the Kremkoin in it breaks open for you to grab it (be quick, you only get 10 seconds).

=====

Bonus Room #07  
=====

Level Name: Gangplank Galley

How To Find: When you hit the Exclamation Point Barrel to become invincible, run to the right plowing through all of the enemies to find a barrel stack to climb that is littered with Krunchas to find Bonus Room #7!

Room Goals: Find the Kremkoin here by jumping from hook to hook till you end up in the top right corner (where the Kremkoin appears).

=====

Bonus Room #08  
=====

Level Name: LockJaw's Locker

How To Find: After getting the "K", move to the right, and the water level on the ship will rise greatly, so swim up through the opening, dodge the Flotsams, and hug the bottom till you see a Lockjaw. Bait it out of the way, and then go through the narrow opening to find Enguarde! Go through the top right (false wall) to get a Banana Bunch, and when you can not go right any further, go straight up. Keep going right through the main compartment, and go through the false wall in the roof to find an 'A' formed out of Bananas. Aim yourself at the wall with the solo Banana sitting by it, hold the A Button to charge Enguardes charge attack, and then release to bust the wall open for Bonus Room #8!

Room Goals: You must navigate a maze to find the Kremkoin, and the general rule is if you are collecting Bananas, you are going to a dead end. The quickest way through is to go up, left, up, right, up, right, up, and right to get there in plenty of time.

=====

Bonus Room #09  
=====

Level Name: Topsail Trouble

How To Find: Climb the wooden steps to the third set of sails in the level to use a super jump, and then you will see a Bonus Barrel, which will take you to Bonus Room #9!

Room Goals: Bust up all of the Flitters here in under 15 seconds to get the Kremkoin.

=====

Bonus Room #10  
=====

Level Name: Topsail Trouble

How To Find: When you see two Flitters above you, go to the right of them, jump into the air, and a hook should appear for you to hang on. Then, use the two Flitters as stepping stones towards the Bonus Barrel, which takes you to Bonus Room #10!

Room Goals: In this room, climb the rope rigging, while avoiding the patrolling Flitters to get to the top before time expires (take your time, and you will easily get the Kremkoin).

=====

Bonus Room #11  
=====

Level Name: Hot-Head Hop

How To Find: Claim the Kannonball by the "O", followed by heading right across

the two sets of crocodile heads and land with Klampons till you come to the Kannon (which requires you to jump in with the Kannonball). This will blast you into Bonus Room #11!

Room Goals: In this Bonus Room, use the crocodile heads to bounce across the lava field, collecting every star. Go to the right side to collect your Kremkoin.

=====  
Bonus Room #12  
=====

Level Name: Hot-Head Hop

How To Find: When you pass three Klampons with Squitter to find crocodile heads crossing lava, you will arrive on land where Bananas lead your spider's web platform making abilities to find Bonus Room #12!

Room Goals: This is a vertical room that requires you to use your web platforms to get to the Kremkoin at the top of the room.

=====  
Bonus Room #13  
=====

Level Name: Hot-Head Hop

How To Find: When you jump into the next Launcher Barrel after Bonus Room #12, you will land on a platform with two Klampons for you to kill. Next, use your web platforms to reach the Bonus Barrel to enter Bonus Room #13!

Room Goals: In this room, follow the Bananas over the lava pit with your web platform till you find the ledge on the right that houses the Kremkoin.

=====  
Bonus Room #14  
=====

Level Name: Kannon's Klaim

How To Find: Right at the start, kill the two Neeks, and then use Dixie's helicopter jump (hold the Y Button while in the air) out over the pit to the right. You will land in a Bonus Barrel, which takes you to Bonus Room #14!

Room Goals: In this room, head right to use a roll jump out over the pit, and you will land on a ledge with the DK Coin! Jump into the barrel as Dixie, run left to where you jump into the Dixie Barrel, jump up the platforms where you jump into the barrel as Dixie, tag Diddy in, jump into the barrel as Diddy, tag Dixie in, jump into the barrel as Dixie, and then run right to claim your Kremkoin!

=====  
Bonus Room #15



=====  
Level Name: Kannon's Klaim

How To Find: After breaking the Star Barrel, head across the Arrow Barrel set dodging the Zingers as you go. Use the TNT Barrel on the Zinger after you jump on the diving Necky, and then use Dixie's helicopter spin to get a Banana Token before launching to the next ledge. Go to the left side of the ledge, team up, jump off the ledge, and use your team throw to enter the Bonus Barrel to get to Bonus Room #15!

Room Goals: Follow the path of the Arrow Barrels to reach the top of the vertical room to get your Kremkoin reward.

=====  
Bonus Room #16  
=====

Level Name: Kannon's Klaim

How To Find: After collecting the "N", go left across the Arrow Barrels, past the one Zinger, and when you reach the next ledge, take a leap of faith at the solo Banana. You should bounce off of a flying barrel, so bounce right off of Kannon (to thank him for his help), and into the Bonus Barrel to get into Bonus Room #16!

Room Goals: Bounce your way across the pit on the back of the Flitters to find the Kremkoin on the right.

=====  
Bonus Room #17  
=====

Level Name: Lava Lagoon

How To Find: Go past the no Enguarde sign, grab the Steel Rimmed Barrel, and fall back one ledge to bust open the wall to find Bonus Room #17!

Room Goals: Use Enguarde on the Puftups, and Flotsams to win your Kremkoin.

=====  
Bonus Room #18  
=====

Level Name: Red-Hot Ride

How To Find: After you have found Rambi, head right until you pass a Kruncha, followed by solid land. Hold the A Button to get Rambi ready to supercharge, and then release the Button to fly through the wall ahead to find Bonus Room #18!

Room Goals: Run to the right destroying all of the Klomps and Flitters to get your Kremkoin.

=====  
Bonus Room #19

=====  
Level Name: Red-Hot Ride

How To Find: Break the Star Barrel, get on the hot air balloon, and ride it to the Bonus Barrel on the left to get to Bonus Room #19!

Room Goals: Use the hot air balloon and the steam vents to get all the stars here to cause the Kremkoin to appear on the right ledge.

=====  
Bonus Room #20  
=====

Level Name: Squawk's Shaft

How To Find: When you find a ledge with three Klomps, jump up to their left before rolling through them into space where a Roll Jump will enter your Kong into a series of Cannon Barrels while dodging Zingers to reach Bonus Room #20!

Room Goals: Throw each Treasure Chest at the red Zinger till you find the one that has the Kremkoin contained within it before time expires.

=====  
Bonus Room #21  
=====

Level Name: Squawk's Shaft

How To Find: Hit the Star Barrel, and go to the left edge of the platform, where you will team up, jump off, and throw your partner to the Launcher Barrel to fly to a Bonus barrel to enter Bonus Room #21!

Room Goals: This is a Cannon Barrel set requiring you to launch yourself up to the top right to get the Kremkoin. For the quickest route up, shoot up four times in a row, then shoot up-right to get the Kremkoin.

=====  
Bonus Room #22  
=====

Level Name: Squawk's Shaft

How To Find: After finding Squawks, fly up until you see two Krooks, who you should bait into throwing their hooks. Kill the right one to take the secret passage it is guarding to find a chamber where you fly up to the Bonus Barrel to enter Bonus Room #22!

Room Goals: Use Squawks to clear out the Zingers in this room to get your Kremkoin.

=====  
Bonus Room #23  
=====

Level Name: Barrel Bayou

How To Find: After passing the No Rambis Sign, go right to find a Kloak. Now you will wait as the Kloak tosses barrels, and follow him as he heads left, where he will toss a Treasure Chest. Bust it on the Kloak (he swoops down to oblige you), and then take the Kannonball with you as you jump into the Kannon just to the left. This will get you into Bonus Room #23!

Room Goals: Use the Kannonball in this room to bust the two Flitters and the one Zinger up to get your Kremkoin.

=====  
Bonus Room #24  
=====

Level Name: Barrel Bayou

How To Find: When you hit the next land section after getting the "G", bounce off of a barrel supplied by Kloak so you can reach the Bonus Barrel to get to Bonus Room #24!

Room Goals: Shoot your way along the Directional Barrels to get to the right where the Kremkoin sits.

=====  
Bonus Room #25  
=====

Level Name: Glimmer's Galleon

How To Find: Right at the start, swim upwards to follow a Banana trail into Bonus Room #25!

Room Goals: Swim through the passage to get to the Kremkoin, and there are no side passageways to confuse you either.

=====  
Bonus Room #26  
=====

Level Name: Glimmer's Galleon

How To Find: After collecting the "N", you get to match wits with three Shuris before you can go past a Flotsam, and then another compartment of Shuris. Next, wait for the Puftup to blow, go down the gap just in front of him, bait the Lockjaw out of the way, and go down the gap he guards to find Bonus Room #26!

Room Goals: You are given lots of time to navigate a maze of corridors here, and the general rule that applies is if you see Bananas ahead of you, it is a dead end.

=====  
Bonus Room #27

=====  
Level Name: Krockhead Klamber

How To Find: Just after the Star Barrel, you will see a Banana Arrow pointing up,  
so use the team throw to follow the Banana arrow to Bonus Room #27!

Room Goals: Use Squitter to wipe the four Zingers out in under fifteen seconds  
to get your Kremkoin.

=====  
Bonus Room #28  
=====

Level Name: Rattle Battle

How To Find: At the start, throw your team mate to the left of the solo Banana  
to get up to a ledge where you team throw to a Bonus Barrel to get to  
Bonus Room #28!

Room Goals: You just need to roll jump across from barrel stack to barrel stack  
to get to the Kremkoin on the tallest barrel stack on top right.

=====  
Bonus Room #29  
=====

Level Name: Rattle Battle

How To Find: Just after you get a Banana Coin from a Zinger, deal with two more  
Kaboings, and then use the Zinger to reach the next ledge. Kill  
the Kaboings, fall down the narrow hole, and go left to enter Bonus  
Room #29!

Room Goals: Use the Zingers to get across the gap to find the Kremkoin on the  
platform on the right.

=====  
Bonus Room #30  
=====

Level Name: Rattle Battle

How To Find: Just after you get the "N", use the Zinger to get across the gap, and  
super jump up the Banana arrow to enter a Bonus Barrel to go to  
Bonus Room #30!

Room Goals: Use your super jump as you grab all 75 stars in the allotted time  
to get your Kremkoin.

=====  
Bonus Room #31  
=====

Level Name: Slime Climb

How To Find: Break the Star Barrel, and then roll through the Kannon to find an Exclamation Barrel to make you invincible. Go down past the beam into the water to follow the Banana trail to get to a Bonus Barrel, which takes you to Bonus Room #31!

Room Goals: Climb the rope rigging, jump off to collect the stars, and repeat till you get them all, and the Kremkoin appears at the bottom of the rope rigging.

=====  
Bonus Room #32  
=====

Level Name: Slime Climb

How To Find: When you get the Kannonball, progress across the wooden platforms with Klomps on them to get to a Kannon, which will get you into Bonus Room #32!

Room Goals: Using the DK Barrel and the respawning Kannonballs, destroy all the enemies found in this Bonus Room to get your Kremkoin (if you miss a throw, drop down the wooden steps to find a new Kannonball waiting for you).

=====  
Bonus Room #33  
=====

Level Name: Bramble Blast

How To Find: After collecting the "O", shoot when the Zinger is out of your way to get to moving Cannon Barrel set again, so shoot this order: up-left, down-left, and down-left to enter a spinning Cannon Barrel set. Shoot to the next barrel when it lines up correctly, and then shoot the following order in the next Cannon Barrel set: up-left, up-right, up-right, down-right, up-right, up-left. down-left through the Arrow Barrel, down-left, down-left, and down-left into a Bonus Barrel to get to Bonus Room #33!

Room Goals: Shoot the following order for the fastest path to the Kremkoin: up-right, up-right, down-right, down-left, down-right, down-left, down-right, up-right, up-right, up-left, up-left, up-right, up-right, down-right, down-left, down-right, and up-right to the Launcher Barrel to get to the ledge with the Kremkoin.

=====  
Bonus Room #34  
=====

Level Name: Bramble Blast

How To Find: When you get to shoot right to bounce across some Flitters, pull back on your direction to fall down a Banana Trail to a Launcher Barrel so you will fly into the waiting claws of Squawks. Fly left, collecting Bananas as you go (and the DK Barrel if you need your partner), and then bust up a Zinger on the far left guarding a DK Coin! Head right past the indestructible Zingers to find a

Launcher Barrel, which will send you to a Bonus Barrel, which is the way to get to Bonus Room #34!

Room Goals: Use Squawks to carefully fly through the Bramble path to the No Squawks Sign for a Banana Bunch and your Kremkoin!

=====  
Bonus Room #35  
=====

Level Name: Hornet Hole

How To Find: Use a team throw to the hook right at the start, jump to the ledge, and then proceed to climb the honey on the wall to reach the very top of the wall. Next, jump across the hooks to get over to Bonus Room #35!

Room Goals: Take the Treasure Chest at the start of the round, and throw it at every last Zinger there to break it open to reveal the Kremkoin.

=====  
Bonus Room #36  
=====

Level Name: Hornet Hole

How To Find: Upon exiting Bonus Room #35, go left to fall down a ledge before turning right to enter Bonus Room #36!

Room Goals: Jump back and forth off the sticky walls (Ninja Gaiden style) to the top ledge to get your Kremkoin.

=====  
Bonus Room #37  
=====

Level Name: Hornet Hole

How To Find: After collecting the "O" head right to kill three Spinies with your Squitter webs as well as a Zinger covering a hole. Move past the hole to start building web platforms, which you should create angling up to the right to find Bonus Room #37!

Room Goals: Use Squitter to build web platforms to climb up the vertical shaft to get your Kremkoin.

=====  
Bonus Room #38  
=====

Level Name: Target Terror

How To Find: After you see the first X Barrel (you do not hit it), get ready to climb a hill before it starts to dive. As it dives, jump out to the right to enter a Bonus Barrel to launch off to Bonus Room #38!

Room Goals: Using Squawks, destroy all the Zingers to get a Banana Bunch as well as the Kremkoin.

=====  
Bonus Room #39  
=====

Level Name: Target Terror

How To Find: Just past the "N" and the DK Coin, a Klank will come onto the track from a track above. Follow it as you dodge it's barrels, and when the Klank falls off the track, you should follow him to go towards a new cart which will carry your Kong into Bonus Room #39!

Room Goals: In this Bonus Room, jump across the broken track by using the many carts that are available to get your Kremkoin.

=====  
Bonus Room #40  
=====

Level Name: Bramble Scramble

How To Find: After you go left from the start and climb the long vine upwards, use your Kong team throw to the Exclamation Barrel to become invincible before you run right through the Bramble section below to get to a Barrel Cannon, which will launch you up to up to a Bonus Barrel, which takes you to Bonus Room #40!

Room Goals: Jump into Squawks, and go around killing all the Zingers to get to the stars they protect, before going to the bottom right to get a Banana Token as well as your Kremkoin.

=====  
Bonus Room #41  
=====

Level Name: Rickety Race

How To Find: from the start, go to absolute left, tag Dixie in, team throw up the ledges, and then helicopter spin tot he right towards a solo Banana to enter Bonus Room #41!

Room Goals: Using your cart, go to the right plowing through all the Klanks that interfere, and if you wipe enough of them out, you win a Kremkoin right at the end of the tracks.

=====  
Bonus Room #42  
=====

Level Name: Mudhole Marsh

How To Find: After getting the "O" from a Treasure Chest (this is also past the Exclamation Barrel), use a team throw (recommended), or use the Cat-O'-9-Tails to get thrown up there (risky) to enter Bonus Room

#42!

Room Goals: Use your jump and team throw hear to get all of the stars to cause your Kremkoin to appear on the right.

=====  
Bonus Room #43  
=====

Level Name: Mudhole Marsh

How To Find: Grab the Kannonball from the leaf in the marsh it rests upon, and then head right jumping over the fast moving barrel shot by Kannon till you can kill him. Then jump into the Kannon to go to Bonus Room #43!

Room Goals: In this room, use the Kannonballs to destroy the Zingers and the Flitters to get your Kremkoin on the far right platform.

=====  
Bonus Room #44  
=====

Level Name: Rambli Rumble

How To Find: When you find the first Barrel Kannon of the level, follow these steps. Use the Barrel Kannon to shoot up past the Zinger to get onto the right sticky wall, where a jump from the ledge to a solo Banana to find a hook, which you use to get to the sticky wall above. This leads to a climb up wall and hook to find Bonus Room #44!

Room Goals: Jump up the walls to find a Kremkoin at the top.

=====  
Bonus Room #45  
=====

Level Name: Rambli Rumble

How To Find: When you have run past the final leg of the Big Bee chase, instead of using the Barrel Kannon above Rambli, supercharge through the wall ahead to find Bonus Room #45!

Room Goals: In this Bonus Room you have to run over Krunchas and Zingers to get your Kremkoin.

=====  
Bonus Room #46  
=====

Level Name: Ghostly Grove

How To Find: After collecting the "O", take care of the Klobber, jump up to the Ghost Rope, and use that to get to the high ledge where you throw the Barrel down the slope through the two Krunchas, and bust open



the wall on the right to find Bonus Room #46!

Room Goals: In this Bonus Room, you get 20 seconds to bust the Treasure Chest with five direct blows to the red Zinger to release your Kremkoin.

=====  
Bonus Room #47  
=====

Level Name: Ghostly Grove

How To Find: After collecting the "N", go right to kill the two Klampons (for safety), and then take a timed running leap as you quick hop up the two fast disappearing Ghost Ropes to the Bonus Barrel to get to Bonus Room #47!

Room Goals: In this Bonus Room, hop across the four Ghost Ropes to get to the Kremkoin on the right.

=====  
Bonus Room #48  
=====

Level Name: Haunted Hall

How To Find: After getting the "K", You will pass through another gate, which will cause Kackle to stop his pursuit. Going right, you will see a track up high to jump to, so go ahead, and then jump onto the wooden ledge above that. You will grind along (with lots of sparks) to find Bonus Room #48!

Room Goals: In this room, you fly right quite fast, and head along till you hit a Plus Barrel, where you will rocket down the hill you just climbed. Jump backwards to get on the floating track pieces, and jump your way across to the Kremkoin floating in mid-air.

=====  
Bonus Room #49  
=====

Level Name: Haunted Hall

How To Find: Upon exiting Bonus Room #48, the game will send you into Bonus Room #49!

Room Goals: Grab as many stars as you can as you fly along the tracks to get your quota to make the Kremkoin to appear for you to grab.

=====  
Bonus Room #50  
=====

Level Name: Haunted Hall

How To Find: Immediately after collecting the "N", use a short hop to reach the low track to reach Bonus Room #50!

Room Goals: This is a super fast moving cart, so just use your reflexes to guide you through this Bonus Room.

=====  
Bonus Room #51  
=====

Level Name: Gusty Glade

How To Find: After collecting the "O", jump the gap with the wind, and immediately hold right to fight the wind in your face as you kill the Klampon, the two Spinies, and then the Klampon before you use a super jump to get to the next ledge. Kill the Klampon, and then enter the Bonus Barrel to reach Bonus Room #51!

Room Goals: Bounce off of the first Flitter, and then hold RIGHT to fly across most of the gap before bouncing off of a second Flitter to reach the end where the Kremkoin is located.

=====  
Bonus Room #52  
=====

Level Name: Gusty Glade

How To Find: After collecting the "N", take the second Treasure Chest to destroy the first Kutlass to get a Kannonball. Take that Kannonball to the right over the gap when you have the wind at your back to find the Kannon, which will shoot you to Bonus Room #52!

Room Goals: Use the Barrel Kannon to collect all the stars to cause the Kremkoin to appear on the right ledge.

=====  
Bonus Room #53  
=====

Level Name: Parrot Chute Panic

How To Find: Jump into the claws of the second Blue Squawks, and then descend in the following fashion: go around the Zingers, grab the Banana Token, and after you pass the three Zingers all together, go down the shaft on the right side you can go right to find Bonus Room #53 when the shaft widens!

Room Goals: Use green Squawks here to fly up to your Kremkoin at the top of the room.

=====  
Bonus Room #54  
=====

Level Name: Parrot Chute Panic

How To Find: After you have used your second Blue Squawks following the Star

Barrel, go left past the Spiny where you roll jump to the sticky wall above the Zingers, which you climb to find Bonus Room #54!

Room Goals: In this room, use green Squawks to clean all the bees out till you hit the no Squawks sign, which gives you a TNT Barrel to use on the last Zinger to earn your Kremkoin.

=====  
Bonus Room #55  
=====

Level Name: Web Woods

How To Find: After collecting the "N", you will notice a Banana Arrow below pointing left. Go right till you see a Kannon, and watch his Kannonball volleys till he shoots a slow one, which you will then follow back across the gap on your web platforms till it busts the wall to reveal Bonus Room #55!

Room Goals: Build web platforms through the brambles to find the Kremkoin on the right.

=====  
Bonus Room #56  
=====

Level Name: Web Woods

How To Find: When you see another Banana Arrow pointing left, go right to kill four Kaboings. Then you need to let Kannon shoot his Kannonball which you follow to the wall the arrow pointed at. This opens up Bonus Room #56!

Room Goals: Start by building web platforms to the base of the star stack, collect some, build a higher ledge, repeat till you get them all to get the Kremkoin to appear on the right ledge.

=====  
Bonus Room #57  
=====

Level Name: Arctic Abyss

How To Find: After you experience the water drop in the first vertical passage, super charge to fly across the bottom of the floor (also killing two Flotsams and a Lockjaw) before the water level rises a bit. Head to the upper left portion of the wall in this chamber to find a few Bananas screaming out the location of Bonus Room #57 (courtesy of a super charge of course)!

Room Goals: Using your lunge (the Y Button) to go back and forth across the shaft as the water descends, you should easily get more than 100 stars needed to get the Kremkoin.

=====  
Bonus Room #58

=====  
Level Name: Arctic Abyss

How To Find: After collecting the "G", swim past some Shuri before super charging across the screen to the left. When you arrive in the lowered water level, turn right to super charge through a Lockjaw to pass through a false wall to lose Enguarde and find the entrance to Bonus Room #58!

Room Goals: Take the Treasure Chest to throw at every Zinger till it finally busts on the last one in the area to give you the Kremkoin.

=====  
Bonus Room #59  
=====

Level Name: Windy Well

How To Find: After collecting the "O", go past the Krook before heading left to walk off the ledge, time your flight under the Zinger, and then enter the Bonus Barrel to reach Bonus Room #59!

Room Goals: Jump up in the air to reach a hook, and then bounce your way across the Flitters to the far side of the room, where a Banana trail leads you to the Kremkoin.

=====  
Bonus Room #60  
=====

Level Name: Windy Well

How To Find: When you pass a No Squawks Sign (despite not having seen Squawks yet), head right while NOT JUMPING, use your roll jump to get to a ledge below the end of level target, bait the Klobber out of the narrow opening, jump on it once, pick up the barrel, and then use it on the Kutlass as you enter the Bonus Barrel to get to Bonus Room #60!

Room Goals: Use Squawks to collect all the stars in the short amount of time to get the Kremkoin that appears on the ledge on the right.

=====  
Bonus Room #61  
=====

Level Name: Castle Crush

How To Find: After collecting the "K", kill the following enemies: four Klampons, the Krooks (dodge their initial shots until they can be reached), two Zingers, and three Spinies. Immediately use a super charge to break through the wall to Bonus Room #61!

Room Goals: Use Rambi to destroy the Zingers as the floor rise to get the Kremkoin.

=====  
Bonus Room #62  
=====

Level Name: Castle Crush

How To Find: After collecting the "N", kill the Zinger, go past the no Squawks sign to receive a TNT Barrel as a reward, and use it on the wall on the left to find Bonus Room #62!

Room Goals: In this Bonus Room, you have to choose a path around the blocks that the floor tries to crush you under (left, middle and right are three alleys you can take at any time). Use the following: left, middle, right, left, right, left, middle, right, left, right, left, and then grab the Kremkoin on the ledge on the right.

=====  
Bonus Room #63  
=====

Level Name: Clapper's Cavern

How To Find: Use your team throw at the start to reach the hook, roll through the four Spinies, kill the Klampon, and then enter the cave to access Bonus Room #63!

Room Goals: In this Bonus Room, just carefully jump across the small ice platforms to reach the high ledge on the right where the Kremkoin awaits you.

=====  
Bonus Room #64  
=====

Level Name: Clapper's Cavern

How To Find: After collecting the "O" and getting to a non-Lockjaw section, head right past the three Flotsam, past the three Shuri, up into the dead-end branch of the path for three invisible Banana Bunches, and then up the vertical shaft to where you see a left branch (head down it). Let the two Puftups blow up, go left, to where a Puftup patrols, kill it, get the Banana Token, and then bust the right wall by the solo Banana to enter Bonus Room #64!

Room Goals: Possibly the easiest Bonus Room in the game, just hold RIGHT and press the Y Button continually to reach the end of the cave where the Kremkoin sits in plenty of time.

=====  
Bonus Room #65  
=====

Level Name: Chain Link Chamber

How To Find: Find the vertical chamber with three Krooks. Kill the highest Krook, get the Klobber to chase you, kill it, grab the Kannonball,

jump down on top of the next Krook, and take the Kannonball to the Kannon to get shot into Bonus Room #65!

Room Goals: Throw the Kannonball at the Zinger to get a Banana Bunch available, and then jump your way across the chains as you progress to the top right to find your Kremkoin.

=====  
Bonus Room #66  
=====

Level Name: Chain Link Chamber

How To Find: Climb past the double Kannonball volley raining down on your Kong as you climb to reach a horizontal chain which leads to the right. Climb up the vertical chain a little, and then jump into the wall on the left to find yet another secret passage which will take you to the two Kannons which were lobbing shots at you previous (roll through them), and behind them you will enter Bonus Room #66!

Room Goals: Using the moving Rotate Barrels, shoot your way up to the very top ledge where the Kremkoin awaits you.

=====  
Bonus Room #67  
=====

Level Name: Toxic Tower

How To Find: After you become Squitter, start building web platforms so you can climb up, and be sure to do it on the right side of the corridor. When you see a Zinger against the wall on the right, shoot it, and then walk through the false wall it guarded to find a Bonus Barrel which sends you to Bonus Room #67!

Room Goals: Build web platforms to get to the top of the room, where a wooden ledge awaits you with the Kremkoin.

=====  
Bonus Room #68  
=====

Level Name: Screech's Sprint

How To Find: When you see a Kannonball above your Kongs, use your team throw (you must still have your buddy from the level start) to get to the platform where the Kannonball sits, and then jump into the Kannon on the right to enter Bonus Room #68!

Room Goals: In this Bonus Room, use Dixie Kong to helicopter spin to the Banana trail going straight down, switch to Diddy Kong for a roll jump, switch to Dixie Kong and helicopter spin to the next ledge, and then roll jump with Diddy to get the Kremkoin.

o-----o

=====  
Pirate Panic  
=====

head right from the exit of Bonus Room #02 to jump onto a barrel stack that is two high to find the DK Coin spinning in the wide open.

=====  
Mainbrace Mayhem  
=====

Upon exiting Bonus Room #05, jump the gap on the right to find the DK Coin.

=====  
Gangplank Galley  
=====

Go up the barrel stack right at the start to position yourself underneath the Bonus Barrel, and then roll jump to the right. If you went far enough to the right, your monkey will grab a hook, which leads over a set of hooks to the right to find the DK Coin.

=====  
Lockjaw's Locker  
=====

After collecting the "G", kill the two Shuris on your right, and then do a super charge. Enguarde will cross the gap as the water drops, and the path he is on leads to the DK Coin.

=====  
Topsail Trouble  
=====

After leaving Bonus Room #10, go right to climb an upwards rope, and then go left onto another upwards rope rigging. However, jumping off to the right of the second upwards rope will lead to the DK Coin.

=====  
Hot-Head Hop  
=====

After you find Squitter, build web platforms to climb to directly above the crate to find the DK Coin.

=====  
Kannon's Klaim  
=====

After you enter bonus Room #14, go to the right to find a hole, which you should Roll Jump over to find the DK Coin contained within the Bonus Room!

=====  
Red-Hot Ride  
=====

After you pass the Star Barrel, take the DK Barrel with you. Avoid busting it until you arrive on a steam vent where you must take out the highest Zinger. Jump to the hot air balloon it was guarding to get the "N" as well as the DK Coin floating above.

=====  
Squawk's Shaft  
=====

Upon leaving Bonus Room #22, you will be dropped right through the DK Coin.

=====  
Barrel Bayou  
=====

Simply get Rambi to the No Rambi Sign to receive the DK Coin as your prize.

=====  
Glimmer's Galleon  
=====

After you leave Bonus Room #25, swim over the top of the box (top right corner) to a Banana-filled room where swimming through the top right corner will bring your Kong to the chamber with the DK Coin.

=====  
Krockhead Klamber  
=====

After using the DK Barrel to the right of the start to kill a Zinger to the left of the start, Roll Jump to the next ledge to find a Treasure Chest that needs to be used on the four Zingers before it will break, revealing the DK Coin.

=====  
Rattle Battle  
=====

After collecting the "O", go right to the bottom of the barrel stack, jump across the gap, and enter the lower compartment (which is mostly obscured by the ship's outside). Hop through this cramped area to get the DK Coin.

=====  
Slime Climb  
=====

Upon exiting Bonus Room #32, team throw to the Exclamation Barrel to become invincible, followed by you running into the water to swim across the surface to the right to find the DK Coin.



=====  
Bramble Blast  
=====

When you get to shoot right to bounce across some Flitters, pull back on your direction to fall down a Banana Trail to a Launcher Barrel so you will fly into the waiting claws of Squawks. Fly left, collecting Bananas as you go (and the DK Barrel if you need your partner), and then bust up a Zinger on the far left guarding a DK Coin!

=====  
Hornet Hole  
=====

After collecting the "O" head right to kill three Spinies with your Squitter webs as well as a Zinger covering a hole. Shoot the Zingers in your way, and then use web platforms to get the DK Coin on the left.

=====  
Target Terror  
=====

After collecting the "N", hit the Check Barrel and then jump up behind the covered area of the track to find the DK Coin.

=====  
Bramble Scramble  
=====

After hitting the Star Barrel, head right to see a vine leading up beside a bramble wall. However, a wooden walkway is on other side, which indicates a false wall being present for your Kong to jump through. An Animal Barrel will turn you into Squitter (as the picture on the front suggests), then start building web platforms climb up through the Bananas till you get the two Banana Tokens, and then build web platforms to the left wall (line up with a Banana sitting in the brambles), and go through the false wall to get the DK Coin!

=====  
Rickety Race  
=====

To win the DK Coin, you must pass every single Klank involved in the race to win the DK Coin, so follow the walkthrough for specific details on how to do this.

=====  
Mudhole Marsh  
=====

When you see a hook and a Kannon, use the hook to jump over Kannon (DO NOT kill him), and follow his moving barrels to the goal where you will bounce off of it to time your hitting the target with the DK Coin!

=====

Rambi Rumble  
=====

After hitting the Star Barrel, head on right past a Kutlass to find a cave. Jump around the entrance to find an invisible hook, jump up to the next invisible hook, and then head over the wall to get the DK Coin on the sticky wall.

=====

Ghostly Grove  
=====

After getting the "O", move right to helicopter spin under the landform your Kong is on to the Barrel Kannon which will shoot you to the DK Coin!

=====

Haunted Hall  
=====

When you reach the end of your roller coaster ride, run into the room with the target, drop to the bottom level of the floorboards, and turn left to find the hidden DK Coin.

=====

Gusty Glade  
=====

After bonus Room #52, use the Barrel Kannons to try and get on top of a hill after a DK Barrel. If you do so, use Dixie's Hairspin to go to the right slowly to find the DK Coin in mid-air.

=====

Parrot Chute Panic  
=====

From the start, jump down the shaft using Dixie's helicopter spin to reach an alcove on the far left of the shaft which contains the DK Coin.

=====

Web Woods  
=====

Use Barrel Kannon to shoot the target for your end of level prize (aim for the DK Coin which quickly flashes through the rotation). Watch it to get the timing, and then shoot when the timing is right (usually during the solo Banana prize).

=====

Arctic Abyss  
=====

Hit the Star Barrel, go up the shaft where you use a super charge at the top of the shaft to grab the DK Coin as the water level falls.

=====  
Windy Well  
=====

After collecting the "N", go up a level of the well, and then head right to see some Zingers, which you need to go underneath to find the DK Coin.

=====  
Castle Crush  
=====

After getting turned into Squawks, fly upwards past the Krooks in the wall, then past the four Zingers, and then fly down the hole where a Banana Bunch sits to get the DK Coin.

=====  
Clapper's Cavern  
=====

When you reappear from Bonus Room #63, use your team throw to get the "K" as you catch another hook, which can be used as a stepping stone to the DK Coin.

=====  
Chain Link Chamber  
=====

When you start up the two chains where KannonBalls will alternate which chain they are coming down (left, right, left, right, etc.), look for a solo Banana on the right side of the shaft. Jump into the false wall here to run right to find the DK Coin.

=====  
Toxic Tower  
=====

After collecting the "K", jump up the right side, bounce across the three Zingers, super jump up to the next land island, jump across the small gaps till you see a Zinger in one of the holes. Kill it, fall down the hole holding RIGHT, and this will get you the DK Coin.

=====  
Screech's Sprint  
=====

After collecting the "O", go right through two sets of Zingers to see a Banana arrow pointing down. However, you will continue right through the narrow opening above to find the DK Coin in a contained area.

=====  
Jungle Jinx  
=====

Just before you reach the Star Barrel, a lone Flitter hovers near a supposed hole. However, if you fall down past the Flitter, a ledge will be there for

your Kong to go left to Roll Jump into the Bonus Barrel to find the Bonus Room!

Use your team throw in the Bonus Room to kill the Flitters, but be sure not to throw into the Zingers, and your reward will be a DK Coin.

=====  
Black Ice Battle  
=====

After getting the "N", fall down the shaft holding right to enter a passage where a Treasure Chest waits to be broken open to reveal a Kannonball. Head back to the left, drop down, Jump across the three holes with Zingers in them, drop down to deal with three Klampons. Use the Kannonball on the Zingers in the next side passage to get the "G", a Banana Bunch, and a Bonus Barrel!

Jump the six Zingers on the slopes as you head down to find your DK Coin.

=====  
Klobber Karnage  
=====

After collecting the "G", jump into the Diddy Barrel to be shot towards a Barrel Kannon, which you should shoot up-right towards a solo Banana to hit a Bonus Barrel.

Jump to the Exclamation Barrel at the start, plow through every Zinger you see, get the next Exclamation Barrel, and continue right plowing through every single Zinger to get the DK Coin on the ledge on the right.

=====  
Fiery Furnace  
=====

After collecting the "G", jump to the Steerable Barrel on the right, fly carefully through the moving Zinger lines, and then launch out to bounce off the Flitter to land on the next platform. Avoid the Cat-O'-9-Tails, and use your team throw to reach a Steerable Barrel which you will fly along the Banana trail to reach a Bonus Barrel! You can also use the Cat-O'-9-Tails to get up to the Steerable Barrel, but that is a fairly hard thing to do (as it is mostly luck).

In this Bonus Room, you need to pilot your Steerable Barrel through a fairly small area of Brambles, and Zingers will try to get you as you progress towards a DK Coin. Take your time somewhat, but you must keep a steady pace as you only have 40 seconds (it can be done in thirty seconds or less easily enough).

=====  
Animal Antics  
=====

Once you reach the ledge after the long climb past the Zinger brigade, build a web ledge over the Barrel Kannon, and jump over the high ledge to go right into a Bonus Barrel!

In this Bonus Room, you have to build web ledges upwards as you shoot Zingers, enter the Animal Barrel to become Squawks (as the picture on the front

suggests), and then fly upwards once more to kill more Zingers before entering the Animal Barrel to become Squitter again (as the picture on the front suggests), and then collect your DK Coin.

=====

o-----o  
| 4.05 Swanky Trivia Answers |  
o-----o

=====  
Gangplank Galleon  
=====

Trivia Game: Swanky's Swag  
Play Price: Free  
Question #1: What is my name? (Answer: A)  
Question #2: What is the first enemy that you see in the game? (Answer: A)  
Question #3: What is the name of this area of the island? (Answer: C)

Trivia Game: Pirate Puzzler  
Play Price: One Banana Token  
Question #1: What button do you press to run? (Answer: B)  
Question #2: What is the name of the first level in the game? (Answer: B)  
Question #3: What is the name of the enemy boss who has kidnapped Donkey Kong?  
(Answer: C)

Trivia Game: Chimp Challenge  
Play Price: Two Banana Tokens  
Question #1: In the first level of the game, how many windows did the Kaptain's Kabin have? (Answer: B)  
Question #2: What is the name of the first rigging level? (Answer: A)  
Question #3: In the first level of the game, which of these is NOT a background object in the Kaptain's Kabin? (Answer: C)

=====  
Crocodile Cauldron  
=====

Trivia Game: Cranky Challenge  
Play Price: One Banana Token  
Question #1: What is the name of the first lava level on this area of the island? (Answer: B)  
Question #2: What is the name of this area of the island? (Answer: C)  
Question #3: How many times did you have to hit the end of area giant bird to kill him? (Answer: A)

Trivia Game: Lucky Lava  
Play Price: Two Banana Tokens  
Question #1: What colors were the crocodile heads you jumped on in the first lava level? (Answer: C)  
Question #2: What is an extra lives balloon colored red worth? (Answer: B)  
Question #3: Excluding the end of area boss, how many levels were there on the first area of the island? (Answer: A)

Trivia Game: Gorilla Game

Play Price: Three Banana Tokens

Question #1: How many banana bunches would you have to collect to get an extra life? (Answer: B)

Question #2: Where did the beetle first appear during the first area of the island? (Answer: C)

Question #3: What is the name of Diddy's pony-tailed girlfriend? (Answer: C)

=====

Krem Quay

=====

Trivia Game: Funky's Fun

Play Price: One Banana Token

Question #1: What can your snake buddy do that is special? (Answer: A)

Question #2: What is the name of the level with the angler fish who helps you with his underwater light? (Answer: B)

Question #3: What is the name of the big muscle-bound crocodile who guards the toll bridge? (Answer: C)

Trivia Game: Swampy Swag

Play Price: Two Banana Tokens

Question #1: How many lives do you start the game with? (Answer: B)

Question #2: What button do you press to team up? (Answer: C)

Question #3: What is your Rhino buddy's name? (Answer: B)

Trivia Game: Primate Prize

Play Price: Three Banana Tokens

Question #1: What is the name of this area of the island? (Answer: B)

Question #2: What is your parrot buddy's name? (Answer: A)

Question #3: How many airplanes hang from the roof in Kong Kollege? (Answer: C)

=====

Krazy Kremland

=====

Trivia Game: Wrinkly's Winner

Play Price: One Banana Token

Question #1: What is the name of this area of the island? (Answer: C)

Question #2: What colour is your parrot buddy? (Answer: A)

Question #3: What is the name of the two companies that produced this game and Donkey Kong Country? (Answer: C)

Trivia Game: Krazy Kwiz

Play Price: Two Banana Tokens

Question #1: What is the name of the first wasp hive level on this area of the island? (Answer: B)

Question #2: What is the name of the old lady Kong, who runs Kong Kollege? (Answer: B)

Question #3: Which of these items can NOT be found at Klubba's Kiosk? (Answer: A)

Trivia Game: Baboon Booty

Play Price: Three Banana Tokens

Question #1: What is your snake buddy's name? (Answer: C)

Question #2: What color waistcoat does old man Cranky wear in Monkey Museum?  
(Answer: B)

Question #3: Which of these enemies have you not seen yet during this area of  
the island? (Answer: C)

=====  
Gloomy Gulch  
=====

Trivia Game: LockJaw's Loot

Play Price: One Banana Token

Question #1: What is the name of this area of the island? (Answer: A)

Question #2: How many little wasps did the end of area giant wasp break up  
into? (Answer: B)

Question #3: What is the name of the trendy, surfing Kong, who operates his  
barrel flights? (Answer: C)

Trivia Game: Haunted Haul

Play Price: Two Banana Tokens

Question #1: What is the name of the forest level with the blowing wind in it?  
(Answer: C)

Question #2: On the Kremling island map, how many small wasps hover around the  
wasp hives? (Answer: B)

Question #3: What is the name of the Kremling island that you are on? (Answer: B)

Trivia Game: Gibbon Game

Play Price: Three Banana Tokens

Question #1: Which of these is NOT the name of an area of the island you have  
played? (Answer: C)

Question #2: What is your swordfish buddy's name? (Answer: A)

Question #3: How many world map globes are there on the shelves in Kong Kollege?  
(Answer: A)

=====  
K. Rool Keep  
=====

Trivia Game: K. Rool's Quiz

Play Price: One Banana Token

Question #1: What is the name of this area of the island? (Answer: B)

Question #2: What is the name of old man Kong, who lives in a Monkey Museum?  
(Answer: C)

Question #3: Which of these enemies also appeared in Donkey Kong Country?  
(Answer: B)

Trivia Game: Castle Challenge

Play Price: Two Banana Tokens

Question #1: What is the name of the castle level with the rising floor?  
(Answer: A)

Question #2: How many animal buddies can you ride in the game? (Answer: C)

Question #3: What is the name of the flying ghost coat Kremling who throws  
objects at you? (Answer: B)

Trivia Game: Big Ape Bounty

Play Price: Three Banana Tokens

Question #1: What is your spider buddy's name? (Answer: B)

Question #2: How many desks are there in Kong Kollege? (Answer: A)

Question #3: How many different baddies do you think there are in the game?  
(Answer: B)

o-----o  
| 4.06 Monkey Museum |  
o-----o

=====  
Gangplank Galleon  
=====

Name : Pirate Panic  
Price : Free  
Wisdom: Try using your team throw at the start.

Name : Lockjaw's Locker  
Price : Free  
Wisdom: Below the letter "K", you'll find a reward if you avoid the danger.

Name : Mainbrace mayhem  
Price : Free  
Wisdom: Jump for joy when crossing the longest horizontal rope.

Name : Pirate Panic  
Price : One Banana Token  
Wisdom: I reckon the door at the bottom of the tall wall looks flimsy to me.

Name : Gangplank Galley  
Price : Two Banana Tokens  
Wisdom: Those big blue goons ain't guarding that huge stack of barrel for  
nuthin'! Knock 'em off and get up there!

Name : Topsail Trouble  
Price : Three Banana Tokens  
Wisdom: A hook, step and jump is all you need to look for near the two  
dragonflies above you.

=====  
Crocodile Cauldron  
=====

Name : Lava Lagoon  
Price : Free  
Wisdom: Below the first seal, you'll find something worth getting your fur burnt  
for.



Name : Hot-Head Hop

Price : Free

Wisdom: Is it my eyes, or is there more than just one chest at the start?

Name : Red-Hot Ride

Price : Free

Wisdom: Take it easy. Let the rhino use his head to get you through the first half.

Name : Hot-Head Hop

Price : One Banana Token

Wisdom: A trek toward the Klobber with the spider is worth looking up.

Name : Kannon's Klaim

Price : Two Banana Tokens

Wisdom: Right is right, right at the start.

Name : Squawks's Shaft

Price : Three Banana Tokens

Wisdom: Those two hook throwing villains opposite each other are protecting something. I'm sure of it!

=====

Krem Quay

=====

Name : Barrel Bayou

Price : Free

Wisdom: Find the only Krockhead stepping stone and you'll find your buddy Rambie.

Name : Bramble Blast

Price : Free

Wisdom: With only the dragonflies left, I'm sure you'll be alright.

Name : Slime Climb

Price : Free

Wisdom: When nearing the top, the ability to walk on water reveals all.

Name : Glimmer's Galleon

Price : One Banana Token

Wisdom: It might be dark and spooky, but don't let it get you down immediately.

Name : Rattle Battle

Price : Two Banana Tokens

Wisdom: Are you up to it at the start?

Name : Bramble Blast

Price : Three Banana Tokens

Wisdom: After four spinning barrels, all that's left is left itself.

=====  
Krazy Kremland  
=====

Name : Hornet Hole  
Price : Free  
Wisdom: An eight-legged friend would go halfway to helping you here.

Name : Rambi Rumble  
Price : Free  
Wisdom: Don't be in a hurry to enter Rambi's room. Think things over.

Name : Bramble Scramble  
Price : Free  
Wisdom: The fruit is always fresher on the other side of the thorns. Jump to it!

Name : Target Terror  
Price : One Banana Token  
Wisdom: It's his track, so watch the Kremling car carefully. He might be down, but he's on his way out.

Name : Rambi Rumble  
Price : Two Banana Tokens  
Wisdom: A charge down the last straight with Rambi will ensure a crushing victory.

Name : Hornet Hole  
Price : Three Banana Tokens  
Wisdom: Start with a hook, stick and jumps, and you're bonus bound!

=====  
Gloomy Gulch  
=====

Name : Ghostly Grove  
Price : Free  
Wisdom: Things are starting to look up on this level.

Name : Parrot Chute Panic  
Price : Free  
Wisdom: Here's a tip that I think's great, the door is by the Klampon and so is the crate.

Name : Web Woods  
Price : Free  
Wisdom: Finishing this level is cause for celebration. By all means go over the top.

Name : Haunted Hall  
Price : One Banana Token  
Wisdom: Where you find one, there may be two.

Name : Parrot Chute Panic  
Price : Two Banana Tokens  
Wisdom: To the left of the letter "O" is where you should go.

Name : Ghostly Grove  
Price : Three Banana Tokens  
Wisdom: K. Rool is no fool. He has got two big blue goons watching his horde  
near halfway.

=====  
K. Rool Keep  
=====

Name : Arctic Abyss  
Price : Free  
Wisdom: After the start, a long jump and then a high jump will win you more than  
just a gold medal.

Name : Chain Link Chamber  
Price : Free  
Wisdom: Brave an early attack of barrels and their hidden treasure is yours.

Name : Toxic Tower  
Price : Free  
Wisdom: Watch very carefully at the end. There's something going down that could  
give you a new life.

Name : Clapper's Cavern  
Price : One Banana Token  
Wisdom: I ain't helping you with this one. It's up to you to start looking  
yourself.

Name : Castle Crush  
Price : Two Banana Tokens  
Wisdom: I've left a couple of animal buddies for you in here, but it's left for  
you to find them.

Name : Chain Link Chamber  
Price : Three Banana Tokens  
Wisdom: When cannon balls are raining down on you, I suggest you look for a way  
past who's responsible.

=====  
Lost World Hints  
=====

Name : Jungle Jinx

Price : Two Banana Tokens

Wisdom: Just before halfway, take time to look back at what you've done.

Name : Black Ice Battle

Price : Two Banana Tokens

Wisdom: After the slope with the letter "N", press right as you fall and you'll have a ball.

Name : Klobber Karnage

Price : Two Banana Tokens

Wisdom: Down may be out, but right picks you up.

Name : Fiery Furnace

Price : Two Banana Tokens

Wisdom: The bananas point the way.

Name : Animal Antics

Price : Two Banana Tokens

Wisdom: The end is not the end.

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| 4.07 Kong Kollege |  
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=====  
Gangplank Galleon  
=====

Name : Kong Family Coins

Price : Free

Wisdom: A gold coin with a bunch of bananas on it, collect these and spend them in the various Kong Family locations found throughout the island.

Name : Swimming

Price : Free

Wisdom: Press the "B" button to swim. Pressing Up or Down on the directional keypad while swimming or floating will affect the speed that you sink or swim.

Name : End of Level Target

Price : Free

Wisdom: Jump on the target to finish the level. If you jump from a sufficient height, you will win the displayed prize.

Name : Rambi's Supercharge

Price : One Banana Token

Wisdom: Press and hold the "A" button to power him up, then release it for his supercharge. Use this to destroy enemies and break open hidden doors!

Name : Character Team-Up

Price : One Banana Token

Wisdom: When you have both characters, press the "A" button to team up. You can throw your partner to defeat enemies and reach inaccessible features. Press "A" again to split up.

Name : Area Guardian

Price : Two Banana Tokens

Wisdom: Throw Krow's eggs back at him. He won't like it!

=====  
Crocodile Cauldron  
=====

Name : Rattly The Snake

Price : Free

Wisdom: To make your snake buddy jump in mid air, walk off an edge and press the jump button as he falls.

Name : Rope Climbing

Price : Free

Wisdom: Press and hold the Y button when you are on the ropes and you will climb up and down faster than normal.

Name : KONG Letters

Price : Free

Wisdom: Collect all four of these on a level to earn an extra life!

Name : Squitter's Web Platform

Price : One Banana Token

Wisdom: To create a web platform, press the "A" button or either of the top "L" and "R" buttons. Press the button again to stop the web and form a platform in the desired position.

Name : Kremkoins

Price : One Banana Token

Wisdom: For every bonus level you complete, you will get one of these. Collect a lot and you can use them at Klubba's Kiosk.

Name : Area Guardian

Price : Two Banana Tokens

Wisdom: When you hit Kleeever, quickly get across to the other side before he gets angry.

=====  
Krem Quay  
=====

Name : Animal Barrels

Price : Free

Wisdom: Jump in these to transform into the animal shown on the side of the barrel.

Name : Jumping On Enemies

Price : Free

Wisdom: If you hold the jump button down while jumping on an enemy, you will bounce higher and further than normal.

Name : Extra Lives Balloons

Price : Free

Wisdom: There are three types. Red is worth 1 life, Green is worth 2 lives, and the rare Blue balloon is worth 3 lives!

Name : Rattly's Superjump

Price : One Banana Token

Wisdom: Press the "A" button to power him up, then release it to activate his superjump. Use this to access normally unreachable areas.

Name : Cranky's "Video Game Hero Coins"

Price : One Banana Token

Wisdom: A very large coin with "DK" on it, each level has one, cunningly hidden by Cranky. Collect these to increase your status as a video game hero.

Name : Area Guardian

Price : Two Banana Tokens

Wisdom: When Kudgel lands, he'll shake the screen and immobilize you! Be careful!

=====  
Krazy Kremland  
=====

Name : Secret Passages

Price : Free

Wisdom: Doors are hidden on the sides of walls and can be broken into by throwing objects at them or using your animal buddies.

Name : Roll Jump

Price : One Banana Token

Wisdom: Press "Y" to roll off an edge, then press "B" to jump as you fall. You can increase your jumping distance this way.

Name : Area Guardian

Price : Two Banana Tokens

Wisdom: Destroy the small Zinger and his drones quickly, or they'll reappear after a while.

=====  
Gloomy Gulch  
=====

Name : Secret Passages

Price : Free

Wisdom: Walls that look solid could contain secret passages that you can use to

access hidden areas or shortcuts.

Name : Bonus Levels  
Price : One Banana Token  
Wisdom: Each level has between one and three of these. Complete all the bonuses on a level to gain 1%.

Name : Area Guardian  
Price : Two Banana Tokens  
Wisdom: Jump on the different colored Mini-neckys to gain the necessary objects to fight the ghost of Krow.

=====  
K. Rool Keep  
=====

Name : Invisible Items  
Price : Free  
Wisdom: Finding these aren't necessary, but they will be useful if you can. Items become visible when you touch them.

Name : Enguarde's Superstab  
Price : One Banana Token  
Wisdom: Press the "A" button to power him up, then release it for his Superstab. Use this to break open hidden doors.

=====  
The Flying Krock  
=====

Name : Wrinkly Kong  
Price : Free  
Wisdom: All but one of my lessons are useful in your quest.

Name : Kaptain K. Rool  
Price : Three Banana Tokens (One Banana Token after first purchase)  
Wisdom: Make sure you have plenty of lives!

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V. Last Words  
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| 5.01: Copyright Information |  
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| 5.02: Revision History |  
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Version 1.2: More updates to format, along with the correction of a few small, nagging errors that existed in previous versions.

Version 1.1: Updated a few format issues, fixed a few errors within the FAQ.

Version 1.0: The initial release of this guide.

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| 5.03: Credits |  
o-----o

-Devin (DMorgan) (<http://www.gamefaqs.com/features/recognition/3579.html>)

-Colin (CMoriarty) (<http://www.gamefaqs.com/features/recognition/4280.html>)

-Dallas (<http://www.gamefaqs.com/features/recognition/3855.html>)

-Matt (MHulbert) (<http://www.gamefaqs.com/features/recognition/4150.html>)

-Steve (Psycho Penguin),  
(<http://www.gamefaqs.com/features/recognition/9471.html>)

-Dingo (DJellybean) (<http://www.gamefaqs.com/features/recognition/2226.html>)

-AstroBlue (<http://www.gamefaqs.com/features/recognition/4127.html>)

-Ronan (Alaska Fox) (<http://www.gamefaqs.com/features/recognition/7818.html>)

For being such great people, with whom I seem to be able to talk about to a lot. They are all great, and you should check out their work sometime! Thanks guys! You guys are truly > j00. Wait...if you are greater than j00, then that means...blargh. Never mind.

-CJayC for being a great guy, and putting so much time in to GameFAQs

-Meowthnum1 (<http://www.gamefaqs.com/features/recognition/11356.html>) for typing this guide

-BSulpher (<http://www.gamefaqs.com/features/recognition/19608.html>) for typing this guide.

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| 5.04: Outro |  
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Well, it's been a pleasure writing this guide. We hope you enjoy it, and view some of our other work sometime. Until we meet again, Trace and Brian out!

~ Trace

"Meowthnum1"  
Jackson

~ Brian

"BSulpher"  
Sulpher

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