

# Donkey Kong Country 2 FAQ/Walkthrough

by Super Slash

Updated to v1.1 on Jun 7, 2006

Donkey Kong Country 2: Diddy's Kong Quest  
FAQ/Walkthrough  
By: Super Slash  
Version: 1.1  
Email: ganonpuppet@yahoo.com  
-----

=====  
VERSION HISTORY  
=====

- v 1.0 - Submitted the guide
- v 1.1 - Added something to the Copyrights section of the guide

NOTE: To find what you're looking for, hold Ctrl and press F, and type in, for example "III. Walkthrough", without the quotations. Do this for any section you may be looking for.

TABLE OF CONTENTS  
-----

I.....	Story
II.....	Controls
III.....	Walkthrough
IV.....	Bosses
V.....	Bonuses
VI.....	DK Coin Locations
VII.....	Enemies
VIII.....	Swanky's Bonus Bonanza
IX.....	Items
X.....	Game Modes
XI.....	Animal Buddies
XII.....	Secrets & Glitches
XIII.....	Email Info
XIV.....	Credits
XV.....	Copyrights

=====

## I. Story

=====

The story isn't too good, but it's alright. King K. Rool, now known as 'Kaptain K. Rool', has captured Donkey Kong. Diddy knows about this, and now has his girlfriend, Dixie Kong, to help him defeat Kaptain K. Rool, and rescue Donkey Kong from him. However, to make it to Kaptain K. Rool, Dixie and Diddy will have to go through various worlds and levels, and defeat various bosses! The task will not be an easy one for the Kongs.

-----

=====

## II. Controls

=====

In this section, I will list the controls of the game for both the Kongs, and the Animal Buddies.

=====

### Kong Controls

=====

"A" Button: Confirms stuff (such as entering levels). Also puts a Kong on top of the other Kong's back (only if you have two Kongs). Press again for the Kong to hop off.

"B" Button: Goes back to previous thing (like when talking to Cranky). Also makes Kong jump.

"X" Button: Dismounts an Animal Buddy if you're riding one.

"Y" Button: If pressed while walking, makes Diddy do a cartwheel. If Dixie is leading, does a ponytail swing if pressed while walking. If button is held down while walking, makes the Kong run. If Dixie is in the air, hold this button down, and hold the D-Pad in the right or left direction to fly. Also throws Kong in the air, if one is on your back. Also picks up barrels/crates (keep the button held to keep the barrel/crate held).

"Start" Button: Pauses the game.

"Select" Button: If a level has been beaten, press this button with the game paused to be back on the World Map.

"L" Button: Brings up a screen showing how many DK Coins you have (after beating K. Rool in The Flying Krock; press the L & R buttons simultaneously).

"R" Button: Brings up a screen showing how many DK Coins you have (after beating K. Rool in The Flying Krock; press the L & R buttons simultaneously).

D-Pad: Moves Kong in a chosen direction, even when thrown in the air.

=====  
Animal Buddy Controls  
=====

"A" Button: If held, Rambi will scrape his foot on the ground. Hold it down for a few seconds, then release the button and he'll run really fast! He can ram through enemies this way, and even break open paths to some Bonuses! Also, if this button is held while Enguarde, she'll charge up speed. Release it after a few seconds, and then she'll peck, and go really fast. You can control her while she's doing this, and she'll even open paths to Bonuses! If you are Rattly, and this button is held, he'll charge up for a high jump. Release it after a few seconds, and he'll jump really high! Also, if you are Squawks, tap this button to get him flying. Press this button while you have Squitter to shoot a slow web. Press it again while the web is floating to create a web platform!

"B" Button: Allows Rambi/Squitter/Rattly to jump.

"X" Button: Allows Kongs to dismount the Animal Buddy.

"Y" Button: Makes Rambi use his horn to hit nearby enemies. Also allows Enguarde to peck enemies, and allows Squawks to shoot out nuts, to hit enemies. Also allows Squitter to shoot out web. Makes all of the Animal Buddies except Squawks run. Makes Squawks fly faster.

"Start" Button: Pauses the game.

"Select" Button: If a level has been beaten, press this button with the game paused to be back on the World Map.

"L" Button: Does nothing.

"R" Button: Does nothing.

D-Pad: Moves the Animal Buddy.

-----  
=====  
III. Walkthrough  
=====

NOTE: This walkthrough does NOT list how to get the Bonus Barrels. To see how to get each one in every level, read the Bonuses section. Also, it will not tell you how to get the DK Coins; read the DK Coin Locations section for information on that, as well. Also, I will not be calling the enemies by their actual names, but I will be calling them from what they appear to look like.

When you begin the game, you'll be prompted to select a Game Mode. Read the Game Modes section for information on that. This guide is going to assume that you're playing One Player mode, as that is what I used while writing this walkthrough, so take note of that. After a Game Mode has been selected, you will be on the World Map.

=====  
World Map  
=====

On the World Map, select the only selectable world right now, which is the very first world: Gangplank Galleon.

=====  
World #1: Gangplank Galleon  
=====

Select the first level, which is Pirate Panic.

=====  
Level #1: Pirate Panic  
=====

NOTE: At the start of the level, look above. You'll see a barrel. If you throw a Kong into it, you'll be shot to the right, and collect lots of Bananas!

When you begin this level, feel free to mess around with the controls, so you can get used to the game. After you feel you are ready, let's begin, shall we? Start by heading east. Drop off of the ledge there, then head west through the door into the next room. Inside, run into the letter, and some text will appear on the screen (this is what Kaptain K. Rool wrote). Apparently, he has Donkey Kong! Grab the 1-Up Balloon to the left, then exit this area. Back here, continue to the east, picking up the Bananas along the way. Grab the DK Barrel, then throw it at the rat enemy you'll come across. This will cause Dixie Kong to come out of the barrel! However, if the leading Kong gets hit, he/she will run away, and you'll only have one Kong left! Get hit with only one Kong, and you lose a life, and have to start the level over (unless you have a Half Way Barrel)! Also, press Select whenever you want to switch Kongs around. Anyway, continue east, and grab the wooden box ahead. Throw it at the Kremling on the barrels, then grab the bunch of Bananas. Continue east, and bash the enemies along the way. Jump on the barrels, grab the Bananas, and grab the letter K in the air. Continue along the path, and grab the DK Barrel if needed. Either way, continue, and grab the wooden box. Throw it at an enemy, then proceed.

Now, jump on the barrels, and grab the pack of Bananas forming an "A". Then, put a Kong on your back (if you have two), and throw him/her to get the Banana Coin in the air. Proceed, and jump into the small pit. Kill the two Kremlings, then grab the O in midair. Head east, and grab the Half Way Barrel. Continue on, and bash the enemies you'll find. Jump across the gap, and proceed. Hit the Kremling inside the barrel, then pick it up and throw it at an enemy ahead. Now, jump onto the stack of barrels, and defeat the Kremlings. Break open the Animal Box to get Rambi! If you get hit while on him, you won't lose a Kong, but you'll lose him! He'll run around like crazy, so be sure to jump onto him before he runs away! Jump onto him, then proceed. Grab the pack of the Bananas forming an A shape, then bash the four rat enemies you'll come across. Continue, and jump on the stack of barrels, then onto the next ledge. Now, go east, and ignore the wooden box. Defeat the enemies, and continue. Now, you'll come across some Kremlings, and the letter G. Grab the letter. If you spelled K-O-N-G by collecting all of the letters, you'll get an extra life!

Continue, and then jump onto the barrels, and onto the higher ledge. Then, go east, and run past the Rambi sign. If you have Rambi, this will cause you to lose him, and he'll turn into a 2-Up Balloon! Grab it, then jump onto the

barrel, and follow the trail of bananas onto the blue pad to end the level! If you jumped onto it from a really high point, you'll get a prize! Now, onto the next level, which is Mainbrace Mayhem.

=====  
Level #2: Mainbrace Mayhem  
=====

At the start of this level, go east and grab the Bananas. Also, kill the blue roach-looking enemy. Now, jump onto the next ledge, and follow the path up. Grab the barrel, and throw it at the rats nearby. Then, climb the rope and grab the DK Barrel if needed. Then, proceed up. Now, climb the rope up to the northeast corner, and grab the letter K. Jump onto the left platform, then go west, and follow along the path. Grab the wooden box and throw it at the blue roach-like enemy. Climb the rope north, then when the green enemy goes down on the rope, go left and grab the Banana Coin. Proceed to the east, then go onto the platform. Kill the blue enemy, then jump onto the rope. Grab the O letter, then proceed to the east. Jump onto the platform, kill the blue enemy, then go onto the next rope. Then, go down and onto the lower ledge. Grab the Bananas and the Banana Coin, then go back on the rope and climb north, and jump onto the ledge. Grab the Half Way Barrel, then pick up the nearby barrel, and go west. Throw the barrel so that it slides north up the hill, hitting all of the rat enemies. Follow the barrel up, then jump on the rope. Grab the DK Barrel if needed, then continue up the rope. Drop off onto the east ledge, then defeat the two Kremling enemies. Grab the brown box, then throw it at the enemy on the rope ahead. Drop off onto a ledge that's on a pillar, then grab the Bananas.

Drop off onto the nearby ledge, and grab the trail of Bananas. Now, go west, and then jump onto the rope again. This time, climb it to the top, then go east along the path. When you see a single Banana by a pillar, jump to it. You'll enter a barrel suddenly, then be shot up to a ledge with some Bananas and a 2-Up Balloon! Grab the balloon, and go back on the rope. Go east, and then continue climbing the rope. Jump over to the next rope, then climb up to the next ledge. Now, go west and bash the Kremling there, then grab the nearby DK Barrel if needed. Continue west up the hill, then defeat the two enemies there. Climb up the rope at the end, then go east. Climb up the rope, then go east, and you'll eventually come to a line of Bananas pointing down. Jump down, and hit the blue pad to clear the level!

Now there will be an area called Monkey Museum, which is where you can meet Cranky. For paying him some Banana Coins, you can find out tips about the next level, and upcoming levels. However, since you have a walkthrough, there's no need to waste money. Anyway, head south and enter the next level.

=====  
Level #3: Gangplank Galley  
=====

When the level begins, go east, and defeat the bouncing Brown Kremling. Then, continue, and kill the Kremling. Head east, and get the Bananas on the barrels if you wish, then get the DK Barrel if needed. Continue, and defeat the two Brown Kremling enemies, then go east and pick up the nearby crate. Take it to the east, then throw it at a green Kremling for a Banana Bunch. Continue, and jump onto the hook, then grab the K in the air. Now, as you proceed, you'll come across three bouncing Brown Kremlings. Kill them, then jump on the lowest hook, then make your way up to the top one. Jump and grab the DK Barrel if you want, then continue east. Pick up the nearby crate, and throw it at a Brown

Kremling ahead to get a 1-Up Balloon. Go back west, and if you have two Kongs, throw Diddy or Dixie into the barrel there. It'll shoot you to a barrel, so jump to the hook, then to the next barrel, then to the next hook that has an O below it. Now, drop down and continue east. Pick up the nearby crate, and then throw it at the Kremling enemy you'll come across, to get a Banana Coin. Grab it, then get the Half Way Barrel nearby. Continue east, and then grab the nearby DK Barrel if needed. Kill the Kremling, then jump up to the top set of barrels, and grab the N.

Now, drop off of the barrels, then go east, and defeat the two rat enemies. Then, continue, and jump onto the hook, then jump across the gap onto the next ledge. Now, pick up the nearby crate, and throw it at a big blue bulky enemy you'll come across. Grab the Banana Bunch that comes out, then go east. Jump onto the next two hooks, then onto the next ledge. Grab the Invincibility Barrel, then continue east. Now, defeat the two rat enemies, then pick up the nearby crate, and throw it at the nearby enemy. The letter G will come out, so grab it, then go east. Defeat the enemies you'll come across, and continue. Then, defeat the enemies along the way, and jump from each hook, then onto the blue pad. This level is now complete! You can now go to Kong Kollege, which is where Wrinkly is. She will save your game for free on your first visit to her in every world, but after that, it costs 2 Banana Coins each time!

Also, she'll give you tips about certain things in certain levels. When you are ready, go to the last choice on the list, and select 'Leave Kollege'. Then, select the next level.

=====  
Level #4: Lockjaw's Locker  
=====

You start this level by falling down, so hold the D-Pad to the right, and you will fall down a secret passage. Drop down and you'll get a Banana Coin and a Banana Bunch. Now, go east and bash the Kremling, then jump into the nearby water. Grab the Bananas, then jump back on surface, and to the next ledge. Continue, and bash the two Kremplings. Jump into the air, and try to grab that Banana Bunch, then jump into the water and grab the K. Now, go east and jump on the ledge, then continue. The water will rise up, so when it gets done rising, continue east. When you see that you can go down, do so, then go southeast through a passageway. You should come to an Animal Box, so swim to it to break it, revealing Engaurde the Swordfish. Get on her, then head all the way back up. Now, go east and grab the DK Barrel if needed, then defeat the two enemies. Continue, and kill the Lockjaw, then go straight down. Grab the letter O, then go straight up. Then, the water will rise up. Go straight up, killing the enemies, then face the left direction. Charge up by holding A, then release A. If done correctly, you'll go through an Anti-Enguarde sign, which will get rid of Enguarde and spawn a 1-Up Balloon! Grab it, then head west into the water. Now, swim southwest, and grab the Half Way Barrel.

Then, continue straight up, and grab the DK Barrel if needed. Avoid the enemies while making your way up, then go east into the small area and grab the N. Now, go west, avoiding the enemies, then head south when you can. Continue south, and avoid the Lockjaw. Go down the passageway, then go east and you'll be in another area with another Animal Box. Break it, revealing another Enguarde. Ride Enguarde, then make your way to the left wall in the passage. Kill the Lockjaw, then go directly south, through a secret passage. Go west, and then make your way through the passage, collecting the Bananas and Banana Coins. Go directly north, and defeat the enemy. The water will rise, so when it does, go east, and then northwest. Defeat the Lockjaw, and grab the letter G. Now, go east, then south. Grab the DK Barrel nearby if needed, then kill the two

Lockjaws. Go east, and then grab the Banana Coin, then continue north. Go east, and kill the enemies. Then, the water will lower.

Now, hold A, then release it to go through the Anti-Animal sign, revealing a Banana Bunch. Jump into the barrel, then shoot onto the blue pad when possible, then you'll clear the level! You can now go to the next level, and Swanky's Bonus Bonanza. Swanky's place is where you spend Banana Coins to play a quiz game. For winning the first game, you get a 1-Up Balloon. For winning the second game, you get a 2-Up Balloon, and a 3-Up Balloon for winning the last game. Read the Swanky's Bonus Bonanza section to see how to complete each quiz in each world. Now, head to the next level.

=====  
Level #5: Topsail Trouble  
=====

When the level begins, you'll see an Animal Box. Break it open, and Rattly will appear. Jump on him, and hold A. Release A, then collect the Bananas in the air. Go west, then hit the two rat enemies. Then, collect the K letter, and hit the Brown Kremling. Proceed, and jump on the ledge on the pillar. Jump from that ledge to another one above, then jump to the ledge to the east. Continue, and grab the DK Barrel if need be. Go up the hill, and defeat the enemies, then jump on the next few platforms, killing the enemies. Now, use Rattly to jump onto the ledge above via his high jump, then high jump onto the next ledge. Now, proceed west, and jump on the next two or so ledges, killing the Brown Kremling enemies. Then, jump down and collect the A-shaped pack of Bananas. As you fall, you'll collect a 1-Up Balloon. Make your way back over to where you were before the fall, and then high jump onto the ledge to the left. Now, high jump onto the nearby ledge, and kill the Brown Kremling enemy there. Grab the O letter, then proceed to the east. Jump to the next platform, and if you want to, dismount Rattly real quick, and grab the crate. Throw it up to the upper ledge, then use the hook to reach the ledge. Grab the crate, and then throw it at the nearby enemy to get a 1-Up Balloon out of the crate.

Get back on Rattly, then jump onto the ledge above, then to the ledge to the left (the one that the enemy you threw the crate at was on). Now, jump onto the ledge to the left, then jump in the nearby barrel that will shoot you up. Now, ignore the wooden crate, and hold A. High jump onto the ledge above, and then collect the items up there. Drop down, and go through the Anti-Animal sign to get a Banana Coin. Get the HalfWay Barrel, then go west and grab the wooden crate. Take it over to the east side, and throw it at the bee. Jump on the rope, and collect the Banana Bunch. Make your way up the rope, and go east. Grab the DK Barrel if need be, then continue up. Go west, then jump over the bee, and then go north. When you reach the top, jump east and onto the ledge. Grab the Banana Bunch and the Banana Coin, then go left and jump back on the rope. Now, go west, and jump on the ledge. Hit the blue dragonfly, then take the wooden crate nearby, and throw it at the bee nearby.

Jump onto the rope, then collect the Banana Coin if you killed the bee. Then, go east and down, then get the N before the bee can get you! Now, go north, and climb up the rope. Then, head east, and when the bee lowers, jump and grab the DK Barrel if needed. Continue east, then jump over the next set of bees, then continue climbing the rope. Jump onto the next rope when the rope guy lowers. Climb to the top, then go left, and jump when the bee lowers. Now, continue climbing north, and then go left when you can. Make your way across the rope while hanging in between each of the bees. Then, head north up the rope more. Go east and avoid the bee, then you'll see the goal! Make sure you get the letter G as a prize. Even if you do or don't, you complete the

level! Also, there's a 3-Up Balloon if you go east past the goal. Jump to get it. Whenever you clear the level, save your game and head to the boss! Also, Funky's Flights II is used to carry you to worlds you've been to already, but so far, we've only been to one, so forget him for now.

=====  
Boss Stage: Krow's Nest  
=====

When you enter this stage, a giant crow will appear, and you'll automatically get a DK Barrel if you're missing a Kong. The Kongs will freak out, and the fight will begin. Read the Bosses section to see how to win. When the giant crow is defeated, move onto the next world.

=====  
World #2: Crocodile Cauldron  
=====

When you begin this world, enter the next level.

=====  
Level #1: Hot-Head Hop  
=====

At the start of the level, you'll see a crate. Pick it up and throw it at a nearby enemy to get the letter K. Also, if you go back to the start of the level, there is a hard-to-see black crate on the top of that ledge. Throw a Kong up there, pick up the crate, and continue. Jump from each crocodile head and over to the next ledge. Grab the DK Barrel if you're in need of a Kong, then throw the crate at the Klaptrap for a 2-Up Blaloon. Now, go east. Destroy the Kremling that's in the barrel, then jump from each crocodile until you come to a brown one. It will bounce you high, so hold the D-Pad to the right and make it onto the next ledge. Now, take the crate and throw it at the nearby Kremling in a barrel to get a Banana Coin. Proceed east, and jump on the brown crocodile's head. It'll bounce you, so move to the other crocodile, and it will also toss you. Hold right on the D-Pad and move onto the next ledge. Then, drop down and onto the crocodile's head, and jump from each crocodile until you make it to the next platform. Now, use the DK Barrel on one of the enemies if you need a Kong, then grab the crate and throw it at a Klaptrap for a cannonball (this is for a bonus, so read the Bonuses section for more information). Jump to the higher ledge, then grab the O that is in the air.

Proceed to the east, then jump on the two crocodile heads over to the next ledge. Bash the Klaptrap, then go onto the next set of crocodile heads onto the next ledge. Now, jump onto the next ledge, and proceed to the east. Pick up the crate nearby, and throw it at the enemy in a barrel to get a Banana Bunch. Go east, and jump on the next two crocodile heads. Get the Half Way Barrel, and continue. Now, use the nearby DK Barrel if needed, then go east and break the Animal Box. Squitter will come out, so jump on him, and proceed. Now, go east, and kill the rat enemies. Create web platforms using Squitter, and grab the Bananas forming the shape of an A. Then, grab the Banana Coin at the top. Continue along the path, then jump on the crocodile head and grab the N, then make it to the next ledge. Now, continue, and jump up the three platforms, while shooting web at the Klaptrap.

Then, drop off of the ledge and follow the Bananas down onto a brown crocodile.



Move east to the other crocodile, and then make your way over to the next platform. Shoot down the bee with web there, then use the two crocodile heads to make it to the next platform. Use Squitter's web platform ability to go up, collecting the Bananas, and the letter G. You can use the barrel over to the east to shoot to the other side, or if you still have Squitter, you can do it manually by shooting down the bees, and creating web platforms until you make it across. Either way, when you're on the next ledge, go east and kill the two Klaptraps. Go east, and run into the Anti-Animal sign if you have Squitter to get a 1-Up Balloon. Use the nearby crocodile head to bounce over to the next platform, and hit the blue pad to complete this level. Now, either go to Swanky's Bonus Bonanza, or just to the next level. Also, Klubba's Kiosk is an area where you'll meet a big Kremling wielding a big club. If you pay him 15 Kremkoins, he'll take you to one level in the Lost World. However, if you want a walkthrough for the levels in the Lost World, read the level after 'The Flying Krock'.

Also, Klubba will be in every world from this point on. He takes you to a new level in the Lost World in each world. Whenever you're ready, head to the next level in this world.

=====  
Level #2: Kannon's Klaim  
=====

When the level begins, jump into the barrel if you are in need of a Kong. Otherwise, head east. Kill the two rats, then jump in the barrel to be shot directly up onto the next ledge. Jump on the hook, then jump on the big guy with the cannon to kill him. Enter the barrel, then move over to the next barrel. You'll be shot up to the next platform, and you'll see two TNT Barrels. Take one, then go west, and throw it at the rats. Take the last TNT Barrel, and throw it at the big blue guy to the left. Then, enter the barrel. Move to the next barrel, then move east and grab the K in the air. Now, shoot to the platform to the left. Kill the Kremlings, then enter the nearby barrel to be shot up. The cannon-armed enemy will fire out barrels, so when it comes below the DK Barrel, jump and you'll be able to reach the barrel. Get it if you are in need of a Kong, then kill that enemy. Jump into the barrel, then shoot to the next barrel, then you can shoot to the blue dragonfly, hit him, and make your way to another barrel, to be shot through a chain of barrels. You'll get lots of Bananas and Banana Coins, and be shot back into the previous barrel. Shoot to the barrel to the left, and then shoot to the dragonfly. Hit him, then move to the next barrel. Then, move up to the barrel that will shoot you over to the next platform.

Now, pick up the TNT Barrel, and carry it over to the next platform. Throw it at the big cannon guy, then jump on the Kremling ahead. Get on the next ledge, and then fly to the left, and grab the O in midair. Make your way back to the ledge you were just on, and kill the cannon enemy. Enter the nearby barrel, then you'll be shot up. Throw the DK Barrel at the bee nearby if you need a Kong, then get the Half Way Barrel. Hop into the barrel, then shoot across to the next barrel, then shoot across to yet another barrel. Shoot to the next barrel, then when the bee moves down, shoot to yet another one. Finally, shoot to the last barrel. Pick up the nearby TNT Barrel, then a Necky nearby will come down to hit you. Throw the TNT Barrel at him, then go east and then jump over the bee, and try to enter the barrel that's pointing left, with a Banana Coin above it. It will shoot you to another platform.

There will be two Necky's nearby. Kill them to gain more height so you can grab the DK Barrel if you need it. Otherwise, head east, and jump on the nearby platform. Jump into the barrel while avoiding being hit by the bee,

then you'll be shot through a chain of barrels over to the last barrel. When the bee moves down, move over to the next platform. Grab the TNT Barrel, and throw it at the cannon guy on the next ledge. Then, enter the barrel, then move over to the next barrel. When the bee moves down, shoot to the next barrel. Shoot to the barrel to the right, and when the bee is moving towards you, shoot to yet another barrel. When you get shot to the upper ledge, kill the Necky, then, with Dixie, fly to the right over to a platform. Switch to Diddy and enter the Diddy Barrel to get the N. You'll be shot through a chain of barrels, and get some Bananas and Banana Coins. Then you'll be shot back to the previous ledge.

Head west, and then enter the barrel. When the bee moves towards you, shoot to the next barrel, then to the barrel to the left. You'll be shot up to another platform. Jump in that barrel, and you'll be on yet another ledge. Pick up the nearby crate, and let a Necky ram into it to get the G! Now, go east and jump on the next platform, then kill the Necky, and get onto the next platform. The goal will be there, but wait until the Necky dives at you, then jump on him, and land on the pad to complete the level and get your prize! Now we move onto the next level. Oh, and you now have access to Funky's Flights in this world.

=====  
Level #3: Lava Lagoon  
=====

At the start, go east, and jump across the gap, getting the DK Barrel if you need it. Be careful not to fall into the lava water! Now, jump onto the next ledge, and kill that rat enemy. Jump across to the next platform, and then drop down, and hit the seel in the back. It'll spit out water, causing the lava to cool down, so you can now swim in it! Jump in the water, and swim to the east, then surface and jump onto the next platform. Continue heading east, and kill the Klaptrap. The water will rise. Hit the next seel, so that you can keep the water normal, and then swim to the southeast corner, through the small hole. Grab the Banana Coin, then swim straight up. Jump onto the ledge, then jump across the gap, and then grab the DK Barrel if necessary. Hit the seel, then drop into the nearby water. Swim to the southwest corner, and grab the letter K. Now, continue swimming east, and grab the Bananas in the northern part of the area if you wish. Also, if you want to, grab the Banana Bunch in the southeast corner, though it's too risky. When you go all the way east, go directly north and enter the nearby barrel. Hug the left wall, and you'll go through a secret passage. Move left, and you'll enter a barrel, get shot up, and you'll collect a Banana Coin on the way. Now, go left, and hit the seel nearby, then drop into the water.

Swim to the west, and when you see a passage to the north, swim up there. Jump onto a ledge on the wall, then jump northeast into a corner, with an Invincibility Barrel! Touch it to become invincible, then drop back into the water. Swim all the way left, and when you see a Lockjaw, go north and grab the O. Continue swimming left, and right before you have to surface, you should see a Banana Coin. Grab it if you want it, then surface and jump left onto the near platform. Bash the Klaptrap, and get the Half Way Barrel. Now, go west and then hit the Brown Kremling on the platform, then move to the other platform. Hit the seel, and then hop into the water. Go to the southeast corner, and go through it, as it is really a secret passage. Break the Animal Box, and get Enguarde, then exit the passageway. To the north is an Invincibility Barrel, but you don't need it. Go all the way left, then go north and dismount Enguarde for a moment. Hit the seel, then the water will rise. Get back on Enguarde, and go directly up.

Now, kill the nearby Lockjaw enemies, then continue going east. Go north, and grab the N, then continue. Hold A and then release it, and you'll go through an Anti-Animal sign. You'll also get an extra life as a reward! Now, jump on the nearby ledge, and use the barrel on something if you wish. Then jump on the top ledge, and kill the enemy. Drop down, then continue heading east. Jump down as the water lowers, getting the DK Barrel if you need it. Head west, and then kill the two enemies. Hit the seel at the end of the path, and jump into the water. Swim east, and then go into the southwest corner and get the Banana Bunch. Continue going east, and avoid the Puftup enemies. When you see what appears to lead to a passage to the south, go south to get a Banana Coin that you cannot see. Continue going north, and then go southeast and get the G in the corner. Go north really fast, and hit the seel to the east. Then, swim north really fast, and jump onto the next ledge before the water turns back into lava!

Now, if you have two Kongs, throw him/her up in the northwest corner to snag a Banana Coin! Go east and defeat the Kremling that's in a barrel. Then, jump into the nearby barrel, and shoot onto the blue pad to complete the level! You can finally save your game, so you may wanna do so. Move onto the next level, as always.

=====  
Level #4: Red-Hot Ride  
=====

Okay, this level can get ugly, and pretty annoying. From the start, jump up onto the next ledge, grabbing the Banana Bunch as well. Kill the Kremling that is in a barrel, then, as Dixie, fly over to the top of the start of the level. You'll get a Banana Coin! Get back on the ledge, and hop on the balloon. You can actually control the balloon by holding the D-Pad in any direction. Keep it held, however. If you come across some steam, move the balloon underneath it, and wait until it rises to the top, then continue. With that explained, head east while on the balloon, and float to the next ledge. Now, jump to the platform with the big bulky guy. Avoid him, and jump on the next balloon. Have it move east, then when it gets off of the steam, have it move slightly down so you can get the K. Then, move it all the way east, and stop at the steam. Let the balloon float up, then move east and let the balloon float down, so you can get the Banana Bunch. Then, jump to the next platform. Go east, and bounce on the Kremling in a barrel. Take the barrel, go west, and throw it at the blue guy. Jump on that ledge, then to the higher ledge, and break the Animal Box to get Rambi to appear. Jump on him, then drop down.

Go east, and jump on the bee over to the next ledge, then defeat the Kremling in a barrel. Jump onto the next balloon, and head east. Stop at the steam if you wish, but try to hit the bee, and try not to let the balloon float to the very top. If you kill the bee, get the Banana Coin, and continue east. Then, stop at the steam and let it rise you up. Go east and hit the two bees, and then let the steam rise you up a bit. Go east, and kill the nearby bee. Let your balloon float down a bit, and when you can, move directly into the steam and grab the O. Let the steam get you to the top, then continue east. When you come to yet more steam, let it rise you, then kill the bee, and go to that steam. Jump and get the Banana Bunch, then go east and kill the big blue guy. Get on the balloon he was on, then grab the Banana Coin, and head east.

Now, ignore the next line of steam, and then jump to the next platform when you see it. Jump to the ledge above you, and bash the two bulky enemies. Then, drop off of the ledge and go east through the Anti-Animal sign to get a Banana Bunch. Grab it, then stomp on the roach enemy and kill him. Now, jump across the gap to the next ledge, then jump onto the ledge above you. Avoid the

big bulky enemy, and then get the Half Way Barrel. Jump onto the nearby balloon, and get the DK Barrel if needed. Now, hit the bee with the DK Barrel, and move the balloon east to the next steam line. Let it carry you up, then ride to the east. Avoid the two dragonflies, as they are just distractions, and will most likely get you killed. Go east, and stop at the low steam line. When it takes you up, jump up where the two bees and the balloon is, and sacrifice a Kong to get the N! Also, immediately ride the next balloon to the right before you get killed!

When you see the next thing of steam, stop, and let the balloon float up. Then, go east and jump onto the next balloon by bashing the rat on it. Take the TNT Barrel, and ride the balloon to the east. Stop at the steam, and throw the TNT Barrel at the bee in the middle. If you're lucky, you'll kill the middle bee, and the bottom bee, allowing you to proceed and snag the Banana Coin. Stop at the next line of steam, then continue, ignoring the second line of steam. Ride it all the way to the next platform, then jump on it. Defeat the Kremling guy, and throw the barrel at the rat there. Get on the balloon, and make it go east. Jump on the dragonfly, then make it on top of the next balloon. When the bee starts moving down, immediately move to the east to avoid being hit. You'll come to a dragonfly. Hit him, grab the Banana Bunch, and get on the next balloon. Jump on the next balloon ahead and kill the rat, then make the balloon go on the steam line. When it takes you all the way up, go east, and stay on yet another steam thing. When it rises you all the way up, move east, and go in between the two bees, past them.

Now, stop at the steam line, then float and collect the G. When you start floating down, hold the D-Pad right, and duck by holding down. If you do it right, you should make it past all of those bees without losing a life. When you make it across, stop at the final steam line, then move east. Jump to the final balloon, and to the goal. Level completed. Move on to the next one. You can also go to Monkey Museum now, if you wish.

=====  
Level #5: Squawks's Shaft  
=====

When the level begins, you'll see a crate right in front of you. Pick it up, and toss it at the Kremling guy on the ledge. Grab the K that comes out, and go east. Ignore the nearby Banana Coin, as you have to lose a life just to obtain it, and it's not worth it. Jump onto the next platform, and jump on the Kremling, then jump into the barrel. When it points up, shoot out of it, and you'll be on the next ledge. Jump up two ledges, and pick up the DK Barrel if needed, and throw it at the Kremling. Jump on the rest of the Kremlings, and then jump to the platform with the boomerang guy. Kill him, then get on the lower platform and kill the next boomerang guy. Get the Banana Bunch to the left, then enter the barrel to the right. When it aims northwest, fire onto the next ledge. Jump up onto the ledge with the Kremlings, then bash them, and enter the barrel nearby. Shoot to the next barrel, then shoot up to the next platform. Jump onto the platform above, and go east and kill the boomerang guy. With Dixie, fly to the right, then directly behind the enemy on the lower platform. Hit him with the crate behind him, and grab the Banana Bunch, too. A 1-Up Balloon will come out, so grab it!

Now, go back to the top ledge and jump on the ledge to the west. Throw Dixie up into the Dixie Barrel, and you'll be carried through a chain of barrels. You'll collect lots of Bananas, and two Banana Coins! Now, go east and enter the nearby barrel. Shoot up to the next barrel, then when the bee moves, shoot up to yet another barrel. Finally, shoot up, then hold the D-Pad left, and bash the Klaptrap and land on the platform. Then, jump to the other platform

and bash the Klaptrap. Now, jump into the nearby barrel, and when it points northeast, fire. Then, when the next barrel moves northwest, fire again. Then, fire up when the bee is not in your way, then fire up onto the next ledge. Get the Half Way Barrel, and then go east and jump onto the nearby platform. Jump into the barrel, then shoot up into the next barrel, then up onto the next platform. Bash the boomerang guy, then grab the O he was guarding.

Head west and jump across the gap, then break the Animal Box and Squawks will appear! Get on him, and tap B to fly. Fly up, and get the DK Barrel if needed, then continue up. Grab the Bananas forming the shape of a Y, then fly up and ignore the two bees. When you find the boomerang guy, kill him, and continue the path up. Fly up when one of the bees on the two sides move, then grab the N just above the red bee. Continue up, and shoot the next three boomerang guys you'll come to. Grab the nearby DK Barrel if need be, then continue going up. You'll find some Necky's as you're going up, so either shoot them down or fly above them before they can dive at you and hurt you. When you make it up, fly north past the boomerang guys when they get done throwing their boomerang. Continue up the path, and avoid or kill the two Necky's. Go right, and you'll see cannonballs going down. From the right side, fly up to the platform, and fire a nut at the cannon guy to kill him. Go west, then north and fly in between the red bees and grab the Banana Bunch. Fly past the three Necky's, then go east and through the Anti-Animal sign.

Grab the Banana Bunch that spawns, then jump in the barrel and shoot on the blue pad. Try to get the letter G! Then, level completed! Save your game, and head to the boss of this world.

=====  
Boss Stage: Kleeever's Kiln  
=====

Right when you enter this level, you'll get a DK Barrel if you need one, and a long sword with eyes will emerge from the lava! Then, you'll enter combat against it, so read the Bosses section to see how to win. When you defeat him, enter the next world: Krem Quay.

=====  
World #3: Krem Quay  
=====

Enter the first level of this world.

=====  
Level #1: Barrel Bayou  
=====

From the start, go east, and pick up the barrel. Drop down the ledge and throw the barrel at all of the rats there, then keep going east. This time around, we have new barrels! You will notice a number (5 on the one you'll see) on the barrel, and when jumped in, the barrel will spin around, and then a countdown will commence (from whatever number to 0). When the barrel reaches 0, no matter what direction it's pointing in, it will automatically fire. Anyway, hop in the barrel, and when it aims up to the K, fire to get it. Now, go east, and bash the Kremling there. Then, jump on the leaf in the water. It has a DK Barrel on it, so use it if you need a Kong. Now, jump on the dragonfly, and get on the next platform. Go east, and go past the Kloak enemy that will throw boxes at you. Use Dixie to fly over to the right, and when you see the crocodile's head

emerge from the water, jump on it, and then to the next platform. Bust the Animal Box open and Rambi will appear! Ride him, then enter the Time Barrel in plain sight. Fire towards the right, then you'll be on the other side. Go past the Kloak enemy before he can throw the bee at you! Proceed, and bash the bee enemy, and then kill the Kremling in a barrel.

Continue along the path, and go past the two Kloak enemies. Then, bash the bee if you have Rambi. Get the DK Barrel nearby if needed. To get the O, you must jump, and slightly let Rambi go down, yet you still must hold right on the D-Pad to obtain the letter, and to make it into the barrel safely. Anyway, regardless, get into the barrel. Fire from one barrel to the next one, until you get to the last barrel. Fire northeast, hit the bee, and grab the nearby Banana Coin. Now, go east, and defeat the Kremling guy, then you'll see another Kloak. He'll throw a Banana Bunch, and a bee to guard it! Destroy the bee and snag the pack of Bananas, then continue. Jump into the barrel, and shoot from one barrel to the next one until you get to the last one. Then, fire directly south, and into the Half Way Barrel. Go east, and jump on the floating barrel, then jump to the leaf, and onto the next platform.

Head right, and kill the three rats. Either kill or jump over the bee, then proceed. Bash the next set of rats you'll find, then jump onto the next ledge. Run through the Anti-Animal sign to get a DK Coin if you have Rambi, then continue on. Get the DK Barrel if nessecary, then enter the nearby barrel. Move over to the next barrel, then move right to the next ledge. Proceed to the east, and then quickly run past the two Kloak enemies, for they throw enemies at you! When they move, grab the N in the air the second Kloak was guarding, then proceed. Shoot from one barrel to the next until you make it to the next platform, grabbing the DK Barrel in the process (if you have one Kong). Now, continue, and hit the two Kremplings in barrels. Pick up one barrel, go east, and throw it at the nearby bee. Jump on the leaf and grab the Banana Coin, then jump up the next ledge. Wait until the Kloak gets done throwing things, then jump over the bee he throws, and try to get the Banana Bunch in the air.

Land on the barrel in the water, then jump to the next platform. Now, when the barrel comes towards you, jump into it, and it'll shoot you up. Move in the direction of the barrel, and be sure to land inside it each time without falling off! Grab the G while you're at it. When you make it to the other side, go east, and jump into the barrel. Shoot from one barrel to the next until you get to the last barrel, then when the barrel points down and the bee isn't in the way, shoot down onto the blue pad to clear the level! Now onto the next level of the world.

=====  
Level #2: Glimmer's Galleon  
=====

When the level begins, swim east and get the DK Barrel if needed, then follow the path of single Bananas. After awhile, a Glimmer will appear, and from this point on, the level will be MUCH lighter! Now, go southeast through the passage and avoid the enemies. Swim northwest, and go through the small opening. Grab the pack of Bananas in the corner, then exit the passage, and go east, then swim north. Now, either take the northern passage or the southern passage, but beware of the nearby Lockjaws! When you go to the other side, go northeast and swim up the small opening and grab the K. Then, hug the left wall nearby, and you'll go through a passage. Snag the Banana Coin in the small alcove and exit the passage. Go southeast, and then through the passage. Go southeast through the next passage, avoid the enemies, and get the DK Barrel if needed. Otherwise, head directly up. Now, go northeast and into the corner. Grab the Banana Bunch, then head north. Now, continue going north and avoid all of the

enemies like Lockjaws! When you get to the top, swim in the northeast corner and into the small alcove, and grab the O. Exit the passage, then head west.

After you head west a bit, you'll meet a Puftup. This time, it'll expand, then explode, causing four spikes to be sent flying throughout the area! Try not to get hit by them, then head southwest through the passage, and collect the Bananas and such. Avoid the Lockjaw, and head southwest and get the Banana Coin in the alcove. Now, head northwest through the passage, and when you see the Half Way Barrel, get it and head southwest, and avoid the enemies. Then, head north, and you'll see another Puftup. It'll expand and explode, so avoid the spikes! Head northeast, then directly north, and avoid the Lockjaw. Head west, and avoid the enemies. At the end, you'll see a Puftup. Wait until it explodes and avoid its spikes, then proceed north.

Now, head west and avoid the Lockjaw, then get the nearby Banana Bunch and the nearby N. Swim north and grab the DK Barrel if needed, then continue. Head northeast, and avoid all of the starfish enemies and other enemies, then head southeast to the alcove where one of the starfishes were, and you'll go through a secret passage. Grab the two Banana Coins, then exit the secret passage. Head northeast, and then southeast. Avoid the Puftup's spikes, then head directly north. Avoid the Lockjaw, and grab the Banana Bunch at the top. Then, head southeast, and you'll see another Puftup. Avoid it, and then go east. Avoid the two Lockjaw's, and grab the Banana Coin at the top. Go east and into the next opening, and get the G. The opening just east of that one has a Banana Bunch, so grab it as well. Be careful of the two Lockjaws, like I said! Go southeast, and through the passage. Go northeast and swim above the Puftup and grab the Banana Coin. Then, go southeast and swim north into the barrel to be shout outside!

Outside, jump on the barrel, avoid the porcupine and jump on the blue pad. Level completed! Now you can save your game, so defenitely do so. You can also access Funky's Flights II, and Monkey Museum. Save your game, and then enter the next level.

=====  
Level #3: Krockhead Klamber  
=====

When the level begins, head east, and let the Kutlass enemy try to attack you. Before his blades hit the ground, move, and he'll be stunned. Jump on him from there to kill him. Use the DK Barrel if needed, then jump on the pole thing. Jump from the dragonfly to the next pole, then jump to the floating barrel. Now, when the dragonfly is in between the barrel and the next platform, jump on him and land on the floating leaf. Pick up the wooden box and throw it at the Brown Kremling, then jump on the barrel he was on. Jump to the pole, then jump on the dragonfly, try to grab the K, and land on the pole. Bash the Brown Kremling, then land on the platform he was on. Bash the next Kremling ahead, and jump over the bee and to the next pole. Then, jump on each dragonfly and try to get the Banana Coin, then land on the pole. Jump to the leaf, and throw the DK Barrel at the Kremling when he comes around. Jump on the barrel, and then jump on the dragonfly and land on the leaf. Jump on the pole, and when the bee moves out of the way, jump on the dragonfly and to the pole. When the crocodile head emerges, quickly get on it, grab the O, and jump to the pole.

Now, when the bee moves, jump on the dragonfly and on the next pole. When the dragonfly moves under the Bananas, jump on it, over the bee, and to the pole. Then, when the crocodile head emerges, jump and grab the Half Way Barrel. Land on the crocodile head, and jump into the barrel. Land on the next ledge, and go east through the Anti-Animal sign. If you got Squitter from the bonus, you

will get a 1-Up Balloon. Continue east and defeat the Kutlass, then jump to the barrel with the crocodile face on it. This will cause two crocodile heads to emerge from the water, so jump from each of them and to the pole. Grab the DK Barrel if needed, then jump to the next pole. Try to get the Banana Coin! Land on the next pole, then jump to the barrel.

Activate the Crocodile Barrel, and then jump from each crocodile head and to the next pole. Jump to the leaf while avoiding the bee, then to the next ledge. Pick up the wooden crate and throw it at the orange guy on the pole, then jump on the pole. Jump and activate the Crocodile Barrel, and land on the crocodile head. Jump to the dragonfly then land on the crocodile head, and then jump to the next crocodile head. Jump on the dragonfly and grab the N, and land on the next head. Jump from each head until you get to the floating leaf. Jump on it, then try to bash the guy on a pole. Jump on the pole, and to the DK Barrel to the left if need be, then get back on the pole. Jump to the next pole, then to the other pole. Kill the pole guy, and jump from each dragonfly until you reach the next pole.

Then, jump to the next pole, then activate the Crocodile Barrel. Land on the crocodile head, and jump from each one until you reach a brown crocodile head. Jump on it, activate the Crocodile Barrel, and land on the crocodile head. Jump from each one very quickly until you reach the next pole, then jump on it. Jump to the other pole, then when the bee moves out of the way, jump to the blue pad. Try to get the G! Level completed. Save your game if you wish, then head to the next level.

=====  
Level #4: Rattle Battle  
=====

At the start of this level, head east into the next room. Jump into the Rattly Barrel to become Rattly. Now we get to use him for the entire level! Head east and exit the area. Here, jump up and collect the Bananas and DK Barrel if you want to, then head east. Bash the Brown Kremling and get on the barrel, and get the letter K. Drop off, and continue east. Kill the two Kremlings, then jump on the barrel. Jump onto the higher platform, and then grab the Banana Bunch in the air. Go east, and jump down. Bash the dragonfly and land on the next ledge. Continue east, and bash the three Kremlings. Bash the bee ahead, and grab the Banana Coin. Continue, and bash the two Kremlings. Grab the DK Barrel if you want, then get the two Bananas on the barrel. Continue, and jump on the highest barrel. Perform a highjump onto the next ledge, then head east. Now, defeat the Kremling enemies, and collect the Bananas. Jump across the gap, and then when you get to the edge, jump down. Bash the two bees and try to grab the O, then make it on the next ledge.

Continue, and bash the Kremlings you'll come across. Jump on the barrels, and bash the other Kremlings. Now, jump onto the higher ledge, and go east. Get the Half Way Barrel, and the DK Barrel if you wish. Continue, and jump onto the barrels. Defeat the cannon guy there, and get the Banana Coin. Drop off, and head east. Jump on the bee, then land on the next ledge. Defeat the Kremling, and continue. The cannon guy up ahead will shoot barrels, so jump on them and collect the N, then kill him. When you make it across, continue. Then, bash the bee and make your way to the other side. Continue, and get the DK Barrel if needed. Follow the path, and defeat the Kremlings, and continue following the path. Jump from the bee to the next platform, while avoiding the cannonballs. Defeat the cannonball guy, then jump on the nearby barrel. Perform a high jump, and land on the next cannonball guy, then drop down and follow the path. Bash the bee and make your way to the next ledge.



Now, follow the path and bash the Kremplings you'll come across. Make your way to the top of the barrels, and grab the G. You'll see barrels fly across the screen when you drop down, so perform a high jump, hit the barrel, and bounce to the other one until you make it across. When you do, follow the path and kill the Kremling. Then, perform a high jump and kill the big cannon guy, and then continue east. Go through the Anti-Animal sign to get a Banana Bunch, and if you need a Kong, go east past the goal, and jump to get a DK Barrel. Jump in the Dixie Barrel as Dixie, then shoot on the blue pad and claim your prize to clear the level! Klubba's Kiosk is now accessible, but for now, head to the next level.

=====  
Level #5: Slime Climb  
=====

When the level begins, you'll notice a purple Lockjaw in the green water. So, don't fall in the water, or this thing will immediately attack you! Start by heading east. Then, jump on the platform, and defeat the enemy. Drop down, and try to get the Banana Coin, and defeat the two enemies. Jump on the rope, and the water will rise, so quickly climb up the rope! When you're on the next platform, use the DK Barrel if you want, then defeat the nearby enemy. Go west and jump on the platform, and at the edge, throw your Kong to the left to get the K. Now, jump on the higher ledge, and defeat the roach enemy. Ignore the big bulky enemy, and keep following the path and jump on the rope. Follow it up as the water rises, then jump on the pillar. As you jump from each ledge to the next one, defeat the Kremling, and the water will rise slowly! Get the Banana Coin if you wish, and keep jumping from each ledge until you make it to a big bulky enemy. Ignore him, and jump to the higher ledge. Throw the nearby wooden box at the Kremling, then keep jumping onto the ledges, bashing the Kremplings until you reach a rope. Climb it as the water rises, and when you reach the top, jump onto the platform.

Go east and jump over the bee, and make your way up the rope. Get the DK Barrel to the right if need be, then continue. Jump to the left to another rope, then try to obtain the O. When you make it up, defeat the two enemies, and if you want a lot of Bananas, throw your Kong up into the barrel in the corner. Head east and grab the Banana Bunch, then get the Half Way Barrel (assuming you did not go through the chain of barrels). Head east, and bash the cannon guy. Take the Invincibility Barrel he was guarding, and head up the rope in front of you. Go past the DK Barrel, and onto the next ledge. Go left and defeat the enemies, and get the Banana Bunch in the air. Get the nearby Banana Coin, and head onto the next ledge. Defeat the next two enemies, and follow the path. Climb the rope up, avoiding the bee, and then jump on the platform. Jump from the dragonfly to the rope, then avoid the two rope enemies. Jump to the next dragonfly and to the next platform.

Now, head east and defeat the enemy, then follow the rope up. Avoid the bee, then jump to the next rope to the left. Try to get the N at the bottom-left corner, then head up past the bee. Jump over the bee and to the next rope, and then climb up, avoiding the bees. Head west, and hop from one dragonfly to the next until you get to the next rope. Climb directly up and onto the next ledge. Defeat the Kremling guy, and go east. Quickly go east and jump on the platform, then defeat the next enemy. Jump to the next platform, and throw the barrel from the last enemy at the bulky guy. Climb up the rope, and onto the next platform. Now, jump onto the next ledge and bash the Kremling, and bash the Kremplings on each ledge until you make it to the last one. Jump on the dragonfly and climb the rope to the top.

On the ledge, if you have two Kongs, throw a Kong into the Invincibility Barrel

to get it! Now, swim southwest, and get the Gand the Banana Bunches in the corner. Grab the DK Barrel if needed, quickly make your way up, and then go east and jump on the dragonflies and into the barrel. Shoot onto the blue pad to complete this level! Swanky's Bonus Bonanza is also accessible now. Do it if you wish, then save your game and enter the next level.

=====  
Level #6: Bramble Blast  
=====

This is one of the most annoying type of levels you'll ever find in this game. Because basically, almost everywhere you land at you will lose a Kong and die. When you begin, toss a Kong up if you can, and get the Banana Bunch. Jump into the barrel to the east to be shot to another one. Shoot northwest to the next barrel, then shoot northeast and get the DK Barrel if needed. In the next barrel, shoot southeast and into the next barrel. Shoot southwest into that barrel, then shoot west, and in the next barrel shoot northeast. In the barrel after that, shoot southeast and you'll get a Banana Bunch, and be shot back into the barrel. Shoot northeast and into the next barrel. You'll be shot to another barrel maze. Shoot southeast, and in the next barrel, shoot southwest. Then, shoot southeast, and then northeast. You'll get the K. Shoot southeast, then shoot northeast, and then northwest. In the next barrel, shoot northeast, and in that barrel, shoot northeast when the bee is out of the way.

In yet another area full of barrels, shoot northeast from the first barrel. Then, shoot southeast, then southeast again, and then southwest. Then, shoot southeast, and you'll go through a chain of barrels. You'll collect some Banana Coins and Banana Bunches on the way! In that barrel, shoot northwest, then shoot northwest again, grabbing the O along the way. Shoot northwest once more, and you'll be in another barrel. When the bee moves, fire southwest into the next barrel. Then, shoot southwest, and then northwest. Then, shoot southwest to another barrel. Shoot northwest, and in the next barrel, southwest. Then, fire west, and then northwest. Fire northwest again, then shoot northeast. Shoot southeast, then northeast, then northwest. Shoot northwest once more, and then shoot northwest yet again. Shoot southwest, then southeast, and then northeast. Finally, shoot southeast, and you'll be carried to another side.

Now, shoot southeast, then north to get the Banana Coin. Shoot northwest, then southwest, and then south. Shoot east, then northeast. You'll enter another barrel, and you'll shoot down to a Half Way Barrel, and into another barrel. Shoot north to get the N, then east through two more barrels, then you'll be in another barrel maze! To get through this one, simply shoot southeast, then southeast again, then northeast, then northwest, then northwest once more. Shoot northeast, then northwest, then northeast again. Then, shoot northwest, then southwest, then shoot across to the next barrel when the bee moves down. Do the same for the next barrel. In that barrel, shoot northwest to a barrel that will shoot you directly up. Hold left on the D-Pad and land on the platform. Go west, and bash the Klaptrap, then drop down into another barrel.

Shoot directly up, then hold left on the D-Pad and land on the next platform. Head west, and kill the enemies, then jump into the barrel. Shoot southwest, then northwest, then northwest again. Then, shoot northeast again. You'll get a Banana Bunch, so shoot southwest, then southeast, and then northeast. You'll be in another barrel maze. Shoot northwest, then northeast, then northwest, then northwest again, then shoot northeast. Shoot northeast, then northeast once more, then southeast, then southeast again, then southwest. Then, shoot southeast, then southwest, then southeast, then southwest, then southeast once more. Fire northeast and into the next barrel, then southeast, then east. Then, shoot east again, and bash the dragonfly. Move east, and

then enter the barrel. Bash each dragonfly until you reach the next ledge. Then, enter the nearby Time Barrel. Shoot up, and get the G, then shoot down and on the blue pad to complete this level! Now, save your game, and we move on to the boss of this world.

=====  
Boss Stage: Kudgel's Kontest  
=====

When you enter the boss battle, a giant Kremling that looks like Klubba will drop down! The Kongs will freak out, as always, and the boss battle begins. Read the Bosses section to see how to win, then we move on to the next world.

=====  
World #4: Krazy Kremland  
=====

As always, enter the first level of the world.

=====  
Level #1: Hornet Hole  
=====

Start off by heading east. This time around, there's honey on the ground, and when stepped or climbed on, your Kong(s) will get their feet/hands stuck! If you're standing on it, keep jumping around until you get off of it. If you're climbing it, simply hold the direction you want to jump in, and jump to get off of it. With that explained, continue, and get on the honey. Make your way off of it, then go east, and jump off of the ledge, getting the DK Barrel if at all necessary. Continue going east, and past the honey on the floor. Kill the enemy there, then go up the path, and go on the honey. Make your way off of the honey, and jump over the bee. Kill the next two enemies, then jump on the wall of honey nearby. Then, jump to the left wall of honey, and keep climbing your way up to the top. Grab the Banana Coin, then drop off of the left ledge. Kill the two enemies again, as they have respawned. This time, climb the right wall of honey up to the ledge. Now, jump in the middle of the bees there, then jump across the bee to the right, and off of the honey. Pick up the barrel, and follow the path. Throw it at the porcupine nearby, then continue. Jump over the bee on the honey, then jump onto the wall of honey.

Alternate between the left and right wall of honey, and grab the K. Avoid the bee, and make your way up on the left ledge. Kill the porcupine enemy by cartwheeling or swiping him with Dixie's ponytail, then look at the top-right corner of the screen. Jump onto the small wall of honey you'll see, then make your way up to the small ledge. Pick up the crate, and drop back down to the previous ledge. Head west, and throw the crate at the nearby bee hovering above the honey. A 2-Up Balloon will appear, so grab it, then make your way off of the honey while avoiding the bee. Kill the porcupine enemy, then jump on the next ledge. Jump left to the wall of honey, then climb your way to the top of the next ledge. Grab the DK Barrel and throw it at the upcoming porcupine, then kill the next porcupine.

Now, continue, and look above you. You should see a hook in the air nearby. Toss a Kong onto the said hook, and then jump onto the wall of honey. Climb your way to the top of the ledge, then break open the Animal Box to get Squitter! Jump on him, then drop off of the left side of the ledge, back to the previous spot. Head west, and shoot down the two porcupines. Continue, and

then kill the bee and enter the nearby barrel. Ignore the Banana Coin as you're being shot up, and land on the next ledge. Create web platforms, and keep going higher and higher until you see a DK Barrel, and a wall of honey. Get the DK Barrel if you need it, then continue up. Grab the O in the corner, then drop back down. Head west, and follow the path until you come to a hook, and a bee. Kill the bee, and then create web platforms. Make your way up via web platforms, and then make your way up to the top-left corner. Grab the Banana Bunch and Banana Coin, then drop off onto the ledge to the east.

Follow the path, and then shoot down the porcupine up ahead. Continue, and kill the boomerang guy there. Jump on the ledge ahead, and go east. Get the DK Barrel if needed, then create a web platform and grab the Banana Bunch. Continue heading east, and kill the two porcupines. At the end of the platform, kill the bee, then create web platforms and make your way to the next platform. Continue, and drop off of the next few ledges, killing the porcupine enemies. Kill the bee, and jump over the gap, then shoot down the bee ahead. Jump in the barrel, grabbing the N. You'll be sent up, missing the boomerang guy. Grab the DK Barrel to the left wall if you wish, then continue west on the platform. Kill the two porcupines, and continue west. Shoot the bee down, then create web platforms and make your way up to the next ledge.

Kill the boomerang guy, and ignore the nearby barrel, since you have Squitter. If you want to, create web platforms towards the northwest direction, and go up to a hill with lots of Bananas. Otherwise, head west, and shoot the bee. Make your way across to the other platform, then go through the Anti-Animal sign to get a 1-Up Balloon. Jump on the nearby wall of honey, and make your way to the top. Jump on the blue pad, and try to get the G. Now the level is clear! Save your game, then head north and into the next level.

=====  
Level #2: Target Terror  
=====

At the start, head east, and grab the DK Barrel. Throw it at the bee, then jump in the barrel, and you'll land in a mine cart! It'll roll down the track for the entire level, but there's no need for me to give you step-by-step instructions on how to clear this level. As you ride the mine cart, you'll come to a Banana Bunch. Grab it, and as you ride some more, the mine cart will fall down to a different track. Jump over the bee and land back in your cart, and continue the level. Jump on the upcoming dragonfly, and grab the K in the air. As you continue riding, jump and get the barrel with a check on it, to open the nearby door. However, if you happen to miss the barrel, you'll bump into the door and it'll open, but you'll lose a Kong! So, as you continue, your mine cart will fall off of the cliff, so jump to the next one fast! You'll come to another barrel with a check, so jump on the dragonfly and get it to open the door ahead! As you continue, you'll fall to another track, and you'll see a Kremling guy in another cart!

Avoid the barrels he throws, and when you come to another Check Barrel, use it to open the door ahead. When you come to a barrel with a red X on it, do NOT touch it, because it closes the door ahead! As you continue, you'll fall off of the cliff, and jump into the next cart. Grab the O in the air, then jump on the two dragonflies and get the Check Barrel to open the door. When you begin to fall, jump to the next mine cart, and you'll get the Half Way Barrel. As you go through the two doors, grab the DK Barrel if necessary. As you continue to ride, your mine cart will fall down, so jump to it, then jump to the next one. Quickly jump over the X Barrel, and as you continue, get the Check Barrel to open the door nearby. Grab the N in midair as you fall, and land in the next mine cart.

Get the Check Barrel, and the door will open. As you go along the track, a blue Kremling will drop down! Avoid the barrels he will throw, and he'll go off of the cliff. You will, too, so jump to the next mine cart. Get the Check Barrel to open the door, then you'll go under a bee, RIGHT next to an X Barrel. So, when you get next to the bee and the barrel, jump, and you should make it without hitting the bee and the X Barrel. As you continue, you have to jump to another mine cart, so do it fast! Right after, jump when you are at the top of the hill, and get the Check Barrel without hitting the bee. Continuing, you will have to jump out of the mine cart, and hit two dragonflies and land in the next cart. Do so.

NOTE: To get the letter G, you have to go through the second bonus. See the Bonuses section for more information.

As you continue, you'll see a Check Barrel in between two bees. Get it without hitting the bees, and the door will open. When you go off of the cliff, jump to the next mine cart, AND try to get the next Check Barrel. As you proceed through the door, you'll enter a new area, and you'll be off of the mine cart and the track. Here, toss a Kong into the barrel above. If you don't have one, go behind the goal through the entrance and get the DK Barrel. Then, shoot out of the barrel, and you'll hit the blue pad and complete the level! Save your game if you wish, and enter the next level.

=====  
Level #3: Bramble Scramble  
=====

Ah, lovely. Another Bramble stage. From the start, turn around, and jump down. Follow the Bananas down and into a barrel, then shoot onto the platform. Grab the nearby Banana Bunch and the K, then use the barrel to shoot back up onto the previous ledge. Go west, and bash the boomerang guy, then jump west onto the platform. Grab the DK Barrel and throw it at the bee you'll see. Jump onto the rope, and get the Banana Bunch, then head west and when the bees go up, quickly move west. Then, jump on the next rope. Climb it up, and avoid the boomerang guy. Jump east and onto the platform. Kill the enemy, then proceed east. Now, jump east, and kill the boomerang guy. Then, jump to the next ledge, and break open the Animal Box to get Squawks! Jump onto him, and fly up. Kill the bees you'll come across, then head west. Kill all of the dragonflies, and when you see a path going down, kill the bee and go there. Go east down the path and get the DK Barrel if needed, then collect the Bananas and the Banana Coin in the corner. Then, go west and exit this area. Continue west, and then you'll see a yellow and red bee. Shoot the yellow bee, and fly above the red bee. Collect the nearby Bananas, and when the bee moves, continue west.

Grab the DK Barrel in the corner if needed, then head directly south. Shoot the boomerang guy, and continue south. Avoid the bees while following down the path, and when you get all the way down, go east and collect the Banana Bunch in the corner. Go west, and kill all of the dragonflies and bees you'll come across. Shoot the yellow bees in the ring of the red bees, then when the red bees move, go west. Go northwest past the cannon guy, and get the Bananas. Head southwest, and kill the bee you'll come across. Continue down the path, and at the end of the west path, grab the O. Head directly up, and kill the boomerang guy, and continue up. Kill the next boomerang guy, and go to where he was. Fly up and collect the Banana Coins, then go east down the path. Go through the Anti-Animal sign, and Squawks will disappear, and spawn a Banana Bunch. Grab it, then jump on the rope and grab the Half Way Barrel.

NOTE: If you want to proceed the hard way, don't read half of the below

paragraph until after you get rid of Squitter. Head up the rope, avoiding the Necky's, then head east and get the DK Barrel if needed. From there, head west and avoid the cannon enemy, then jump on the next rope and go up. Jump up where the Bananas are to avoid the cannonballs, then kill the cannon guy at the end. From there, jump onto the next platform.

Now, go off of the rope, and jump through the Brambles to the east, and into a secret area! Do a cartwheel jump, or fly to the next platform. Jump into the Squitter Barrel nearby to become Squitter! Create web platforms, and make your way up to the top, collecting the many Bananas and Banana Coins on the way. When you get to the top, get the DK Barrel if needed, then go west and through the Anti-Animal sign to get a 1-Up Balloon. Jump into the barrel to be shot up, then land on the platform. Kill the two enemies, go east, and jump down the platform. You'll break the Animal Box, and you'll grab onto Squawks. Kill the two bee enemies, then fly east and into an area full of red bees! Collect all of the Bananas in the area if you want, then go to the northeast corner and kill the boomerang enemy. Grab the N, then go southeast down the path. Get the DK Barrel if needed, then continue down the path. Go past the bee, and you'll come to more bees. Kill the yellow one, and continue down the path. Go north, and you'll see a lot of red bees moving.

When they move, follow them up towards the eastern side, then head directly up. Head west, and follow the path, while killing all of the yellow bees and avoiding the red ones. When the bees come to an end, you'll see some Necky's. Follow down the path and kill the Necky's, and then go directly north. When the bees move, follow them around the circle, and then head east down the path. Defeat the Kloak enemies you'll come across, then go through the Anti-Animal sign. Squawks will die, and the G will spawn. Grab it, then jump directly down onto the blue pad to complete the level! Funky's Flights II is now open, but let's head into the next level.

=====  
Level #4: Rickety Race  
=====

At the start, go east and get the DK Barrel if needed. Continue, and jump into the nearby cart. You'll see a Kremling guy, and a light will count to three. When it does, the level begins. You'll be riding in the cart for the whole level, so when you begin riding, jump and bash the Kremling guy when he gets close enough. You'll get in 9th place. As you go along, grab the K in the air when you see it. Eventually, you'll see a yellow Kremling in a cart. Bash him to get in 8th place. After a moment, you'll come to another Kremling (he is purple). Bash him to get in 7th place. As you jump across a couple of gaps, a yellow Kremling will appear. Bash him, and 6th place will be yours. He'll also drop a Banana Bunch you're forced to get. Very shortly after, you'll see another yellow Kremling. Kill him to claim 5th place, and another Banana Bunch. Then, you'll see a purple Kremling go down a long hill. Jump from that hill, and you'll land on him to get 4th place, and a Banana Bunch. Get the O you will come across, and as you continue, you'll see a blue Kremling. Hit him, and you will get the N, and 3rd place. Continue, and bash the yellow Kremling coming up to get a Banana Coin and 2nd place. As you continue, grab the G in mid air, and you'll come to one more Kremling. Chase him down and bash him to claim the next DK Coin, and 1st place!

In the next area, throw a Kong up from where you are and onto a hook. From there, fly with Dixie and follow the Bananas down onto the blue pad to complete the level! Monkey Museum and Swanky's Bonus Bonanza is now accessible in this world. Head down, then right, and enter the next level.

=====  
Level #5: Mudhole Marsh  
=====

Start by heading east. Kill the dragonfly, then continue. Kill the dragonfly and grab the Banana Coin, then continue. Bash the dragonfly and land on the hook, then jump and snag the Bananas. Land on the barrel and jump to the next platform. Kill the dragonflies, and head east. You'll be introduced to a new, never before seen enemy: Cat-o-nine-tails. This ugly thing has what appears to be strings or something, and if you get caught in them, it tosses you up into the air. Have it toss you into the air, and grab the K. When it gets through spinning, it'll get dizzy, so jump on its head to kill it. Continue, and jump on the next few hooks, and get the DK Barrel if you wish. When you make it to the next platform, head east, and kill the enemies. Jump to the next platform, and pick up the crate nearby. When the Necky's dash at you, throw the crate at one, then throw it at the next one. Pick it back up, and jump to the next ledge. Throw the crate at one more Necky and a Banana Bunch will come out. Grab it, and continue jumping on the ledges and avoiding the last Necky. When you get to the last platform, defeat the Cat-o-nine-tails, and jump onto the hook.

Jump to the next hook and avoid the bee, then jump from each hook, avoiding the bees until you reach a dragonfly. Jump on him and land on the next ledge. Pick up the crate and jump to the next ledge. When the Necky comes down, throw it at him to get a DK Barrel. Use it if you wish, then stay on the platform you were just on. You'll see a single Banana above. Throw a Kong up there to become invincible! Jump to the next ledge and pick up the crate. Throw it at the Necky to get the O. Jump to the next ledge and avoid the two Necky's, then jump east and onto the next ledge. Grab the crate, and throw it at the Necky to get a Banana Coin. Grab it, and continue. Defeat the next couple of Necky's, and jump to the next ledge. Kill the Necky's, and then jump on the dragonfly and to the next ledge. Kill the next Necky, and jump from the dragonfly to the next ledge.

Now, defeat the Cat-o-nine-tails, and proceed east. Jump onto the next ledge and defeat the dragonfly, then go onto yet another ledge. Defeat the two Necky's, and jump to the next two ledges. Grab the nearby crate, and throw it at the upcoming dragonfly for a DK Barrel. Use it if needed, then jump to the next platform. Now, throw a Kong up and get the Bananas if you wish, then kill the Cat-o-nine-tails. Jump onto the nearby pole, then grab the N and kill the cannon guy. Jump to the next pole, and avoid the two Necky's. Jump to the next pole, and avoid the three Necky's. Jump to the next pole, then to the crocodile head, and bounce onto the next platform. Pick up the crate, and go east. Throw it at the bee below the Banana Coin, then have the Cat-o-nine-tails throw you up to the Banana Coin. Kill the Cat-o-nine-tails after that, then continue.

Jump over the bee then to the next ledge. Jump to the next few ledges, avoiding the barrels flying. Get the DK Barrel if needed, and then bash the cannon guy. Jump to the next ledge and kill the three enemies, then go east and bash the dragonfly, and land on the pole. Try to get the Banana Coin and land on the pole again, then jump east to the next ledge. Jump on the crocodile head, and land on the orange barrel. Jump to the dragonfly and land on the next platform, then use the barrels flying to make it over to the next dragonfly and ledge. Do this until you make it to the end, then kill the cannon guy and make it on to the next platform. Ignore the nearby crate, because all it contains is a single Banana. Go east, and jump on the green crocodile head, and to the next ledge. Try to get the G by letting the Cat-o-nine-tails toss you up there, then go east and let the next Cat-o-nine-tails toss you into the Banana Coin.

Go east and jump onto the next ledge, and kill the dragonfly. Jump to the next ledge, and jump on each barrel that gets shot out until you make it to the end.

Kill the cannon guy, then bash the dragonfly and get on the next platform. Now, jump on the hook, and then follow the barrels the cannon guy fires to the goal. Jump on the barrel and land on the goal to claim your prize, and complete this level! Klubba's Kiosk is now open, but let's head to the last level of this world, shall we?

=====  
Level #6: Rambi Rumble  
=====

Head west, and jump into the pit there. Defeat the yellow Kutlass, then jump on the floor of honey. When the bees move away, jump in the middle and get the DK Barrel if needed. Then, jump to the left, and jump onto the next ledge of honey. From there, jump to the wall of honey, and go all the way down and get the Banana Coin (avoid the bee). Climb to the top and avoid the bee, then jump to the right over to the next wall of honey. Jump up to the platform and kill the Klaptrap, then drop off of the ledge and hang on the hook. You'll get the K, so jump to the wall of honey to the left, then climb up to the platform once more. Jump to the wall of honey just east of you, jump up to the platform, and bash the Klaptrap. Now, jump on the wall of honey at the end of this platform, and go to the end. Grab the Banana Bunch and get back on the platform. Jump to the hook, then to the left wall of honey. Climb your way up, avoiding the bee, then jump into the barrel. Shoot directly up, and get on the wall of honey. Jump to the platform, kill the Klaptrap, and get the DK Barrel if needed.

Now, jump off of the ledge to the left, and make your way down, avoiding the bees. Land on the next platform, and kill the Klaptrap. At the bottom of the wall of honey at the left end of the platform is a Banana Bunch. Regardless, jump to the left wall of honey. Climb your way up, avoiding the two bees, and then jump in the barrel. When the bee moves, shoot up, and land on the wall of honey to the right. Climb to the top of the platform, then jump on it. Jump to the right wall of honey, and climb your way on the platform. Kill the Kutlass, and try to get the O. Jump to the wall of honey, then climb your way to the top platform. Get the Half Way Barrel, and jump to the next platform to the right. Now, kill the Kutlass, then go east and enter the next area.

In this room, use the nearby wall of honey to jump into the Rambi Barrel, to become Rambi. Now, go east and into the next area. Now, proceed right, and bash the bee, then follow the path. Jump from both bees and land on the next ledge, then continue. Bash the bee and get the DK Barrel if needed, then continue down. Follow down the path, and hit the cannon guy. Proceed, and bash the bee and land on the next ledge. Now, when the next bee goes down, jump on it, then move to the next one and bash it, then land directly down onto the cannon guy's head. Jump on the next ledge, and jump from both bees and land on the next ledge.

Bash the bee there, then drop down. Go east, and drop down, then you'll suddenly see a giant bee chase you down! Now we must hurry up before he gets us! Head east, and bash the yellow bee. Follow the path, and jump over the red bee, and continue. Bash the two yellow bees and make it on the next ledge. Head east, and bash the top bee. Drop down, and continue. Go left, and jump over the red bee, and continue. Jump on the four bees over to the next ledge, then jump over the red bee and head down. Head east, and jump over the two red bees, and continue heading east. Jump into the barrel, and head through the Anti-Animal sign to get a Banana Bunch. Jump into the nearby barrel, and shoot on the blue pad (try to get the G) to complete the level! Save your game, and let's head to the boss!



=====  
Boss Stage: King Zing Sting  
=====

This was the huge bee that was chasing us down in the last level. Let us teach him a lesson, shall we? Head into the Squawks Barrel, and go right. Get the DK Barrel if you need it, then read the Bosses section to see how to beat him. Now head to the next world.

=====  
World #5: Gloomy Gulch  
=====

As always, enter the first level.

=====  
Level #1: Ghostly Grove  
=====

From the start, stand there for a few seconds. A Kloak will come down and throw a Banana Bunch. Grab it and head east. Bash the Kremlings, and a Kloak will throw three wooden boxes, then a Banana Bunch. Grab the Banana Bunch, and then continue. Now we have new ropes! These ropes have eyes like a ghost, and they appear, then after a short time (sometimes after a REALLY short time), they disappear. Jump on the Ghost Rope and get the DK Barrel if needed. Go east, and kill the Kremling, then kill the porcupine. Jump on the Ghost Rope and to the next ledge, then go east and kill the Klaptrap and the porcupine. Grab the K, and go east. Defeat the Kremling in a barrel, and then if you want to, try to get the Banana Coin. Jump on the next Ghost Rope, and jump east onto the next platform. Bash the next three Klaptraps, and continue. Jump on the next Ghost Rope, and grab the Banana Bunch while jumping to the other Ghost Rope. Then, jump to the next platform. Kill the Kremling in a barrel, and take the barrel. Throw it at one of the bulky enemies, and proceed up the ledges. Drop down, and kill the porcupine, then jump to the next ledge.

Go east and kill the Kremling in a barrel, and when the Ghost Rope appears, jump on it and to the next ledge. Defeat the Kremling in a barrel, then throw it down the two ledges, killing the two bulky guys. Head east and jump onto the next platform, then defeat the Kremling in a barrel. Throw the barrel at the porcupine ahead, then continue east. Get the Half Way Barrel, and grab the DK Barrel if needed. Ignore the Kloak, and use the Ghost Rope to get on the next ledge. Defeat the Kremling in a TNT Barrel, and use the TNT Barrel on the bee ahead. Jump on the Ghost Rope, and jump from each one until you get to the next ledge. Defeat the two Kremling in a barrel enemies, then pick up the nearby crate. Go east and jump on the next ledge. Throw the crate at one of the nearby Klaptrap's to get the N. Kill all of the Klaptraps in the area, then head east.

Now, jump on the Ghost Rope, and when the second one appears, jump to it, then to the next ledge. Kill the two Kremling in the TNT Barrels, and jump on the Ghost Ropes and to the next platform. Kill the two Klaptraps, and then kill the two porcupines. Throw a Kong into the middle of the Bananas to get the G. Now, jump across each Ghost Rope, avoiding all the bees until you make it to the next platform. Avoid the barrel the Kloak throws, and jump across each Ghost Rope until you reach the goal (get the Banana Bunch on one of the Ghost Ropes). Jump on the blue pad from the last Ghost Rope to complete the level! Now on to the next level. Cranky's Museum is also accessible.

=====  
Level #2: Haunted Hall  
=====

At the start of this level, turn around and jump into the entrance to get a Banana Bunch. Now, head east, and jump on the hooks, and into the mine cart. As you ride the track, jump to get the DK Barrel if needed. As you continue, you'll go through a door, and a skeleton spirit will be following you around! Now, a countdown timer will commence from 10 to 0. The object is to keep the timer up above 0, otherwise the skeleton spirit will kill you! As you go along the track, get the barrel with a plus on it to up the time by a few seconds. As you continue, get the next Plus Barrel you come across, then get the K. You'll ride through another Plus Barrel, then you'll come to two Minus Barrels. Jump over both of them, and you'll go through another door, leaving the spirit behind. As you go down, jump over each bee, and you'll ride up the track, and you'll go through a door. You'll come to another spirit thing, so jump up when you get to the hill to get a Plus Barrel. Immediately after that you'll see another one, so get it as well. You will come to quite a few more Plus Barrels, so get them. Don't worry about the upcoming Banana Coin; it's not worth getting it. Eventually, you'll get the O, and go through a door.

As you go along the track, you'll get the Half Way Barrel. Get the DK Barrel if needed, then you'll continue up the track, and go through another door. Another spirit will follow you, too. Jump over the upcoming Minus Barrel, then you'll come to a few more. Avoid them, and grab the upcoming Banana Coin in the air. Then, grab the upcoming N as well. You'll go through another door. Jump up and on the above track, and jump over the bees. As you continue, you'll go through yet another door. Another spirit will chase you. This is the hardest part, but you know the drill. As always, avoid the Minus Barrels, and get the Plus ones. You'll get the G on the way. After you go through the door, you'll enter a new area. In there, go east and jump on the blue pad to complete the level! Now, let's head to the next level.

=====  
Level #3: Gusty Glade  
=====

This is gonna be a slightly difficult level. Because, at certain points that you walk, the wind is going to blow you away, making it difficult to make it to the goal! To start, throw a Kong up at the northwestern corner, by the start of the level. Go west and into the secret area. Break open the Animal Box and jump on Rattly, then get the Banana Coin in the air. Exit this secret area, and head east. Bash the two Klaptraps, and continue. Ignore the roach enemy, and the wind will blow east. Jump and move right on the D-Pad to land on the next platform. Continue, and the wind will blow west. Try to continue, and kill the Klaptraps, and the wind will begin to blow east again. Jump across the gap and to the next ledge (ignore the Banana Coin). Go east and kill the two porcupines and dismount Rattly real quick. Grab the crate you'll see, and throw it at the nearby Kutlass to get the K. Continue, and the wind will blow east. Jump across the big gap and land on the next platform. Jump from each rat and land on each platform until you get to the ledge with the DK Barrel. Grab it if needed, then continue jumping across the small ledges until you get to the next platform. The last small ledge has the O.

Now, go east, and the wind will blow east. Jump across the gap and make it on the next platform, then the wind will blow west. Go east, and bash the two porcupine enemies, then the Klaptrap. Go to the very edge of the platform, and jump. Hold right on the D-Pad, and the wind will blow east for a split second,

allowing you to make it to the platform. Bash the Klaptrap, and continue. Jump through the Anti-Animal sign to get a 1-Up Ballon. Continue, and jump into the Half Way Barrel. You'll be shot to the other platform. Go east, and kill the cannon guy. Continue, and ignore the Kutlass. Jump on the hook, and the wind will blow east. Jump and land on the next ledge, then use the DK Barrel if you need it. Go east and pick up the crate on the bottom. Throw it at the Kutlass to get the N, then proceed. Head east, and jump over the bees. The wind will take you to the next platform. Jump east to the next platform, then jump to the hook.

The wind will alternate from left to right every second! You must jump to each hook without falling off of the cliff until you make it across to the next platform. When you make it, you'll see that the wind is blowing west! Jump up to the next platform and avoid the cannon guy, then go east and kill him. Drop down to a lower ledge, and go west. Get the DK Barrel if needed, then ignore the Banana Coin. Go east, and jump into the nearby barrel. The wind will alternate from west to east again, so when the wind is going east, jump into the next barrel. When the bee moves down and the wind blows east again, jump into the barrel, then shoot yourself over to the next platform. Drop down and kill the cannon guy, then jump east. The wind will blow you over to the next platform. Try to get the G, and jump off of the ledge to be blown to another one. Head east, and jump into the barrel.

The wind will go east at a fast speed, so shoot out, then try to make your way to the last barrel. When you do, shoot out of the barrel and onto the blue pad to get your prize, and complete the level! Save your game at Kong Kollege, then we head onto the next level.

=====  
Level #4: Parrot Chute Panic  
=====

At the start, jump down and get the DK Barrel if needed. You'll be on a floor of honey. Jump onto the purple Squawks, and head straight down. This Squawks does not spit out nuts by pressing Y; he only spits out nuts at a very random time, and he dosen't do it often! Also, he can only float down; he cannot fly up, but he can move left and right while floating down. With that said, head down, and follow the Bananas, avoiding the bees. At the end of the Banana trail the Kongs will let go of Squawks, and land on a floor of honey. Get off of the honey, and pick up the nearby crate. Throw it at the wall below and enter the secret area. Get the Bananas forming the Rareware symbol, and then go east and into the next area. Jump down the pit, getting the K, and following the Bananas down, collecting the Banana Coin on the way.

NOTE: You can also take the left path, and jump on the purple Squawks. Make your way down, and get the K there. You'll dismount the Squawks near a floor of honey. Go onto it.

Now, when the bee moves down, jump down, and use the DK Barrel if needed. Jump on the two Klaptraps on the floor of honey, then go west and jump on the Squawks in between the bees. Go down, and avoid the bees. Follow the Bananas down, and get the Banana Coin if you can. Continue down, and hug the east wall. You'll dismount Squawks, and grab the O. Now, go west and jump on the floor of honey in between the two porcupines. From there, jump down the pit, and you'll get on another Squawks. Follow the path down, and avoid the bees. When the path splits by the platform, take the east path and grab the Banana Bunch. Follow the path down, avoiding the bees, and follow the Bananas. You'll dismount Squawks. Drop down the pits, and you'll get the Half Way Barrel, and yet another purple Squawks.

Go south, breaking open the DK Barrel (if you have one Kong). Follow the path down and avoid all of the bees, then you'll dismount Squawks. Go east and jump on the purple Squawks. Head down and avoid the bees, then at the bottom you'll dismount Squawks. Kill the porcupine, then head west and jump down, collecting the N. Head east, and jump on Squawks. Head south and get the DK Barrel above the bee if needed, then take the paths in this order: east, west, and east again. Make your way down, avoiding the many bees, then you'll eventually dismount Squawks. Kill the Klaptrap and use the DK Barrel if needed, then drop off of the ledge. Kill the three enemies, then drop down the ledge. Follow the path, and jump on the purple Squawks. Follow the path down, and avoid the bees, then go under the next purple Squawks. You'll dismount the one you're on, then you'll hang on another one.

Follow the path down, and avoid the bees very carefully. Eventually, you'll see the G. Grab it, and continue down. You'll dismount Squawks at the end, and land on a floor of honey. Go behind the goal and jump on the single Banana to hang on a hook. Jump on the blue pad to get your prize, and end the level! Klubba's Kiosk and Swanky's Bonus Bonanza is now accessible. Funky's Flights II is also available. Let's head to the most difficult and annoying level of this world.

=====  
Level #5: Web Woods  
=====

Alright, this is a pretty difficult level, and it may take several tries to complete. Start by heading east, jumping up the ledges. Kill the rats, and then use the DK Barrel if you need a Kong. Otherwise, either head east, or throw a Kong on the upper ledge. If you head east, you have to kill two teal Kutlass enemies. If you go up on the ledge, take the wooden crate and throw it at the blue guy nearby. Then, head east and defeat the Kutlass, then get the K. Throw a Kong onto the ledge nearby, and get the Banana Coin. Head east, and use the crate nearby on the blue guy to get a Banana Coin. Drop off of the ledge, then head east and kill the rat enemy. Drop off of the ledge, and either head west and kill the rats and continue from there, or throw a Kong onto the ledge nearby. If you do so, pick up the crate and kill the bee with it to get a 2-Up Balloon. Drop down and kill the Kremling in a TNT Barrel, then throw the TNT Barrel at the bee nearby. Get the Banana Bunch, then go into the next area.

Here, jump into the Squitter Barrel to become Squitter. Then, create web platforms and get the DK Barrel if needed, then head east and into the next area. In this area, kill the bee and get the Banana Bunch if you wish. Then, continue east, and kill the Kremling and the Kutlass, then create web platforms and kill the bee. Jump up to the next platform, then go east. Kill the three Kremlings, then kill the bee ahead. Create web platforms across the gap, and kill the next bee ahead. When you see a platform, hug the right wall and jump into the southeast corner to get a Banana Coin. Create web platforms going up, and then jump onto the next platform. Kill the two bees and drop down the platform, getting the DK Barrel if needed.

Now, create web platforms going up, and kill the boomerang guy. Jump on the ledge he was on, then jump to the next ledge. Kill all of the four bees, and create web platforms and get the Bananas. Continue, and create web platforms to make it to the next ledge. Continue, and kill the green Kremling. Get the Half Way Barrel, and the DK Barrel if you wish, then continue. Create web platforms going up where that green Kremling came from, and then create web platforms going up even more. Get the Bananas and the Banana Coin, then head east. Kill the three bees, then create web platforms across the gap. Follow the Bananas going up, then kill the bees. Go east, and follow the other

Bananas going up; get the O.

Continue across the gap, and shoot down the bees. Keep going up, and hop onto the next ledge. You'll see a Necky; kill it, and jump from each platform, killing the Necky's. Then make your way onto the next platform. Create web platforms going up, and kill the boomerang guy. Jump on the ledge, then keep going up, and kill the cannon guy. Go up to the ledge and get the DK Barrel if needed, then kill the next cannon guy. Go up to where he was, then drop down to the next ledge. Create web platforms and get the N, then go east and drop down the ledges. Kill the Necky's along the way. When you reach the bottom, create web platforms going east. Kill the Necky's, and when you make it over to the next ledge, kill the cannon guy. Now, go east, and create web platforms across the gap. Kill the yellow bees and avoid the red ones. Ignore the Banana Coin you'll see. When you make it, jump onto the next ledge.

Now, drop down, and go east. Kill the four Green Kremlings you'll come to, then continue. Kill the cannon guy, and create web platforms and make your way over to the next platform. Go through the Anti-Animal sign to get the G, then hop in the barrel. Shoot on the blue pad to complete the level! Now, let us head to the boss.

=====  
Boss Stage: Kreepy Krow  
=====

It looks like the Krow from the first world has returned, and he's much harder! Read the Bosses section to see how to defeat it, then head to the next world, which is K. Rool's Keep!

=====  
World #6: K. Rool's Keep  
=====

Enter the first level.

=====  
Level #1: Arctic Abyss  
=====

At the start of this level, go to the edge of the platform, and as Dixie, fly east and to the next ledge. Defeat the Kremling in a TNT Barrel, then get the K and the DK Barrel if you need it. If you toss a Kong to the upper ledge, you can get two Banana Bunches and a Banana Coin. Drop down, collecting the Bananas along the way. You'll be in the water. Go east and enter the Enguarde Barrel to become Enguarde, then head east. Follow the path down, collecting the Bananas as the water lowers. Get the DK Barrel if needed, then continue to follow the path. Kill the two enemies and the Lockjaw, then the water will rise. Head northeast, and kill the Lockjaw. Continue, and follow the path. Kill the Puftup, and continue. Follow the path, and kill the starfish enemies. Go east, then north. Go through the small alcove to the west, avoiding the expanding Puftup enemy. Then, head north, and avoid the Puftup. Now, stay against the wall, and face the west side. Hold A, and then release it. You'll get across as the water lowers.

Now, head west and kill the enemies, then head north as the water rises. Then, kill the two starfish enemies, and grab the O. Head northwest and get the Half Way Barrel, then go south and defeat the Puftups. Head west and get the DK

Barrel, then head north and kill the Puftups. Defeat the starfishes, and then keep heading north. Now, head east, then south and avoid the Puftup enemy. Go east and kill the Lockjaw, then kill the Puftup ahead, and go northeast, getting the DK Barrel if needed. Go east and kill the two starfish, and grab the N. Go southwest, then kill the two starfish. Go directly up to get some Banana Bunches and Banana Coins. Go southeast, then continue east. Kill the Lockjaw, then go directly north. Kill the three starfish you'll come across, then face the left platform.

Hold A, then release it. If you're lucky, you'll get a Banana Bunch! Go west, and the water rises. Go to the northwest corner of that area, and get the G. Go west, and kill the four starfish, then head northwest, and hold A again. Release it, and you'll kill the Puftups, and get a 1-Up Balloon! Now, go west and kill the Puftup, then follow the path down. Go east and kill the Puftup, and the three Lockjaws, then go east and through the Anti-Animal sign to get a Banana Bunch. The water will lower, so jump down to the goal to claim your prize, and end the level! Monkey Museum and Klubba's Kiosk is now open, but let's head to the next level.

=====  
Level #2: Windy Well  
=====

This is a hard level, because the wind will blow you away in a certain direction at a certain time, which can make it hard to avoid enemies in this level. First, head east and drop down the gap to enter a barrel, getting the K. Shoot up to the platform to the east, and kill the enemy there. Jump to the next ledge and kill that enemy, then jump to the nearby platform. Jump up, and the wind will blow you up. As you're floating up, get the DK Barrel if needed, then you'll land on a platform. Jump again to begin floating up once more. You'll float up to another platform. Defeat the nearby Kutlass enemy, then jump off of the west gap. Snag the Banana Coin, then float onto the nearest platform. Defeat the cannon guy, then jump on the hook. Jump once more, and you'll begin floating up. Collect the Bananas if possible, and avoid the bees, then hang onto the next hook. Jump, and you'll float to another platform. Now, jump, and the wind current will push you up, then down. Float your way in between the two bees without getting hit, then do the same for the next set of two bees until you get across.

Then, land on the hook, and jump. You'll be pushed up. Get the Banana Coin if possible, then land on the next platform. Kill the enemy, then jump to begin floating upwards again. Get the O in between the two bees, then avoid the boomerang guy. When you make it to the next platform, go left and jump across the gap to the next ledge. Avoid the blue guy, and go to the left end to get a Banana Coin. Get the DK Barrel if need be, then go back on the eastern platform, and jump up. The wind current will push you up, so land on the next ledge, then kill the porcupine. Jump into the barrel and shoot up, then jump onto the next ledge. Jump on the hook when the bee is out of the way, then jump again and float to the next platform. Now, jump to the left, and the wind current will push you up and down. Go under the bee, and land on the platform. Kill the Kutlass, then head west.

Jump to the Bananas and you'll begin floating up. If possible, collect the Bananas and the Banana Coin. When you land on the next platform, grab the Half Way Barrel. Jump up to the next platform, and jump on the hook. Jump to the above platform, then use the DK Barrel on the nearby boomerang guy. Jump up the two ledges, avoiding the boomerang guy. When you make it on the next ledge, jump, and you'll blow up and down. Try to go under the moving bees to avoid being hit! When you make it, jump over to the next ledge. Jump again,

and you'll be floating up. Float to the next platform, then jump again to be floating once more. Grab the 1-Up Balloon, then float under the bees again. Grab the N along the way, then jump down to the next platform. Kill the Kutlass, then jump on the hook. Jump to the next hook, then jump again to begin floating up.

Now, avoid the boomerang guys and land on the next platform. Head east, then jump up. The wind will blow you up, so land on the next platform. Jump up, then you'll float up. Avoid all of the bees, and make it on the next ledge. Then, jump up, and you'll float up. Avoid the bees, and make it on the next platform. Jump up again to begin floating up. Make your way up to the next platform, and avoid the bees! Kill the porcupine, then jump again. Avoid all of the boomerang guys and make your way up to the top. Then, jump on the hook, and you'll be floating. Float east to the goal, then land on the blue pad. Try to get the letter G! Now you can save your game, so do so, and head on to the next level!

=====  
Level #3: Castle Crush  
=====

Throughout the entire level, a floor will rise up, and that is how you will proceed through the level. You have to take certain paths when possible, and if you happen to get crushed, you lose a Kong and the floor lowers a bit! To start, collect all of the Bananas as the floor rises up. When the rat enemy comes down, kill it. Do the same for the porcupine that will come down. You'll see a DK Barrel on the left side, so get it if needed. Throw it at the Kutlass that is coming up, then head west through the entrance and enter the Rambi Barrel to become Rambi! Let the floor take you up, then go east. As you go up, you'll see a rat enemy. Bash it down, and head left. As the floor takes you up, kill the red bulky guy, then head east. As you continue up, head over to the left and bash the porcupine, then head all the way east. Grab the K when you can, and as you are continuing, you'll meet some Klaptraps that'll drop down. Kill them all, and then you'll see an alcove with a Banana Bunch. Get it, and you'll see a boomerang guy. Avoid him, then bash him when you can.

Now, as you go up, kill the bees, then jump in the small area and snag the Banana Coin. As you're taken up, kill the few porcupines, then head west. As you're taken up, kill the Klaptrap. Ignore the Bananas, then go through the Anti-Animal sign ahead. A Banana Bunch will spawn. Continuing, collect the Bananas, and kill the porcupine and Klaptrap. Go east, and enter the barrel (ignore the Bananas). You'll be shot to an upper ledge. Drop off, and collect the O and the Banana Bunch. As the floor takes you up, kill the porcupine, and head west. Go east and kill the four porcupines, and get the Bananas if you wish. As you go up, get the Half Way Barrel. Avoid the bee, then head west through a secret passage. Jump in the Squawks Barrel to become Squawks.

As Squawks, kill the boomerang guys you'll come across. Continue flying up, and kill the bees you come across. Head to the right, then get the N. Fly to the left, and kill the bee, then go through the Anti-Animal sign to get rid of Squawks, and to get a TNT Barrel. This is for a Bonus Room. Anyway, as you're carried up, bash the Klaptrap. Then, bash the Klaptrap and the porcupine and as you continue, bash the Klaptraps and porcupines that come down. You'll then come to some Necky's, as you go up! Simply jump over them. As you continue, head east, and avoid the bees! Grab the DK Barrel on the other side if you need it, then throw it at the red guy that comes down.

Run into the small alcove and grab the G. As you go up, avoid the two boomerang guys until they die, then kill the porcupines. Continuing, avoid the bees that

you'll see, then kill the porcupine and Klaptrap. Quickly head right, take the barrel, and bash the nearby bee. Get the items while going up, then jump on the ledge, and onto the blue pad to complete this level! Now onto the next one.

=====  
Level #4: Clapper's Cavern  
=====

NOTE: The letter K is also obtainable by completing a bonus.

At the start, go east and get the DK Barrel if needed. Ignore the big red bulky enemy, and jump on the seel's back. He'll turn the water into ice, so now the purple Lockjaw cannot get you! However, after a certain amount of time, the ice slowly melts back into water! Anyway, go east, and jump over the bee. Jump over the next bee and get the K, then continue. Jump on the next platform and jump over the blue guy. Jump to the next platform, then hit the seel. Go across the ice, and kill the three enemies. Then, slide under the two bees to get a Banana Coin, then jump onto the next ledge. Jump into the barrel, and land on the ledge to the right. As the water rises, jump to the left. Avoid the enemy there and jump to the next ledge. Hit the seel, then get on the ice. Jump over the bees, and get the O, then continue. Slide under the upcoming bee, then jump over the red guy and get into the barrel. It'll shoot you up into a different area, and you'll be in the water. Break open the Animal Box and get on Enguarde. Now, go east, and kill all of the enemies. Kill the starfish, and go up and you'll get three Banana Bunches.

Now, go southwest, then go northeast, and through the Anti-Animal sign. You'll get a Banana Bunch. Swim north, and jump onto the ledge. Kill the porcupine, then go west and jump across the gap to the next ledge. Continue up the hill, and get the Half Way Barrel. Go west, and jump from the dragonfly to the next ledge, then hit the seel. Now, go on the ice, and jump over the bees. Get the DK Barrel if you wish, then slide under the next two bees (the second one has the N under it, so collect it). Continue, and jump over the enemies and jump onto the next ledge. Kill the porcupine, then jump over the blue guy, and jump to the next ledge. Kill the porcupine, and quickly jump onto the hook. Jump from each hook until you get to the top platform, and when the water rises, jump left in the corner and get the G.

Head east, and jump on the seel. Go east and kill the enemies, then slide under the three bees until you get across. Jump on the nearby seel to turn the water into ice, then jump and slide under the bees, then jump over the red guy, and jump onto the platform. If you have Dixie, jump into the Dixie Barrel, and shoot down to the goal to complete the level! Let's head to the next level.

=====  
Level #5: Chain Link Chamber  
=====

At the start of the level, jump on the chain rope, and climb your way to the left. Jump to the left chain rope, and climb down. Jump into the small alcove to get the K, then climb the rope up. Break the DK Barrel if needed, then head north still. Go east and onto the platform, then go east through a secret passage. Defeat the black Kremling in a barrel, because he will steal your lives if he bumps into you! Grab the Banana Coin in the secret passageway, then exit it. Now, jump on the chains, and climb all the way to the left. Kill the guy on the chain, then get the Banana Bunch at the top. Continue east, then climb up the chains, avoiding the bees. Climb up the next chain, and bash the



first boomerang guy. Go behind where he was and kill the Black Kremling, then get the Banana Bunch that was behind him. Climb up the chain again, and avoid the two boomerang guys. Then, climb up and jump into the nearby passageway, and grab the DK Barrel if needed. Jump back on the chain, and you'll see a split path going left and right.

There are two ways you can go from here. If you take the right path, jump into the Time Barrel, and shoot to the right or left to avoid the bee. Then, jump into the next Time Barrel, and fire on the chain where the bee isn't at. Jump into the Time Barrel quickly, and shoot up, then jump into the regular barrel. Shoot up onto the chain, and go west to get a Banana Coin. Jump up into the barrel, and shoot to avoid the bee. Make your way up, then get the O in the small opening, avoiding the bee. If you take the left path, simply jump on each hook, and each chain, and avoid the bees. When you make it to the top, get the O in the small area. Either way, it doesn't matter what path you take. When you make it up, climb up the chain, then jump and hug the left wall to go through a secret passage! Get the Invincibility Barrel, and then climb the chain to the top. Hit all of the bees while invincible, and you shouldn't turn back to normal until after all of the bees are wiped out.

When your invincibility runs out, climb up the rope, and avoid the bees. Climb it to the middle, the head left. Get the Half Way Barrel, then throw the wooden box at one of the bees. Go back to the middle of the chain, and then climb straight up. Ignore the two Kutlass enemies, then continue climbing up. If you want a DK Barrel, take the path to the right, where there is a Kremling in a barrel (kill him first). Continue up, and ignore the second Kremling in a barrel. Then, take either the left or right path. To get past the right path, wait until the bees move down, then jump up from each chain, and avoid the bees! To get up the left path, climb on one of the chains, and avoid the Necky's that dash at you. When you get to the top either way, get the Banana Bunch in the top-left corner (avoid the Necky if you came from the right path).

If you came from the left path, go east and avoid the Necky, then climb up the chain rope on the right side of the room. Avoid the many bees in the area! If you fall on the floor, there is a green Kutlass that'll slice you down! Go all the way left, then climb up the right rope. You'll hear cannonballs being fired! If you see a cannonball come to the right rope (the one you should be on), then dodge it by moving to the left rope. If you see one coming to the left rope, alternate back to the right one, and so forth. When you're half way up, jump and hug the eastern wall to fall into a secret passage! Grab the N, then climb your way to the top. Then, go east, and then jump up the chains. Get the DK Barrel if needed, then head west and stay there.

When the bees move down, jump up the chains, and head left. When the next set of bees move up, quickly make your way down. Then, go left, and when yet another set of bees move down, jump your way up. Head east, and jump on the next chain rope. Climb up and avoid the Kremling in a barrel, then you'll come to a bunch of Necky's. Avoid them, and when you make it to the top, go left. Climb up and avoid the Kremling in a barrel, and you'll see the goal. Head east and jump into the northeast corner to get the G. Go above the blue pad, and then drop down onto it to complete this level! Swanky's Bonus Bonanza and Funky's Flights II are now accessible in this world. Let us head to the last level of this world, and one of the hardest levels ever.

=====  
Level #6: Toxic Tower  
=====

Okay, this is gonna be a long and hard level. There is poisonous water that will

rise throughout the entire level, so that means you must be very quick! Now, get the DK Barrel if needed, then head east and jump up the ledges. Kill the Klaptraps, and then jump into the upcoming Rattly Barrel to become Rattly. This is where we're gonna have to start acting quickly! Jump onto the next ledge, then jump across each ledge, killing the Kremlings. When you get to a dead end, jump on the platform to the right, and bash the two bees, landing onto the next platform. Jump on the two bees and land on the next platform. Jump on the single bee and land on the small platform. If you jump off of the left side, you can get three Banana Bunches, but it is NOT worth it. Jump from the east platforms, and get the K. Keep jumping up ledges until you get on the last ledge to the east. Then, jump on the three moving bees and make it on the next ledge. Then, perform a high jump and land on the next platform. Jump from each ledge, and then when you get to the last one, high jump to the next ledge.

Jump from each ledge, avoiding the barrels, then bash the cannon guy. Get the DK Barrel behind him if needed, then high jump to the next ledge. Then, high jump to another ledge, and jump on the three moving bees, and land onto the next ledge. High jump to the next platform, then go west. If you keep going west, you can go through a secret passage and get items. But it isn't worth it. Charge up for a high jump, and jump onto the next ledge when the bee is out of the way. Do the same for the next ledge, then go east. High jump again, and land on the next platform. Now, jump onto the bees to the east, and get the O. Make your way into the barrel, and you'll shoot up into a Squawks Barrel, and become Squawks! Now, get the Half Way Barrel above, then fly east. Go northwest, and kill the bees.

Now, head north, and kill the bees. Head east and kill the bee there, then get the DK Barrel if needed. Head east, and kill the bee. Head northwest and kill the Kremlings, then go directly north. Head east where you see a single Banana and you'll go through the wall. Continue through it, then fly up and get the Banana Bunches and Banana Coins, then head west out of the passage. Head north, and kill the yellow bees. Go in the middle of the circle of bees, and then head east and get the N. Go directly north, and make your way up, avoiding the bees. When you make it, go north and kill the bee blocking the path, then go east, and then north. Kill the two bees, and continue north. Kill the three bees, then head east and north. Go west and kill the bees, and after the last one is dead, head south and get the G.

Continue north, and enter the nearby Squitter Barrel to become Squitter. Create web platforms going up, and make your way up, avoiding the bees. When you make it, enter the barrel to be shot through an Anti-Animal sign. Jump onto the chain rope, and jump onto the bluepad to end this level! Now, save your game, and let's head to the 'boss' of this world.

=====  
Boss Stage: Stronghold Showdown  
=====

When you enter here, the Kongs will see Donkey Kong on a rope! There is no boss, and you get a Kremkoin anyway! Just when you think your adventure is over, DK suddenly gets sent up, and the Kongs freak out! Kaptain K. Rool will have his ship attach a ladder to the top of the castle, and he'll climb up into his ship. Now, we must chase after him! Go up, and enter the next world.

=====  
World #7: The Flying Krock  
=====

There is only one level in this world, so let's head there.

=====  
Level #1: Screech's Sprint  
=====

Another Bramble level! When you start, get the DK Barrel if needed. Then, ignore the Banana Coin, and jump over the gap onto the next ledge. Head east, and defeat the Cat-o-nine-tails. Head to the edge of the platform, and do a run off of the cliff, then jump, and land on the next ledge. Go east, and you will see a Kloak. He'll throw a Kremling in a TNT Barrel, so defeat it, then throw it at the guys climbing on the ropes ahead. Jump to said rope, and when all of the people on the rope go down, quickly go east to the last rope, then jump to the lower ledge. Throw the crate at the nearby bee for a Banana Bunch, then jump to the next rope. When the four bees to the east move up, head east, and you will see a dragonfly. Attempt to jump on it and try to get the Banana Coin in the air, then drop down to the lower ledge. Avoid the two Cat-o-nine-tails, then jump on the rope. Go north and avoid the Necky's, then head west and jump onto the next platform.

Now, jump left to the next platform, then jump from each platform until you see a single Banana above, by some Brambles. If you want to, throw a Kong into said Banana to get a Banana Coin, though it is not required. Regardless, head west and jump over the Brambles, and land on the next platform. Jump to the Half Way Barrel, and you'll fall into the Squawks Barrel and become Squawks! Fly west, and get the DK Barrel if needed. Continue, and suddenly, a light will count down to three, and you'll see a brown bird, which is Screech. Now we have to race him to the end of the level! It isn't so easy, either. When the race begins, go left, and ignore the Bananas, because you don't have time to waste. Go left, and get the K, then go west, and you'll enter an invisible barrel, and get a Banana Bunch. You'll be shot all the way up. This is a GOOD shortcut! When you get up, go left, and get the O, then head east.

Continue, and shoot down the bees. Follow the path, and kill the two yellow bees. Head south, and then northwest, then southeast (ignore all of the extra paths; you don't have time). Kill the two bees, then fly along the path, and get past the circle of red bees. Follow the path east, then fly directly north, and then go east and get the N. Go west, and then through the maze of bees. If you go west, you'll see the G. Head directly north, and follow the path. Go past the bees, then go through the Bananas. If you came in first, go east through the Anti-Animal sign, and then land on the blue pad to complete this level. Now Kong Kollege and Funky's Flights II are accessible. Save your game, and let's fight that scaly crocodile!

=====  
Boss Stage: K. Rool Duel  
=====

Here, you'll be in Kaptain K. Rool's ship, and you'll see him shooting some cannonballs at DK! DK is sent up, and the fight begins. Read the Bosses section to see how to win. When you defeat him, watch as he falls down into the water, and the sharks chomp him up! Enjoy the 'ending'. However, he is not finished yet. You have one more world left: The Lost World. The game automatically saves after the ending, by the way. If you didn't make it to the Top 3 when Cranky shows you, you'll see Link, Yoshi and Mario as the Top 3. If you are 3rd Place, Yoshi won't be there. If you come in 2nd Place, Mario and Yoshi'll be there. You can't get 1st Place yet, but after you get all of the Kremkoins and DK Coins, you can after clearing The Lost World. First, head to Crocodile Cauldron

by simply going there after K. Rool, then head to Klubba's Kiosk. Pay up 15 Kremkoins, and you'll enter the Lost World. You HAVE to get all 75 Kremkoins in order to access all of the levels in the Lost World. Go to each world and head to Klubba's Kiosk, and pay him 15 Kremkoins in each world to access all of the levels. With that said, here is the walkthrough for the world.

=====  
World #8: The Lost World  
=====

I'm going to list the levels in the order that you complete them in, from the second world all the way to K. Rool's Keep. Also, keep in mind that after you complete one level in the Lost World, Monkey Museum will be accessible.

=====  
Level #1: Jungle Jinx  
=====

When you begin the first level of this world, jump behind the start to get a Banana Bunch. Head east, and bash the Klaptrap. Jump on the black moving tire and get the DK Barrel if needed, then continue east. Jump from each tire that rolls down onto the spikes, and get the K in the air. Go east and to the next ledge. Now, jump onto the tire when it comes down, and land on the nearby platform. Do the same for the next platform, and when you make it up there, use the tire to bounce over the bee, grabbing the Banana Bunch. Continue, and drop down. Collect the Banana Coin in between the two bees, then jump on the next ledge. Defeat the Kutlass, and continue. Drop down the next ledge, and kill the porcupines. Then, head east, and jump onto the next ledge. Go past the falling tires, and kill the Klaptrap. Continue, and use the tire to bounce over the two bees, then make it to the next ledge. Jump over the gap, then use the tires to make it to the top ledge. Drop down, and try to get the O to the left, off of the ledge.

Bash the nearby dragonfly, and land on the next ledge. Break the Half Way Barrel, and head east. Jump over the gap, and when you're on the next ledge, bash the porcupine. Jump to the platform above, and kill the Klaptrap. Continue and get the DK Barrel if needed. Defeat the Kutlass enemy, then jump on each tire until you get to the top ledge. Bash the two Klaptraps, then drop off of the ledge and use the tire to get the N. Use the tires to make it to the top ledge, then go east and drop down in between the bees. Enter the barrel, then shoot to the right two times, then up. Use the tires to avoid the spikes, then jump over the gap. Throw a Kong to get the Banana Coin, then use the tires to get across the spikes.

Head east, and bash the three Klaptraps. Then, jump across the gap and ignore the Banana Coin. Defeat the Kremling in a barrel, then throw it at the nearby bee. Jump in the barrel, and shoot on the blue pad to complete this level!

=====  
Level #2: Black Ice Battle  
=====

At the start, jump over the bee, and drop down the hill, getting the DK Barrel if need be. Go east and bash the Klaptraps, then drop down the ledge. Go west and jump over the bees, killing the porcupine. Then, at the edge of the ledge, drop down when the bee is out of the way. Now, as you fall to the bottom, a Kremling in a barrel will attack you! Defeat him, then go east and throw the

barrel at the yellow bee. Jump over the red bee, and drop off of the ledge. Grab the K while you're at it. Bash the Klaptraps and get the DK Barrel if needed, then drop off of the ledge. Hug the eastern wall and bash the boomerang guy, and get the Banana Bunch behind him. Drop from the ledge, then make your way down the hill, avoiding the bees. Go left, and jump over the bee. Defeat the Kremling in a barrel, then get the two 1-Up Balloons. Go east and drop off of the ledge, then avoid the boomerang guy, and drop down to the next ledge. Go down the hill, and avoid the next boomerang guy. Drop down the ledge.

Now, jump over the bees, then over the gap. Go up the hill and use the crate on the Kremling in a barrel to get a 1-Up Ballon, then go west and drop down, in between the two bees. Then, ignore the two bees to the left and right. If you drop down one of the sides, one of them has a Banana Coin while the other has a Banana Bunch. However, drop off of one of the sides next to the platform you are on, and grab the O above the bee. Drop down the ledge to get the Half Way Barrel, and grab the DK Barrel if needed. Then, take the right path, and jump over the bee down to the next ledge. Go down the hill and go under the bee, and drop off of the platform to another platform. Go east and bash all of the enemies, then drop off and hug the right wall. When you land, you'll get the N.

NOTE: The G is only obtainable while going to enter the bonus.

Jump over the bees, then drop off of the ledge. You'll bash a dragonfly and land on a lower ledge. Jump over the bees, and drop off the ledge at the end. Go down the path and kill the Klaptraps, then drop off the ledge. Kill the porcupine, then drop down to the next hill. Kill that porcupine, then go left and drop down to the lower platform. Jump over the bees, then drop off of the ledge. Make your way down the hill, avoiding the bees, and drop down to the lower ledge. Kill the porcupine, then jump on the next two ledges, then jump to the blue pad to complete the level.

=====  
Level #3: Klobber Karnage  
=====

When this level begins, jump behind the start for a Banana Coin. Head east, and ignore the barrel. Defeat the two Kremlings in barrels, then jump over the gap. Defeat the next Kremling in a barrel, then get the DK Barrel if needed. Now, head east, and ignore the Banana Bunch by the spikes. Jump to the next ledge, and get the Banana Bunch above the platform, then ignore the Banana Coin you'll see. Jump to the next ledge, and defeat the two Kremlings in barrels. Ignore the nearby barrel, and jump to the top ledge. Now, jump into the Dixie Barrel as Dixie to get the K. Now, as you continue, defeat the next Kremling in a barrel. Jump over to the next platform, and if you want to, enter the Diddy Barrel as Diddy, and you'll be shot into a Time Barrel. Shoot to the Banana Coin. But, I recommend entering the Dixie Barrel as Dixie, to be shot to a Time Barrel. Shoot from each Time Barrel until you make it to the next ledge, then jump to the next platform. Defeat the Kremling in a barrel, then jump up the several ledges, defeating the Kremlings in barrels. Jump off the platform and land in the Dixie Barrel to get the O, then shoot to the next platform.

Now, land in the Diddy Barrel below if you want a Banana Bunch, then get on the next platform. Go east and jump on the platform, the defeat the two Kremlings in barrels, and enter the Diddy Barrel if you need a DK Barrel. You'll get one, then get shot back down. Head east, and jump into the Time Barrel. Depending on who is in the lead, shoot into their barrel, then you'll be shot to a Time Barrel. Shoot onto the next platform, then if you want a Banana Bunch, enter the Diddy Barrel. Then shoot in the middle of the bees to get it, then you'll enter another barrel. Or, you could enter the Dixie Barrel, then shoot across

the two bees to be shot into another barrel. Either way, shoot onto the next platform, and get the Half Way Barrel.

Then, jump to the next ledge and get the DK Barrel if needed, then jump onto the next platform. Proceed, and two Kremplings in barrels will drop off of a high ledge. Kill them, then proceed. Kill the Krempling in a TNT Barrel, then jump into the upcoming barrel, and as it moves, shoot from one to the other, avoiding the bees you'll encounter. Grab the N you'll come across, and the Banana Bunch by jumping into the Dixie Barrel if you wish. When you make it across to the next ledge, get the DK Barrel if needed, then go to the next ledge. Defeat the two Kremplings in TNT Barrels, then either hop into the Diddy Barrel or the Dixie Barrel. The Dixie Barrel nets you a Banana Coin. Either way, you'll be shot to a barrel.

Shoot from each barrel, avoiding the bees. Get the G in the air, and when you finally make your way to the next platform, jump over the set of spikes and grab the 1-Up Balloon. Jump across the spikes, and a black Krempling in a barrel will attack you. Two, actually. Defeat them both, then jump to the higher ledge. Jump into the Diddy Barrel if you have Diddy, then shoot onto the blue pad to complete this level of the Lost World.

=====  
Level #4: Fiery Furnace  
=====

At the start, toss a Kong onto the back of the hill thing, and you'll see three Banana Bunches. Grab them, then drop off and head east. Kill all of the porcupines you'll come across, then jump over the gap. Kill the porcupine, and continue. Defeat the Kutlass and ignore the barrel, then go east and get the DK Barrel if needed. Proceed, and defeat the Klaptraps on the next few ledges, then drop off the ledge and kill the porcupine. Get the K, as well. Jump into the Time Barrel, and move under the bees and grab the Banana Bunch. Then, shoot to the next ledge and kill the boomerang guy. Grab the TNT Barrel behind him, and throw it at one of the porcupines you'll see. Jump into the nearby Time Barrel, and make your way east to the next Time Barrel. Shoot into it, and make your way east and to the next Time Barrel (ignore the Banana Coin). Head east, then go up and get the DK Barrel if needed, then go down and get the O, and then go up to the next ledge and shoot onto it.

Now, kill the porcupine, then drop off of the ledge and kill the Klaptraps and porcupines. Go east, and jump on the dragonfly and land into the Time Barrel. Go southeast under the bees, then shoot and bash the dragonfly, and get into the nearby Time Barrel. Follow the Bananas, then shoot down onto the dragonfly and enter the next Time Barrel. Follow the Bananas, then shoot onto the next dragonfly, and bash all of them and land on the next platform. Break the Half Way Barrel, and jump to the next ledge. Throw the DK Barrel at the Kutlass, and then bash the nearby boomerang guy. Jump into the nearby Time Barrel. Follow the path, avoiding the bees, then go east and get the Banana Coin, and land on the next ledge. Jump to the next ledge, and kill the Kutlass, then jump into the Time Barrel. Follow the path and shoot to the next Time Barrel, then make your way over to the east, getting the DK Barrel if need be.

Shoot into the next Time Barrel, then quickly shoot to the next barrel. Move to the east and shoot to the next barrel, then to the next ledge, collecting the N along the way. Now, jump onto the next ledge and kill the Kutlass, then follow along the path. Avoid or defeat the Cat-o-nine-tails, then jump off the ledge and land in the Time Barrel. Go east and shoot from each Time Barrel, avoiding the bees until you get to the next ledge. Then, run and press Y under the bees, then jump and land on the next ledge. Use the first Cat-o-nine-tails on the top

ledge to toss you into the G, then kill both of them and jump into the next Time Barrel. Make your way over to the other side, avoiding the bees.

When you make it to the next ledge, defeat the Cat-o-nine-tails, then jump to the next ledge and kill the next Cat-o-nine-tails. Jump to the next ledge, and throw a Kong above the goal to enter a barrel. Shoot down onto the blue pad to complete this level.

=====  
Level #5: Animal Antics  
=====

Okay, this is gonna be the longest level in the game, and one of the hardest (if not THE hardest) levels in the whole game. You start by entering a Rambi Barrel, and you'll become Rambi. You have to do this level with EVERY Animal Buddy in the game in order to complete the level. Anyway, after becoming Rambi, jump behind the start to get a DK Barrel if you need one. Follow along the path, and drop down the ledges, killing all of the rats. Then, when you get to the edge of the platform, jump on the red bee and land on the platform. Kill the many Kremlings, then jump on each yellow bee, then on the red ones and make it on the next ledge. Head east, and into the next area. Now, when you enter the ice place, get the DK Barrel if needed, and go down the path. Avoid the cannonballs and get the K, then kill the cannon guy. Drop down, and enter the Enguarde Barrel to become Enguarde.

With Enguarde, head southwest and kill the Lockjaw, then go through the wall and into a secret room. Get the Bananas forming the Rareware symbol, then go northeast and get the O. Exit the secret area, and go east, killing all of the enemies. Avoid or kill the starfish enemies, then you'll come to many Puftups that will instantly explode when you get near them! Follow down the path, and avoid all of their spikes. Go north, and kill the three Lockjaws, then turn left and get the Banana Bunch. Go northwest, then northeast, and keep dashing by holding A and releasing it, until you go through to the next area. You'll be outside again, and enter a Squitter Barrel and obviously become Squitter.

As Squitter, head behind the start and jump to get a Banana Bunch, then head down the path. Kill the bee, and get the DK Barrel if you need it. Then, create web platforms and get the Half Way Barrel. Go east, and jump up onto the platform. Continue east, and kill the Kremlings. Continue, and create web platforms going east, then kill the Kremling by the red bee. Do the same for the next ledge, and create web platforms while avoiding the red bees until you make it to the next platform. Then, kill all of the Kremlings, and create web platforms ahead, to get across the spikes. Drop down onto the safe land and get the Banana Coin, then create web platforms going straight up. This is the most easiest and safest way to get past all the bees. When you finally make it to the high platform, enter the barrel you'll see.

You'll be blasted up onto a wooden platform in a Bramble stage! Get the DK Barrel if needed, then create web platforms following the path. Kill the Necky's along the way, and when you get to the top, go on the wooden platform and enter the Squawks Barrel. This is the hardest part of the level, because there is wind that will blow in a certain direction at a certain time, and if you get blown into the Brambles, you're gone! Anyway, start by heading east. The wind will blow east, so fly southwest while avoiding the Brambles. Follow the path down, and the wind will blow east. As it does, fly in the opposite direction the wind is blowing. When you get all the way down, the wind'll blow east. Fly in the same direction to get past the bees, then it'll go west again.

As it does, fly in the opposite direction and kill the nearby yellow bee. Get

the N if you wish, though it is suicidal. Go north up the path, and ignore the two bees. Go east, and the wind will blow the same way! There will be many dragonflies flying around, too! Go west and stop to kill the dragonflies. Keep doing this while proceeding, and if you make it safely, get the DK Barrel in the corner, because you'll probably need it at this point! Head south, and as the wind blows in certain directions, fly in the opposite direction while avoiding the red bees! Head down the path, and shoot the yellow bee. Go through the passage, then go north and kill the yellow bee. Go left, then south and fly in between the red bees. Ignore the nearby Banana Coin, and continue down the path. When the wind goes west, follow it west and go through the bees, then go west onto the platform. The wind'll stop, so enter the Rattly Barrel to be Rattly, and to be shot down to another area.

In Rattly's part, high jump onto the high ledge and kill the Klaptrap. Jump from each bee, then land on the safe ground. Jump across the spikes to yet more safe ground, then jump to the next part of the ground. As the bee moves, jump on it until you get to the safe ground. Jump across the spikes, then jump on the next red bee until you get across. Go east through the Anti-Animal sign, and a Banana Coin will go straight through the barrel. When the red bees move, enter the barrel to get the coin, then shoot up to the next platform. Jump west and collect the G, then get back on the platform. Go east and jump into the barrel, then shoot onto the blue pad to finally complete this long lasting and tiresome level! Now, definitely save your game, then let's head to the very last stage of the game, and finish the Kaptain off for good! The mouth in the middle of the world will open, and a rock bridge will form, allowing you to gain access to the Kaptains lair.

=====  
Final Boss Stage: Krocodile Kore  
=====

When you get here, you'll meet the Kaptain once again! After he empties the fish out of his cannon, the second fight begins. Read the Bosses section for help on winning this battle. When you win, congratulations on completing this game! If you haven't already, be sure to get all of the DK Coins! Enjoy the alternate ending, as K. Rool's island sinks into the water, and K. Rool takes off in his boat!

-----

=====  
IV. Bosses  
=====

In this section, I will list all of the bosses in the game, along with info about how to defeat them and such.

-----

Krow

Found: Gangplank Galleon  
Times To Hit: Four  
Difficulty: Easy



Boss Strategy: The first boss can be a little difficult, but if you know what you're doing and once you get the hang of it, the fight is a breeze. Also, take note that if you throw the Kongs on top of the crow's nest, you can find two free Banana Coins! Anyway, to defeat him, you must wait until he grabs an egg out of the nest. Then, when the egg is bouncing, jump on it to stop it. Grab the egg, and the crow will rush to you. Throw the egg at him. Do this one more time, and he'll start slamming his head into the pillar with the nest, causing lots of eggs to fall! One of the falling eggs will bounce, so hit it. Then, hit the crow again. Repeat this process one more time, and you'll win! You'll also get a Kremkoin for your efforts.

---

### Kleever

Found: Crocodile Cauldron

Times To Hit: Six

Difficulty: Normal

Boss Strategy: This boss is a bit hard, but after you get the hang of it, you should be able to beat him. The fight starts out with him immediately firing fireballs at you. Jump over these, and after he stops firing, a cannonball will fall onto the platform. Take it, and while he isn't firing, throw it at him to hit him once. He will then start chasing after you, and hooks around the area will appear. Use these hooks to make it to the other side. When you do so, another cannonball will immediately fall down. Take that one, and after he stops firing one fireball, throw it at him before he can launch another one at you. He will start chasing after you again, so go back on the hooks and over to the other side again. Take the cannonball that falls down, and throw it at him again. He will sink into the lava, but he's not done! He emerges back out of the lava, and gets really angry! He will pull himself back, and then dash at you! Jump over him to avoid this, then use the cannonball to hit him. He'll then chase you again, so make your way to the other side, and repeat the same process. After five hits, he'll turn red, and start trying to slice you while chasing you! After you make it to the other side, hit him once more to end the battle, and get the Kremkoin.

---

### Kudgel

Found: Krem Quay

Times To Hit: Six

Difficulty: Normal

Boss Strategy: This is a really hard boss, because it's difficult to avoid this huge Kremling from crushing you. When the battle begins, you'll get a DK Barrel as always, and he'll jump in the air, out of sight! So, run around the area until you hear a sound of him falling. Find him, and before he lands on the ground, jump. If you don't, you'll get stunned due to the earthquake, and that

is NOT a good thing! He will jump in the air and land a total of three times, then he'll stomp the ground, causing a TNT Barrel to fall to the ground. He'll jump in the air once more, so pick up the TNT Barrel, and hold it. When he comes back down, he'll stop jumping and moving for a moment, so throw the TNT Barrel at him to hit him! He will repeat the same process two more times, so do the same thing as stated above. When you hit him three times, he'll jump in the air again, but when he lands, he will slightly jump in the air, landing on the ground quicker. Stay far away, and still jump before he lands. If you get stunned, there is a very high possibility that you will lose a Kong. He jumps faster each time you hit him, so repeat the same process, and after you hit him three more times, he falls into the nearby water, and the Kremkoin will be yours!

---

### King Zing

Found: Krazy Kremland

Times To Hit: Nine

Difficulty: Hard

**Boss Strategy:** Alright, be prepared to lose several lives if this is your first time challenging this guy, because he is pretty hard. Enter the Squawks Barrel, and go left to get two Banana Coins. Go right to begin the battle. King Zing Sting will go up, then around the area as he heads down. When he reaches the bottom of the floor, he goes back up. If you look, you will notice his stinger is red. This is the key. If he is flying towards you, fly under him and shoot his stinger. If he is behind you, just shoot him from behind. This will lay one hit on him. He gets faster each time you hit him! Hit him again, and he'll turn red, and spikes will emerge from his body all over the area! Avoid these, and after he shoots them out three times, he'll turn back to normal. Shoot him two more times, and he'll shoot more spikes! When he turns back to normal, hit him two more times. He'll turn small, and spawn four bees around him. Shoot all of them, and he'll turn yellow. After some time, the bees can regenerate! Shoot him three more times and the battle will end.

---

### Kreepy Krow

Found: Gloomy Gulch

Times To Hit: Three

Difficulty: Normal

**Boss Strategy:** This is the same krow you fought in the first world! This time around, he's a ghost. Also, he will send out ghost Necky's to attack you, as he sits back and watches. Here is what you do: stand in the middle of the platform you start on, and jump over all of the ghost Necky's. After a few ghost ones attack you, a real, normal Necky will dash at you. Bash this one, and a barrel will appear. Pick it up, and the Krow will dash at you. Throw

the barrel at him like you did during the first fight. This lays one hit on him. If you don't hit the good Necky, the barrel will not appear, and he'll dash at you from each side. Go to the left corner, and duck. He'll miss you, then the cycle with hitting the Necky's will continue. After you hit him once, hooks will appear on the left side, so jump on them, then get on the rope. Eggs will fall down. Avoid them, then get the DK Barrel if you need one. Enter the barrel at the top, and the cycle with hitting Necky's will continue. After the real Necky comes after you, one more ghost one will, then the boss will dash at you. Hit him again, and hooks will appear on the right side. Jump up them, then on the rope and make your way to the top. On the last platform, do the same thing. Only this time, two ghost Necky's appear after the real one. Hit him with the barrel once more, and he'll die...for good. You'll get a Kremkoin.

-----

Kaptain K. Rool (1st Fight)

Found: The Flying Krock

Times To Hit: Nine

Difficulty: Hard

Boss Strategy: Be prepared for the longest fight yet! The battle starts with K. Rool firing a cannonball out of his cannon. Then, he'll dash at you. Jump over him, and grab the cannonball. When he makes it over to the other side, he'll begin to suck you up with his cannon. Throw the cannonball into his cannon, and he'll fire it back out at you, and turn black! Jump over the cannonball, and he'll dash at you again. He does it two times this time. He will then fire a cannonball with spikes at you! As it hits the floor, he'll dash at you. Avoid him, and when he is done, the ball will not have spikes on it. Take the cannonball and throw it in his cannon when he attempts to suck you up again. He'll shoot out the cannonball, so jump over it. He'll then fire two cannonballs that'll have spikes! When he dashes at you, avoid him. After you do, a cannonball will not have spikes on it! Throw it at him when he goes to suck you up. He will fall down, and DK will appear. However, he gets back up, and the Kongs get scared. As DK rises back up, a DK Barrel appears and the fight continues.

Get the DK Barrel if needed, and then he'll begin firing cannonballs with spikes at you! Several of them. Jump over the low ones, and duck under the high ones. He'll then fire a barrel that you have to jump on to get the cannonball. When he attempts to suck you up, throw the cannonball into his cannon. He'll dash at you again, so avoid him, and he'll start firing bouncing spiked cannonballs! Avoid these, and he'll shoot out a barrel. Hit it to get a cannonball, then throw it in his cannon when you can. Then, he'll dash once more. Avoid him, and he'll fire more cannonballs that move very slowly, and spin around! Each one he fires circles around longer, and eventually he'll fire two! When he fires out a barrel, jump on it, and throw the cannonball into his cannon. Avoid the cannonball, and he'll fall down again. When he gets back up, get the DK Barrel if needed.

Continuing the battle, avoid his dash, and he'll fire blue

things at you. If these things touch you, you'll temporarily be in stasis! If you happen to get in stasis, tap buttons to get out of it faster. Then, after he fires some stasis things, avoid his really slow dash. Then, he'll be half-invisible! Jump over his next dash, then he disappears completely! To avoid his dash, pay attention to the dust coming from the ground, then jump over him and pray you don't get hit. When he dashes again, pick up the cannonball and throw it in his cannon again. Avoid the cannonball and his next dash, and he'll begin to fire red bouncing things! If you happen to get touched by these, you'll turn red, and you will be drastically slowed. Then he'll fire three cannonballs with spikes, and a good cannonball will be on the ground. Pick it up and throw it at him. Then he'll dash, so avoid it, and he'll fire purple spinning things. These make the controls reversed if you get hit by one.

After that, he'll try to suck you up! Hold the D-Pad in the opposite direction he's in, and he'll disappear! Run around the area, and he'll reappear, and attempt to suck you up. Avoid it, and after he does it a few times, a cannonball will appear. He'll do it one more time, so throw the cannonball into his cannon, and dodge the cannonball. Now he will fall down, and get back up! However, DK will come down, bust out of the rope, and punch the Kaptain out of his ship! The fight has now ended, but he is not finished for good!

---

Kaptain K. Rool (Final Battle)

Found: The Lost World

Times To Hit: One

Difficulty: Normal

**Boss Strategy:** The moment the battle begins, he'll fire out a purple thing at you. Avoid it, and he'll fire a few spiked cannonballs. Jump over those, and then he'll fire some more purple things! Avoid them, and he'll begin shooting cannonballs again. Avoid them, as always, and he'll fire three purple thingies. Simply jump over these, and he'll fire out cannonballs very quickly! Jump over all of them, and he'll shoot out one slow purple cloud, then a fast one! Avoid this, and he'll do the same with cannonballs. After you avoid that, he'll fire one slow cannonball, and two fast ones! As always, jump over these to avoid them. Next, he'll fire one slow and three fast cannonballs! After these are avoided, he'll fire three purple clouds in a staircase form. Jump over them, and he'll do the same with cannonballs twice. After you avoid them, he'll fire four cannonballs twice! Avoid it, and he'll fire out a barrel. Hit it, then throw the newly revealed cannonball into his cannon when you can, and you'll immediately get the DK Coin and win the fight! He'll fall into the core of the area, but he's not finished! He'll be back in the next Donkey Kong Country game, but congratulations on beating one of the greatest games ever made!

---

=====  
V. Bonuses  
=====

NOTE: When I say the difficulty of each Bonus, I mean how difficult it is to complete the bonus, not how difficult it is to find one.

In this section, I will list how to get to each and every Bonus in the game, along with information on how to complete them and such. At the end of every Bonus, a Kremkoin appears. These Kremkoins are to help you get the full 102% cleared on the game. If you give 15 to Klubba in each world (except for the first world; he's not in the first or last world), he will let you use his Golden Barrel to enter the Lost World, where you can play one level. There are five levels in all. After all five levels are completed (you can only play one in each world), the path to the final boss opens up. With all of that said, here is a list of each Bonus Barrel in the game, how to get to them, and also how to complete them. Also, there are a total of 75 Kremkoins.

=====  
Gangplank Galleon Bonus Locations  
=====

Pirate Panic Bonuses  
-----

Bonuses: 2

-----  
Bonus Room #1

Location: Pirate Panic

Objective: Find The Token

Time Limit: 20 Seconds

Difficulty: Very Easy

How To Find: Right after you get the Half Way Barrel, and just before the letter N, you'll see a gap with Bananas pointing down. Jump down the gap, and go east through the passageway. You'll enter a barrel and shoot up into a bonus, collecting the N letter along the way.

How To Complete: This bonus is very simple. If you want to, go east and to the dead end, then collect the Banana Coin. Otherwise, jump onto the first set of barrels, then to the higher set, and keep doing that until you reach the top, where a Kremkoin will appear. Grab the Kremkoin to complete the bonus.

-----  
Bonus Room #2

Location: Pirate Panic

Objective: Destroy Them All

Time Limit: 20 Seconds

Difficulty: Easy

How To Find: You must have Rambi to get this one. After obtaining Rambi, head east, and when you come to a stack of barrels with a small long pit below, jump down there. Then, go to the east end of the hall, then face left. Hold A, and after about three seconds, release it. Rambi will run and ram into the wall, breaking it open. You will

automatically enter through the wall, which takes you to the next bonus!

How To Complete: This one is fairly easy. Start by going right, and hitting the enemy on the barrel. Then, go east, and hit the next rat on the barrel. Hit the Kremling ahead, then jump on the stack of barrels, and hit the two Kremplings. Then, jump on the high barrel, hit the Kremling, then drop down and hit the rat. This should be all of the baddies. A Kremkoin will appear, so grab it to complete this bonus!

---

#### Mainbrace Mayhem Bonuses

---

Bonuses: 3

---

#### Bonus Room #3

Location: Mainbrace Mayhem

Objective: Find The Token

Time Limit: 20 Seconds

Difficulty: Easy

How To Find: At the very start of the level, have Dixie fly east below the platform you can jump on. Use the rope to grab the Banana Bunch, then jump to the bonus.

How To Complete: Simply jump onto the rope, then climb up and jump to the next rope. Keep doing this until you reach the top, where the next Kremkoin will appear! Grab it to clear this one.

---

#### Bonus Room #4

Location: Mainbrace Mayhem

Objective: Destroy Them All

Time Limit: 35 Seconds

Difficulty: Easy

How To Find: After the Half Way Barrel, continue on with the level. You will eventually come across a cannonball, and a Kremling. Kill the Kremling, then go west up the hill, past the enemies, and you'll come to a cannon. Throw the cannonball into the cannon, and the cannon will flash green. Enter it to be shot up into a bonus room.

How To Complete: When the bonus begins, there'll be a cannonball right next to you. Grab it, then throw it up to an enemy. Keep it as long as possible, as it never breaks. If it falls off of the cliff, go onto the east or west pillar, then go back down and it will be there again. There is a barrel you can throw at the enemies on the right pillar, and a wooden box on the left one. Then, once all of the enemies are defeated, the Kremkoin will appear, so claim it as yours!

---

#### Bonus Room #5

Location: Mainbrace Mayhem

Objective: Collect The Stars

Stars To Collect: 75

Time Limit: 35 Seconds

Difficulty: Normal

How To Find: Right after the second bonus in the level, as you're climbing the rope, you should see a platform to the left, with some Bananas on it. You must have both Kongs, and Dixie must be the leader. With Dixie, fly to the platform from the top of the rope, then when you get on the ledge, toss Diddy into the Bonus Barrel.

How To Complete: To complete this bonus, jump onto the rope. Then, alter from left to right, while going up, collecting all of the stars. If you're too slow, you'll probably finish with around ten seconds left, so be sure to be quick to act, and quick to grab your Kremkoin at the end!

---

### Gangplank Galley Bonuses

---

Bonuses: 2

---

#### Bonus Room #6

Location: Gangplank Galley

Objective: Find The Token

Time Limit: 10 Seconds

Difficulty: Easy

How To Find: At the very start of the level, jump from one barrel to the other until you reach the top. The Bonus Barrel is in plain sight, so enter it.

How To Complete: Despite the really low time you have to get the Kremkoin, it actually isn't that hard to obtain. The bonus starts off with four crates, and a red bee to the right. To get the Kremkoin, pick up one crate and throw it at the bee to break it. If you are lucky, the crate will contain the Kremkoin. If it does not, a Banana will come out. Simply try all four crates until the Kremkoin appears.

---

#### Bonus Room #7

Location: Gangplank Galley

Objective: Find The Token

Time Limit: 15 Seconds

Difficulty: Easy

How To Find: After you grab the Invincibility Barrel shortly after you pass the letter N, go east and you'll come to a big set of boxes. Jump onto the boxes, and make your way to the top. Use the crate on an enemy to get a 1-Up Balloon, then go to the top and enter the next Bonus Barrell!

How To Complete: When the bonus starts, jump from the left hook, then jump to the next hook, and keep doing that. When you come to a dead end, jump up to the higher hook, then jump from each hook until you reach the end. The Kremkoin will spawn, so grab it to complete this one!

---

## Lockjaw's Locker Bonuses

---

Bonuses: 1

---

### Bonus Room #8

Location: Lockjaw's Locker

Objective: Find The Token

Time Limit: 40 Seconds

Difficulty: Normal

How To Find: You must get Enguarde to reach this Bonus Room. After getting Enguarde, go northeast out of the passageway. You should see a line of Bananas pointing up. Go straight up, and you'll go through a passageway! Now, grab the A-shaped Bananas, then go to the left side of the area. Face the wall, then hold A. After Enguarde is through charging, release A to go at an insane speed, busting through the wall and into the Bonus Room.

How To Complete: This bonus is a maze, and unless you follow this guide, it may take a few tries to complete. To get through this maze, go northeast, then go northwest, then go directly north until you reach the top. However, do NOT go up to the dead end where there are Bananas. Instead, go directly southeast through the passageway, then go northeast, and the Kremkoin will appear. Claim it as yours to keep.

---

## Topsail Trouble Bonuses

---

Bonuses: 2

---

### Bonus Room #9

Location: Topsail Trouble

Objective: Destroy Them All

Time Limit: 15 Seconds

Difficulty: Very Easy

How To Find: After getting the letter K, you'll shortly come to a few ledges with blue roach-like enemies. From there, go to the last platform, and have Rattly high jump about three times. You'll reach a high pillar with a Bonus Barrel above, so jump once more to reach it.

How To Complete: You start on a low ledge. Jump onto the ledge above you, then jump onto the first blue flying enemy. After you kill it, hold right on the D-Pad and hit the next one, and continue doing that until you hit all of the enemies. Then, land on the next ledge, which the Kremkoin will appear on.

---

### Bonus Room #10

Location: Topsail Trouble

Objective: Find The Token



Time Limit: 15 Seconds

Difficulty: Easy

How To Find: After getting the N, climb straight up the rope, then go east. You should see two dragonflies in the air. Go slightly east of them, and keep jumping until a hook appears out of nowhere (you'll be hanging on it when you find it). Jump from each dragonfly, and into the Bonus Barrel.

How To Complete: This bonus is fairly simple. Simply jump onto the rope, and climb your way to the top while avoiding the dragonflies. When you make it to the top, jump onto the ledge and claim the Kremkoin that spawns.

---

=====  
Crocodile Cauldron Bonus Locations  
=====

Hot-Head Hop Bonuses  
-----

Bonuses: 3

---

Bonus Room #11

Location: Hot-Head Hop

Objective: Collect The Stars

Stars To Collect: 60

Time Limit: 20 Seconds

Difficulty: Easy

How To Find: To get into this next Bonus Room, in the same exact area that the O is floating in, you should see a crate nearby. Take the crate, and throw it at an enemy to get a cannonball. Go east, and take the cannonball to the next few ledges until you come to a cannon. Throw the cannonball into the cannon, then jump into the cannon to enter the Bonus Room.

How To Complete: Simply jump on the crocodile's heads throughout the room, and when they send you up, collect the stars. After all 60 are collected, go to the end of the room and get the Kremkoin.

---

Bonus Room #12

Location: Hot-Head Hop

Objective: Find The Token

Time Limit: 20 Seconds

Difficulty: Very Easy

How To Find: You HAVE to have Squitter to get this one. Shortly after you get the N, you'll have to drop off of a ledge to get to two more brown crocodile heads. Use those to make it to the next ledge, then kill the two Klaptraps. Use Squitter's web platform ability to go straight up. Follow the Bananas to a Bonus Barrel.

How To Complete: This is a very easy bonus. Use Squitter to create web platforms directly up. Follow the Bananas, and the Kremkoin will appear. Grab it.

---

Bonus Room #13

Location: Hot-Head Hop

Objective: Find The Token

Time Limit: 20 Seconds

Difficulty: Normal

How To Find: You have to have Squitter to get to this one, too. Right after you pass the letter G, make your way across to the other side. Shoot down the two Klaptraps. You should see the Bonus Barrel above, in plain sight. Simply create web platforms up until you can reach it, then jump inside.

How To Complete: Much like the last bonus, you have to create web platforms to make it across to the other side. Simply do that, and begin making the web platforms up a little until you make it there. When the Kremkoin spawns, claim it.

---

Kannon's Klaim

-----

Bonuses: 3

---

Bonus Room #14

Location: Kannon's Klaim

Objective: Find The Token

Time Limit: 30 Seconds

Difficulty: Normal

How To Find: At the very start of the level, get the nearby DK Barrel if you don't have Dixie. If you do, put her in the lead, and then go all the way east. Kill the two rats, then fly below the platform above you. Follow the Banana arrow pointing to the right, then enter the Bonus Barrel.

How To Complete: This bonus requires two Kongs to complete, so take note of that. With that said, go east, and grab the DK Barrel if you need it. Then, you will see two barrels, each with a Kong's face on them. This means you must have the Kong in the lead that has his or her face on the barrel. For example, if you see a Dixie Barrel, switch Dixie in the lead and jump in. With that said, jump into either barrel, it doesn't matter which one. Jump up the ledges, then up onto the next platform. Now, if you want to, go east and collect the Bananas. Then, jump into one of the barrels. You'll find a Dixie Barrel, so switch to Dixie and jump in. Then, switch to Diddy and jump into the Diddy Barrel, and then you'll be shot up to a Dixie Barrel. Jump into it after switching to Dixie, then quickly rush to the east and with luck, you'll get the Kremkoin and complete the bonus!

---

Bonus Room #15

Location: Kannon's Klaim

Objective: Find The Token

Time Limit: 25 Seconds

Difficulty: Very Easy

How To Find: After you get the Half Way Barrel, there will be a series of barrels you must shoot from. After you get past that part and get shot up to the next ledge, kill the Necky, then make your way up two or so ledges. Then, have Diddy or Dixie jump over to the left, where this Bonus Barrel is.

How To Complete: This is a very simple bonus. Simply jump into the arrow barrel, then move onto the next one, and so on. After you shoot through a lot of barrels, you'll be shot to the ledge where the Kremkoin will spawn.

---

Bonus Room #16

Location: Kannon's Klaim

Objective: Find The Token

Time Limit: 10 Seconds

Difficulty: Easy

How To Find: Once you get the G, go to the east end of the platform, and jump. Hold right on the D-Pad, and you should kill a cannon guy, and you'll be right next to a Bonus Barrel. Enter it.

How To Complete: Since you only have 10 Seconds to do this entire bonus, you will have to be very quick to complete it! Jump on the dragonfly enemy, then move on to the next one, and keep doing that until you reach the end, where the Kremkoin is.

---

Lava Lagoon Bonuses

---

Bonuses: 1

---

Bonus Room #17

Location: Lava Lagoon

Objective: Destroy Them All

Time Limit: 35 Seconds

Difficulty: Easy

How To Find: Right after you pass the Anti-Animal sign, you'll see a barrel on top of a ledge nearby. Grab the barrel, and then drop down and throw it at the wall to bust it open. Enter it to enter the bonus.

How To Complete: This is a really easy bonus to complete. Enguarde will be at the start, so get on her, and follow along the path, killing the enemies at every turn. As soon as you reach the end of the path, go through the Anti-Animal sign to get a Banana Bunch. Also, grab the spawned Kremkoin.

---

Red-Hot Ride Bonuses

---

Bonuses: 2

---

Bonus Room #18

Location: Red-Hot Ride

Objective: Destroy Them All

Time Limit: 15 Seconds

Difficulty: Easy

How To Find: You have to have Rambi to reach this Bonus Room. Just before the Anti-Animal sign, there is a ledge you can jump on with some of those blue bulky guys. However, don't jump on the ledge. Instead, get on the edge of the platform you're on, and stare at the wall. Hold A, then release it to dash into the wall, breaking it, and entering a bonus.

How To Complete: This bonus isn't too hard. At the start, go along the path and defeat the three Kremlings you'll find. Then, defeat the dragonfly, and continue. At the end, jump on the last two dragonflies, and land on the other ledge. Grab the Kremkoin that appears.

---

Bonus Room #19

Location: Red-Hot Ride

Objective: Collect The Stars

Stars To Collect: 40

Time Limit: 30 Seconds

Difficulty: Easy

How To Find: After you get the Half Way Barrel, jump on the balloon, and make Dixie the leader. Jump to the left, and fly under the platform behind you, where a Bonus Barrel lurks.

How To Complete: Stand on the first balloon in the bonus, then toss a Kong into the air to get the stars (if you have two). If you don't have two Kongs, simply just keep jumping to collect them, and use the two balloons in the area. When you get them all, go to the other side of the room and snag the next Kremkoin.

---

Squawks's Shaft Bonuses

---

Bonuses: 3

---

Bonus Room #20

Location: Squawks's Shaft

Objective: Find The Token

Time Limit: 20 Seconds

Difficulty: Easy

How To Find: First, after getting the K at the beginning, shoot through the first barrel. Then, shoot through the next barrel to the left, over to the other side. Bash the three Kremlings on the ledge there, then go to the edge of the platform. If you have Dixie, jump, and fly over to the right, directly into a barrel. If you only have Diddy, cartwheel slightly off of the edge, then jump and hold right on the D-Pad. If you're lucky, you'll land in the barrel. When it points northeast, shoot, and you'll be in another

barrel. When that one points to the right, shoot into the next Bonus Barrel.

How To Complete: This bonus is just like the one in Gangplank Galley in the first world, only you get a couple of more boxes and ten more seconds. There are three crates on three ledges, and a red bee in the middle of the area. Jump on the ledges and throw each crate at the red bee until the Kremkoin comes out. The ones that don't have the Kremkoin will contain a single Banana. One of them will also contain a Banana Coin. When you get the Kremkoin to appear, grab it to end this bonus!

---

#### Bonus Room #21

Location: Squawks's Shaft

Objective: Find The Token

Time Limit: 25 Seconds

Difficulty: Easy

How To Find: Right after getting the Half Way Barrel, you must have two Kongs! Go to the left side of the platform, and you'll see a barrel in the air. Toss a Kong into the air, and inside the barrel. You'll be shot into the Bonus Barrel.

How To Complete: To do this one, jump into the barrel at the start, then shoot to the next barrel. Keep repeating that, and eventually, when you finally make it to the last barrel, the Kremkoin will appear. Shoot to the Kremkoin and collect it!

---

#### Bonus Room #22

Location: Squawks's Shaft

Objective: Destroy Them All

Time Limit: 30 Seconds

Difficulty: Easy

How To Find: When you are flying with Squawks, after you get past the three or so Necky's, you'll come to two boomerang guys right next to each other. Spit a nut at the one on the right, and then go east to where he was. You'll find out that you can go further! Grab the Banana Coin, and then kill the nearby boomerang guy. Fly directly up and follow the Bananas to the next Bonus Barrel!

How To Complete: Simply fly around the entire area, and shoot down the various bees you'll find. There's about eight to ten altogether, but overall, it's a really simple bonus. When you have wiped out all of the enemies, fly to the eastern part on the floor and the Kremkoin awaits you.

---

#### Krem Quay Bonus Locations

#### Barrel Bayou Bonuses

---

Bonuses: 2

---

Bonus Room #23

Location: Barrel Bayou

Objective: Destroy Them All

Time Limit: 15 Seconds

Difficulty: Easy

How To Find: This bonus is actually hard to figure out how to get in to. After you get the Half Way Barrel, you'll find a cannon on a leaf. Proceed as normal, and when you pass the Anti-Animal sign, you'll find a Kloak enemy. He'll throw a barrel at you! Don't kill him, or you can't get the bonus! After he throws three barrels, he'll move, and go towards the previous area. Follow him, and when he stops, he'll throw a crate. Pick it up, and throw it at him, or a bee nearby to get a cannonball. Backtrack, and take this cannonball to the cannon. Then, hop into the cannon to be shot into a bonus.

How To Complete: You start this bonus with a cannonball on the ground, and you will also see three enemies in the air. Pick up the cannonball and throw it directly up at one of the enemies. Do this to all three enemies in the area, and the Kremkoin will appear. Grab it to complete this one!

---

Bonus Room #24

Location: Barrel Bayou

Objective: Find The Token

Time Limit: 20 Seconds

Difficulty: Easy

How To Find: Right after getting the G, on the platform up ahead you'll find a Kloak enemy. Go left until he's off-screen, then pick up a Kong, and throw him/her up, and into the Bonus Barrel you'll see.

How To Complete: This is another barrel-shooting bonus. However, each Time Barrel only has two seconds until launch, so be careful! Hop into the first barrel, and shoot from one barrel to the next one, until you see Bananas pointing straight down. Shoot straight down, and run and claim your Kremkoin.

---

Glimmer's Galleon Bonuses

---

Bonuses: 2

---

Bonus Room #25

Location: Glimmer's Galleon

Objective: Find The Token

Time Limit: 40 Seconds

Difficulty: Very Easy

How To Find: At the very start of the level, instead of swimming to the east, swim directly up, to a passageway. From there, go east and through the broken wall into a bonus.

How To Complete: This bonus is extremely easy. To do it, simply follow the only path you can take. It may be a bit dark, but if you turn up

the brightness on your TV, you should be able to see better.  
When you make it to the end, snag the Kremkoin!

---

#### Bonus Room #26

Location: Glimmer's Galleon

Objective: Find The Token

Time Limit: 35 Seconds

Difficulty: Easy

How To Find: After you get past all of those starfish enemies, you'll meet a Puftup again. After it explodes, head southeast, and avoid the Lockjaw. Go south through the passage, then east through the wall, and into another bonus.

How To Complete: This is another one of those maze bonuses. To complete it, simply head southeast, then north, and continue going north through the path. You'll see the Kremkoin, so swim east and grab it to complete the bonus!

---

#### Krockhead Klamber Bonuses

---

Bonuses: 1

---

#### Bonus Room #27

Location: Krockhead Klamber

Objective: Destroy Them All

Time Limit: 15 Seconds

Difficulty: Easy

How To Find: Right after you obtain the Half Way Barrel, jump into the nearby barrel and land on the ledge. You'll see Bananas pointing up, so pick up a Kong, and throw him/her directly up into the bonus.

How To Complete: You'll see three bees and Squitter at the start of the bonus. Jump onto Squitter, and shoot the bee down there. Create web platforms, and jump on one, then shoot the two bees down in the air. Go right, create a web platform, jump on it, and shoot down the last bee. Drop down and collect the Kremkoin.

---

#### Rattle Battle Bonuses

---

Bonuses: 3

---

#### Bonus Room #28

Location: Rattle Battle

Objective: Find The Token

Time Limit: 25 Seconds

Difficulty: Normal

How To Find: You must have two Kongs to get this one. At the start of the level, before heading into the room with Rattly, throw a Kong in the northwestern corner. You'll enter a barrel, and be shot to a high ledge. Grab the Banana Bunch and Banana Coin, then toss a Kong directly into the bonus.

How To Complete: I recommend using Dixie Kong for this one. At the start, go left, and jump on the barrel that has Bananas on it. You'll see another one up ahead. Run, press Y, and really quickly jump and fly to the next barrel. Do that for each barrel until you reach the end, then grab the Kremkoin. This bonus could take several tries to complete, but keep trying!

---

#### Bonus Room #29

Location: Rattle Battle

Objective: Find The Token

Time Limit: 10 Seconds

Difficulty: Easy

How To Find: At one point in the level, before getting the O, you'll come to a gap that looks like you must jump across to the other ledge. However, that's not a cliff. Drop down there, and go left into a wall of the ship. You'll enter a Bonus Barrel.

How To Complete: Jump on the bee enemy, then move onto the other bee, and repeat that process. When you get to the last bee, bash it, and land on the pillar with the Kremkoin.

---

#### Bonus Room #30

Location: Rattle Battle

Objective: Collect The Stars

Stars To Collect: 75

Time Limit: 40 Seconds

Difficulty: Normal

How To Find: After you collect the letter N, you should come to a barrel that has Bananas pointing up. Stand on the said barrel, hold A, and perform a high jump up into the Bonus Barrel.

How To Complete: This bonus can be a bit hard if you don't know how to complete it. Jump on the stack of barrels, and jump like mad, getting all of the stars in the air. Go to the highest stack, and jump around, collecting the stars. Perform a high jump, and then grab the rest of the stars in the air. The Kremkoin will be in the middle, so get it.

---

#### Slime Climb Bonuses

---

Bonuses: 2

---

#### Bonus Room #31

Location: Slime Climb

Objective: Collect The Stars

Stars To Collect: 70



Time Limit: 25 Seconds

Difficulty: Normal

How To Find: To get to this one, get the Invincibility Barrel just after the Half Way Barrel. You can find it by killing the cannon guy; he's guarding it. Get it, then swim just southeast of that platform.

Follow the Bananas into the Bonus Barrel.

How To Complete: To complete this bonus, you have to jump on the rope in the middle, and jump from the side, collecting the stars. There's a hook you can land on in the southeast and southwest corner of the area. Also, if you happen to fall and miss the hook, hold left on the D-Pad, and try to fall near the pillar. An invisible barrel will blast you back up! After you collect all of the stars, the Kremkoin appears by the rope.

---

Bonus Room #32

Location: Slime Climb

Objective: Destroy Them All

Time Limit: 25 Seconds

Difficulty: Easy

How To Find: Shortly after getting the first bonus, the water will continue to rise as you jump on several platforms. You'll eventually come to a platform with a cannonball. Pick it up, and jump on the next few ledges until you see a cannon. Throw the cannonball in and jump in to enter the bonus.

How To Complete: First, take the DK Barrel at the start and throw it at the dragonfly right there. Jump up the ledges, take the cannonball and throw it at the next enemy. Continue to jump up the ledges and hit the enemies with the cannonballs until you kill them all. Then, jump to the top ledge and grab the Kremkoin!

---

Bramble Blast Bonuses

Bonuses: 2

---

Bonus Room #33

Location: Bramble Blast

Objective: Find The Token

Time Limit: 40 Seconds

Difficulty: Normal

How To Find: After getting the O, you'll come to yet another maze of barrels. Shoot your way over to the left side, then while in one of the barrels at the left side, you'll see a single Banana. Shoot southwest, and you'll enter the Bonus Barrel.

How To Complete: This is a barrel maze bonus, and it's not that easy. I can't really give specific directions, so just fire away until you make your way over to the right side of the maze. Then, fire into the auto-barrel, and you'll be on a ledge. The Kremkoin will appear, so get it.

---

Bonus Room #34

Location: Bramble Blast

Objective: Find The Token

Time Limit: 25 Seconds

Difficulty: Easy

How To Find: Follow the same steps as DK Coin #16, but instead of going to the DK Coin, take the east path. Go past the two red bees, and get the Banana Bunches as you follow the path. When you can, head south, then into a barrel that will shoot you into a Bonus Barrel.

How To Complete: This bonus is fairly simple. To complete it, simply fly with Squawks and follow along the path. Avoid the Brambles! When you make it to the end, go through the Anti-Animal sign, and grab the Kremkoin, collecting the Banana Bunch that Squawks turned into along the way.

-----

=====  
Krazy Kremland Bonus Locations  
=====

Hornet Hole Bonuses

-----

Bonuses: 3

-----

Bonus Room #35

Location: Hornet Hole

Objective: Find The Token

Time Limit: 10 Seconds

Difficulty: Normal

How To Find: At the very beginning of the level, you must have two Kongs. Toss a Kong directly up from the start, and onto a hook. From there, jump onto the wall of honey, and jump your way to the next ledge. Then, jump onto the nearby wall of honey, then climb up a bit, and jump to the next wall of honey to the right. Make your way up to the platform, then go east through the wall, and into the bonus.

How To Complete: This bonus can be rough, because you only have ten seconds to complete it! Jump on the right wall of honey, then alternate to the left one. Repeat this, and climb your way up to the top, where the Kremkoin lurks. If you fall, hurry and make your way back up!

-----

Bonus Room #36

Location: Hornet Hole

Objective: Find The Token

Time Limit: 25 Seconds

Difficulty: Easy

How To Find: Follow the same instructions as the above bonus, but instead of going in to that Bonus Room, jump back to the left wall of honey, and keep climbing until you reach the top. When you do, jump to the hook on the right, getting the Banana Bunch. Jump to the next hook, getting the Banana Coin, then jump to the last hook,

getting the Banana Bunch. From there, drop down, and walk into the bonus.

How To Complete: To start off, hold the crate, and throw it at the nearby bee. Pick up the crate again, and follow the path. Throw it at the next bee, then pick up the crate, follow the path, throw the crate at the bee, and repeat. Do this until you get to the end of the path, then throw the crate at the last bee. The Kremkoin will come out, so grab it to end the bonus.

---

#### Bonus Room #37

Location: Hornet Hole

Objective: Find The Token

Time Limit: 15 Seconds

Difficulty: Easy

How To Find: After you obtain the N, the barrel will launch you up. You have to have Squitter for this one. Right when you get on the platform, have Squitter create web platforms towards the top-right corner. Keep going up until you see a bee. Shoot it down, then hop on the platform, and proceed into the bonus room.

How To Complete: Simply create web platforms, and keep going straight up. At the end, you'll see a ledge with a Kremkoin spawned on it. Get on the platform and grab the coin.

---

#### Target Terror Bonuses

---

Bonuses: 2

---

#### Bonus Room #38

Location: Target Terror

Objective: Destroy Them All

Time Limit: 30 Seconds

Difficulty: Normal

How To Find: After you pass the first barrel with an X on it, you'll continue down the track. As you go directly down, you'll notice a Bonus Barrel pointing left. Jump in before it's too late!

How To Complete: First, grab onto Squawks. Fly up and avoid the Brambles, and shoot the first bee you see. Fly up a bit more and turn left, and kill the bee in the small opening. Continue flying up, and kill the next three bees until you reach the top. Now, fly slightly southeast, and kill the bee in the opening. Head a bit southward, and kill the next bee. Go all the way down, and kill the last bee in the opening. Quickly fly directly up, then go east and through the Anti-Animal sign. Grab the Kremkoin, getting the Banana Bunch on the way.

---

#### Bonus Room #39

Location: Target Terror

Objective: Find The Token

Time Limit: 15 Seconds

Difficulty: Easy

How To Find: Just after you get the DK Coin, a blue Kremling guy in a race cart will be there. Avoid him, and when he falls down, follow him. You will be on a different track, so when your cart falls off, jump into the next one to ride into the Bonus Room.

How To Complete: This is fairly easy. You'll be riding on several tracks, and you must jump to several mine carts to make it to the end of the bonus. That's really all there is to it, so jump into each mine cart when you have to until you reach the end, where you are forced to grab the Kremkoin.

---

#### Bramble Scramble Bonuses

---

Bonuses: 1

---

#### Bonus Room #40

Location: Bramble Scramble

Objective: Collect The Stars

Stars To Collect: 40

Time Limit: 40 Seconds

Difficulty: Normal

How To Find: From the beginning, proceed west as normal. Climb the rope to the left, then jump to the next one. Climb up, avoiding the enemy, and jump east onto the platform. Kill the enemy, and throw a Kong to the northwestern corner, into an Invincibility Barrel. From there, go east and drop down onto the Brambles, and make your way to the east. Jump into the barrel, and shoot towards the left side and into a Bonus Barrel.

How To Complete: Grab onto Squawks, and shoot the bee nearby. Collect the four stars, then fly all around the area, killing the bees. Grab the stars they were guarding. At the top are two bees, so kill them and fly up, collecting the stars. After you get all of the stars, fly in the southeast corner and go through the Anti Animal sign, and collect the Banana Coin. Go east and collect the Kremkoin.

---

#### Rickety Race Bonuses

---

Bonuses: 1

---

#### Bonus Room #41

Location: Rickety Race

Objective: Destroy Them All

Time Limit: 10 Seconds

Difficulty: Normal

How To Find: At the very beginning of the level, you'll see a platform above

you. Toss a Kong onto it, then toss a Kong onto another ledge above you. Use Dixie to fly right over to the next platform, then walk into the bonus.

How To Complete: To clear this bonus, you have to bash the Kremlings riding the mine carts. However, it's hard to kill them all, so here's what you should do. Bash the first baddy you'll see, then jump onto the higher track. Bash the guy there, then jump on the high track, and bash the next Kremling guy. Drop down to the lower ledge, and bash the guy there. Jump up, kill the next Kremling, then drop to the next ledge and kill the next Kremling. Doing this should cause the Kremkoin to appear, as you wheel to it to complete the bonus.

---

#### Mudhole Marsh Bonuses

---

Bonuses: 2

---

#### Bonus Room #42

Location: Mudhole Marsh

Objective: Collect The Stars

Stars To Collect: 30

Time Limit: 30 Seconds

Difficulty: Easy

How To Find: After you get the O out of the crate, continue with the level until you reach the next Cat-o-nine-tails. Either toss a Kong into the Bonus Barrel above, or have the Cat-o-nine-tails throw you into it.

How To Complete: Get the DK Barrel at the start if you don't have two Kongs. Jump on the ledges and toss the Kongs into the stars. After you get all of the stars in one area, move to the next area and do the same. It's really easy. Grab the Kremkoin at the end after you get all of them.

---

#### Bonus Room #43

Location: Mudhole Marsh

Objective: Destroy Them All

Time Limit: 30 Seconds

Difficulty: Normal

How To Find: After getting the N, you'll soon come to a small ledge with a cannonball. Take it, and jump across the next few ledges. Avoid the barrels, and kill the cannon guy at the end. Throw the cannonball into the cannon, and jump in to enter the bonus.

How To Complete: Take the first cannonball and throw it at the bee. Leave the cannonball behind, and jump to the next platform. Kill the two dragonflies using the cannonball, then throw it across to the next bee. Jump to that ledge, and throw it to the next bee. Jump across two more ledges and grab the Kremkoin.

---

Rambi Rumble Bonuses

-----

Bonuses: 2

-----

Bonus Room #44

Location: Rambi Rumble

Objective: Find The Token

Time Limit: 15 Seconds

Difficulty: Easy

How To Find: Before you get the Half Way Barrel, when you climb up a wall of honey, you'll be on a small platform. You'll see a single Banana in the northwest corner. Do a cartwheel jump and touch the Banana to hang on a hook. Jump to the wall of honey to the left, then try to jump to the next hook. Jump to the next wall of honey, and then jump up and try to jump to the wall of honey above. Get the Banana Coin off of the hook, then enter the wall to the left, which takes you to a bonus.

How To Complete: Jump to the left wall of honey, and climb your way up. Quickly jump to the next wall of honey, and then climb your way to the top, and jump on the ledge. Grab the Kremkoin.

-----

Bonus Room #45

Location: Rambi Rumble

Objective: Destroy Them All

Time Limit: 15 Seconds

Difficulty: Easy

How To Find: Right after the King Zing Sting chase (the huge bee), and right before you enter the barrel leading to the goal, stand just left of the barrel. Hold A, then release it to dash into the wall, breaking it open. You'll automatically enter a bonus.

How To Complete: Start by heading east. Bash the blue guy, and head down. Just bash all of the enemies and follow the paths until you bash all of the enemies, and reach the end. Get the Kremkoin.

-----

=====  
Gloomy Gulch Bonus Locations  
=====

Ghostly Grove Bonuses

-----

Bonuses: 2

-----

Bonus Room #46

Location: Ghostly Grove

Objective: Find The Token

Time Limit: 20 Seconds

Difficulty: Very Easy

How To Find: Right after you get the O, you'll come to a platform with a Kremling in a barrel, and a regular barrel. Throw the Kremling in a barrel all the way down the steps, then take the normal barrel and break open the wall to the right. Enter it to be taken to a bonus.

How To Complete: This is simple. Pick up the nearby crate, and throw it up at the moving red bee. Throw the crate at it a few more times until the Kremkoin comes out.

---

#### Bonus Room #47

Location: Ghostly Grove

Objective: Find The Token

Time Limit: 10 Seconds

Difficulty: Very Easy

How To Find: Just after you get the N in the crate, you should see two Ghost Ropes that appear, then disappear not even two seconds later. You must stay below the first one, then not even a second after it reappears, jump to it, the second rope, and directly into the Bonus Barrel before they disappear. It is hard to do, but it is indeed possible.

How To Complete: This bonus is very easy. Just jump on the first Ghost Rope, then jump to each one until you reach the end, then grab the Kremkoin there.

---

#### Haunted Hall Bonuses

---

Bonuses: 3

---

#### Bonus Room #48

Location: Haunted Hall

Objective: Find The Token

Time Limit: 15 Seconds

Difficulty: Easy

How To Find: After you leave the first skeleton spirit behind, you'll see two paths: down and up. Jump up and onto the track, then jump onto the wooden ledge and you'll ride into a bonus.

How To Complete: As you ride, you'll see the Kremkoin in mid air, but you can't reach it! As you ride along the track, get the Bananas, and you'll go up a hill on the track, and get a Plus Barrel. Then, you'll start driving backwards! Quickly jump onto the higher track, then jump to each track and get the Kremkoin floating in the air.

---

#### Bonus Room #49

Location: Haunted Hall

Objective: Collect The Stars

Stars To Collect: 120

Time Limit: 20 Seconds

Difficulty: Very Easy

How To Find: After you leave the first bonus in the level, you'll get drove backwards onto a track, and ride directly into another bonus!

How To Complete: This is a very, very easy bonus. Despite the high amount of stars you have to collect, it is no problem to do so. You'll collect a few stars by being shot into a mine cart. Simply get as many stars in the air as you can until you get 120, then the Kremkoin will appear at the end.

---

Bonus Room #50

Location: Haunted Hall

Objective: Find The Token

Time Limit: 10 Seconds

Difficulty: Normal

How To Find: After you get the N, you'll go through another door, and come to another split path. Let your cart slightly fall, and then jump to the bottom track. You'll ride into the bonus.

How To Complete: This bonus can be a little hard, because there's a good chance you'll fall off. Your cart goes very fast, and you must jump over to each track when you have to, until you reach the end of the bonus. You should grab the Kremkoin with 1 or 2 seconds remaining. If you don't get it, keep trying.

---

Gusty Glade Bonuses

---

Bonuses: 2

---

Bonus Room #51

Location: Gusty Glade

Objective: Find The Token

Time Limit: 10 Seconds

Difficulty: Normal

How To Find: After getting the O, you'll have to jump onto a higher platform, and you'll see a single Klaptrap. The Bonus Barrel is in plain sight, so simply kill the Klaptrap, and land in the Bonus Barrel.

How To Complete: This is easy, if you know what you're doing. The wind, at the beginning of the bonus, will blow west. Jump from each of the dragonflies. As you do, the wind will blow east for the entire time! Simply just slightly hold the D-Pad right as the wind blows you east, and bash all of the dragonflies until you reach the end. Get the Kremkoin.

---

Bonus Room #52

Location: Gusty Glade

Objective: Collect The Stars

Stars To Collect: 60

Time Limit: 40 Seconds

Difficulty: Easy

How To Find: After you get the N out of the crate, you'll see another crate



nearby. Throw it at the second Kutlass to get a cannonball. Go east and jump across the gap to the next ledge, then jump to another ledge, and throw the cannonball into the cannon. Then, get inside the cannon to be shot into a bonus.

How To Complete: You don't have to worry about wind blowing in this bonus.

A barrel that shoots you up will come to you, and it will be below all of the stars. Hop into said barrel, and when it shoots you up, collect the stars as it moves around the area, switching from right to left. Keep doing this until you have all of the stars. If you fall, you land on a lower ground. Just go west or east and jump back up, and enter the barrel again. After you get all of the stars, the Kremkoin is at the east end of the area.

---

#### Parrot Chute Panic Bonuses

---

Bonuses: 2

---

#### Bonus Room #53

Location: Parrot Chute Panic

Objective: Find The Token

Time Limit: 15 Seconds

Difficulty: Very Easy

How To Find: After you get the K, you'll hang onto another Squawks. Hug the left wall, and eventually, you'll see a path. Take it, and press X to dismount Squawks. From there, head west into the wall, which is really a bonus.

How To Complete: This is pretty easy. Jump on the normal Squawks, and fly up, following up the path. Continue following the path until you get to the top, where the Kremkoin awaits.

---

#### Bonus Room #54

Location: Parrot Chute Panic

Objective: Destroy Them All

Time Limit: 25 Seconds

Difficulty: Easy

How To Find: Before getting the N, at one point, you should see a small wall of honey above the bees next to a purple Squawks. Jump on it, then jump to the wall of honey above, then jump right, to the small wall of honey. Jump onto the platform and walk into the bonus.

How To Complete: Simply use Squawks to shoot down all of the bees in the first area, then go east into the next area. Do the same thing for the next area, then go through the Anti-Animal sign to get a TNT Barrel. Throw it at the bee, then jump up the steps and claim the Kremkoin.

---

#### Web Woods Bonuses

---

Bonuses: 2

---

Bonus Room #55

Location: Web Woods

Objective: Find The Token

Time Limit: 30 Seconds

Difficulty: Easy

How To Find: This one is a bit hard to find. After you get the N, you'll have to cross another gap via web platforms. The Necky's will dive at you. Cross that gap and get on the next ledge, where you'll see a cannon guy. DO NOT kill him. Instead, wait until he shoots a cannonball that goes very, very slow. From there, follow the cannonball over the gap again, and follow it to the previous platform. The cannonball will hit the wall, and break it open. Walk directly into it and into a bonus.

How To Complete: Simply create web platforms in between the Brambles, then kill the bees. Keep going east with web platforms until you reach the end, then get the Kremkoin.

---

Bonus Room #56

Location: Web Woods

Objective: Collect The Stars

Stars To Collect: 30

Time Limit: 20 Seconds

Difficulty: Easy

How To Find: Before the end of the level, you'll meet yet another cannon guy. Wait until he fires a cannonball, then follow it to the left. At the dead end, the cannonball will break the wall, so head inside to a bonus.

How To Complete: Just create web platforms across the gap, and get the stars in the shape of a Rareware symbol. After you get them all, go to the other side and get on the platform. Snag the next Kremkoin as yours to keep!

---

=====  
K. Rool's Keep Bonus Locations  
=====

Arctic Abyss Bonuses  
-----

Bonuses: 2

---

Bonus Room #57

Location: Arctic Abyss

Objective: Collect The Stars

Stars To Collect: 100

Time Limit: 20 Seconds

Difficulty: Easy

How To Find: After getting Enguarde, follow the path down, then go east. Kill the enemies, then go to the northwest corner. You'll see two single Bananas pointing to a wall. Go all the way east, and hold A. Release it, and you'll dash into the wall, break it open, and enter the bonus.

How To Complete: Go to the stars in the water, then alternate from left to right, and tap Y as the water lowers. After you collect 100 stars, the Kremkoin appears at the end.

---

Bonus Room #58

Location: Arctic Abyss

Objective: Find The Token

Time Limit: 25 Seconds

Difficulty: Easy

How To Find: To find this bonus, just before you get the G, you'll have to do a dash by holding A with Enguarde to get a 1-Up Balloon on a ledge. Go southeast of there and kill the Lockjaw, then go through the wall, and into a secret area. Go through the Anti-Animal sign, and head into the wall that's a bonus.

How To Complete: Follow the path down and drop down. Pick up the nearby crate and throw it at all of the bees in the area, then drop down to the bottom and throw it at the last bee to get the Kremkoin. Grab it.

---

Windy Well Bonuses

---

Bonuses: 2

---

Bonus Room #59

Location: Windy Well

Objective: Destroy Them All

Time Limit: 20 Seconds

Difficulty: Very Easy

How To Find: After getting the O, wait until you make it on the next platform. From there, go left and jump off of the platform, and the wind will push you up and down. Go under the next platform, under the bee, then land on the small narrow ledge and enter the Bonus Barrel you'll see, collecting a Banana Coin as well.

How To Complete: First, jump up and the wind will blow you up onto a hook. Jump from each dragonfly until you see some Bananas, then follow them down to the Kremkoin.

---

Bonus Room #60

Location: Windy Well

Objective: Collect The Stars

Stars To Collect: 60

Time Limit: 15 Seconds

Difficulty: Very Easy

How To Find: Right under the platform with the goal is a platform with a Bonus Barrel, a Kutlass, and a Kremling in a barrel. Drop off to the left side of that ledge, and activate the Kremling in a barrel. Lure him to the edge, then jump on his head. Pick up the barrel, and throw it at the Kutlass, then walk into the Bonus Barrel.

How To Complete: Jump on Squawks, and simply avoid the Brambles and collect the stars throughout the area. When you get all of the stars, go to the southeastern corner and grab the Kremkoin. Go through the Anti-Animal sign to get a Banana Bunch.

---

#### Castle Crush Bonuses

---

Bonuses: 2

---

#### Bonus Room #61

Location: Castle Crush

Objective: Destroy Them All

Time Limit: 10 Seconds

Difficulty: Easy

How To Find: After the few porcupines drop from the paths, and after you kill them, you'll come to a Banana arrow pointing towards the wall. As Rambi, jump on the ledge, and the moving floor will slow down a bit. Hold A, then release it, and dash through the wall and into a bonus.

How To Complete: To complete this bonus, simply bash all of the bees in the area as the floor takes you up. After you bash all of the bees, take the Kremkoin at the end.

---

#### Bonus Room #62

Location: Castle Crush

Objective: Find The Token

Time Limit: 30 Seconds

Difficulty: Easy

How To Find: You have to have gotten Squawks to get into this bonus. See the Walkthrough section for more information. Go through the Anti Animal sign to get a TNT Barrel, then pick it up and jump into the small alcove. Throw it at the wall to break it open, then walk in to enter a bonus.

How To Complete: The floor moves a bit fast in the bonus, but it's still pretty easy! Simply follow the Bananas throughout the bonus, then when the floor stops, jump up to the ledge, and as always, grab the Kremkoin.

---

#### Clapper's Cavern Bonuses

---

Bonuses: 2

---

Bonus Room #63

Location: Clapper's Cavern

Objective: Find The Token

Time Limit: 20 Seconds

Difficulty: Easy

How To Find: At the very start of the level, toss a Kong directly up from the start. You'll hang on a hook. Jump to the above hook, then jump on the platform. Kill the four porcupines and the Klaptrap, then go east through the wall and into the bonus.

How To Complete: Just jump from each ice platform until you reach the end. If you happen to fall off, jump to the platform to the west, and try again!

---

Bonus Room #64

Location: Clapper's Cavern

Objective: Find The Token

Time Limit: 15 Seconds

Difficulty: Easy

How To Find: After getting Enguarde, go east, then go northwest. Kill the two nearby Puftups, then go west some more. Kill the Puftup, then get the Banana Coin. From where the Banana Coin is, aim at the right wall, and hold A. Release it to dash through the wall, and into a bonus.

How To Complete: Just tap Y to get off of the platform, and drop into the water. From that point on, the water will gradually lower, so keep tapping Y until you reach the end. Then, hold A and then release it to dash into the Kremkoin.

---

Chain Link Chamber Bonuses

---

Bonuses: 2

---

Bonus Room #65

Location: Chain Link Chamber

Objective: Find The Token

Time Limit: 20 Seconds

Difficulty: Normal

How To Find: After you climb up the first set of chains and avoid the bees, you will come to three boomerang guys. Bash all of them, and go behind where one of them on the left was. You'll find a Kremling in a barrel, and a cannonball behind him. Kill the Kremling and get the cannonball, then jump off and hug the eastern wall. You'll fall through a passage, so throw the cannonball into the cannon, then enter the cannon to enter a bonus.

How To Complete: Take the cannonball at the start, and throw it at the bee. Get on the chain and grab the Banana Bunch, then make your way across the bees, and jump onto the two hooks and to the next

chain. Go west and jump over the bees, then to the next two hooks. Get on the last chain, avoid the bees, and when you make it to the end, get the Kremkoin.

---

Bonus Room #66

Location: Chain Link Chamber

Objective: Find The Token

Time Limit: 15 Seconds

Difficulty: Normal

How To Find: Just after you get the N and you get past the rain of cannonballs, climb to the top, then go east. Jump to the left wall, and you'll go through it. Go west and cartwheel (as Diddy) or swipe (as Dixie) through the cannon guys. Walk west into the wall, and you will enter a bonus!

How To Complete: Jump into the Time Barrel, and shoot to the next one. They only have a timer of three seconds on each one, and you don't even have that much time! Shoot to each Time Barrel, then shoot to the top ledge and get the Kremkoin.

---

Toxic Tower Bonuses

Bonuses: 1

---

Bonus Room #67

Location: Toxic Tower

Objective: Find The Token

Time Limit: 30 Seconds

Difficulty: Normal

How To Find: Right after you get Squitter, create web platforms to the eastern wall. Kill the bee there, then go right, and through the wall. Continue through the wall, and enter the Bonus Barrel.

How To Complete: Create web platforms going northeast, and avoid the Brambles. When you have to turn northwest, do so, then turn northeast soon after. When you make it to the end, get on the wooden platform and get the spawned Kremkoin.

---

=====  
The Flying Krock Bonus Locations  
=====

Screech's Sprint Bonuses

Bonuses: 1

---

Bonus Room #68

Location: Screech's Sprint

Objective: Find The Token

Time Limit: 35 Seconds

Difficulty: Normal

How To Find: This can only be gotten with two Kongs, so you must keep both Kongs up until the point where you're about to get the Half Way Barrel. If you look up while on the second small wooden platform, you'll notice a cannonball on a ledge you cannot reach alone. Throw a Kong onto said ledge, then take the cannonball, and jump into the cannon with the cannonball in your hand to enter a bonus.

How To Complete: At the start, there is a DK Barrel nearby. Get it if you got here by sacrificing a Kong; you have to have Dixie. Fly down, and follow the path of Bananas. When you see the Bananas going down, stop flying and drop down to a ledge. Do a run and jump off the ledge, then fly onto the next one. Fly slowly, and follow the Bananas down to another platform. Run and jump to the next platform and the Kremkoin is there.

-----

=====  
The Lost World Bonus Locations  
=====

Jungle Jinx Bonuses  
-----

Bonuses: 1

-----

Bonus Room #69

Location: Jungle Jinx

Objective: Destroy Them All

Time Limit: 15 Seconds

Difficulty: Normal

How To Find: Right when you see a dragonfly hover above the spikes, you'll see a small part of the ledge that does not have spikes on it. As Dixie, fly left, and into the Bonus Barrel.

How To Complete: Grab the DK Barrel at the start if you don't have two Kongs. When the bee moves, toss a Kong into the bottom of the dragonfly to kill it. If you touch a bee, the bonus ends! Continue, and do the same thing until you kill all of the dragonflies, then get the DK Coin at the end.

-----

Black Ice Battle Bonuses  
-----

Bonuses: 1

-----

Bonus Room #70

Location: Black Ice Battle

Objective: Find The Token

Time Limit: 20 Seconds

Difficulty: Easy

How To Find: After getting the N, jump off the ledge and hug the right wall.

Get the cannonball from that area, and drop off the ledge. Avoid the bees, and drop down to the next ledge. Kill the Klaptraps, then head west and drop off the ledge. Hug the right wall, and throw the cannonball at the bees. Get the G and the Bananas, then throw the cannonball into the cannon and walk in to enter another bonus room!

How To Complete: Simply go down the hill and jump over the bees, then fall down to another hill. Do the same thing as you did for the last hill, then when you reach the end, get the DK Coin.

-----

Klobber Karnage Bonuses

-----

Bonuses: 1

-----

Bonus Room #71

Location: Klobber Karnage

Objective: Destroy Them All

Time Limit: 15 Seconds

Difficulty: Easy

How To Find: You can't get this bonus until you get to the goal. Either switch to Diddy, and have him enter the Diddy Barrel, then shoot east to a secret bonus, or go behind the goal and toss a Kong into the top-right corner to enter a bonus.

How To Complete: Jump and get the Invincibility Barrel, then run across the spikes and bash the bees. Then, as you go along the path, get the next Invincibility Barrel, and bash the rest of the bees, then get the DK Coin at the end.

-----

Fiery Furnace Bonuses

-----

Bonuses: 1

-----

Bonus Room #72

Location: Fiery Furnace

Objective: Find The Token

Time Limit: 40 Seconds

Difficulty: Normal

How To Find: After you get the G, use the Time Barrel to make your way over to the other side. Then, use the Cat-o-nine-tails to toss you into



the Time Barrel in the air, then fly northeast and shoot into the next Bonus Barrel.

How To Complete: Follow the path as you're in the barrel, avoiding the bees, and the Brambles. When you make it to the end, simply fire down onto the platform, and get the DK Coin.

---

#### Animal Antics Bonuses

---

Bonuses: 1

---

#### Bonus Room #73

Location: Animal Antics

Objective: Find The Token

Time Limit: 35 Seconds

Difficulty: Easy

How To Find: Right before you use the barrel to launch you up into the Bramble part of the level, have Squitter create web platforms going to the northeastern corner. Jump onto the high ledge, then go all the way east and drop into the final Bonus Barrel, and the final bonus!

How To Complete: Suprisingly, the last bonus is easy. Start by creating web platforms going up, killing the bees. When you see the Squawks Barrel, jump in to become Squawks. Then, fly up and kill the bees while following the path, then when you kill all the bees, go east and enter the Squitter Barrel to become Squitter again, then grab the DK Coin.

---

#### VI. DK Coin Locations

---

In this section, I will list all of the DK Coins in the game, along with info on how to obtain them and such. DK Coins are there to help you get 102% clear. They are required in order to fully complete the game. With that said, a list of each and every DK Coin is listed below. Also, there are a total of 40 DK Coins in the game.

#### Gangplank Galleon DK Coin Locations

---

#### DK Coin #1

Location: Pirate Panic

Difficulty: Very Easy

How To Find: To find the very first DK Coin, you must have gotten past the second bonus in the level. Right after it, you'll see a stack of barrels. One is a single barrel with a brown box on it. Jump on

that one, then to the higher one. You'll see the DK Coin in midair, so jump to collect it and the Bananas along the way.

---

DK Coin #2

Location: Mainbrace Mayhem

Difficulty: Easy

How To Find: To get this one, you have to enter the third bonus in the level. See the Bonuses section to see how to get to it. When you enter the bonus, either complete it or fail it. When you emerge out of the bonus, you'll be on a high ledge. Grab the Banana Coin and the Bananas, then go east and jump to the next ledge. The DK Coin is there on the ledge.

---

DK Coin #3

Location: Gangplank Galley

Difficulty: Very Easy

How To Find: This an easy DK Coin to get. At the start of the level, jump on the set of barrels, up to where the Bonus Barrel is at. Then, jump, and use Dixie Kong to fly to the nearby hook in the air. From there, fly to the next hook and get the Banana Bunch, then fly to the last hook with the DK Coin.

---

DK Coin #4

Location: Lockjaw's Locker

Difficulty: Normal

How To Find: This one is only obtainable at the very end, and you only have one chance of getting it! If you miss it, you have to start the level over! Also, you need Enguarde. Right after you kill the two starfish enemies right before the end of the level, charge up by holding A. Then, release A. If done correctly, you'll make it across to a passageway before the water can lower. Your DK Coin is in this percise location.

---

DK Coin #5

Location: Topsail Trouble

Difficulty: Easy

How To Find: After getting the second Bonus Barrel, go east and jump to the next rope. Make your way up it while avoiding the enemies, and when you must go left, jump to the right instead. You'll catch the DK Coin in midair, and land on a ledge.

---

=====  
Crocodile Cauldron DK Coin Locations  
=====

---

DK Coin #6

Location: Hot-Head Hop

Difficulty: Easy

How To Find: Right when you get Squitter, you'll see a pack of Bananas that is forming a shape of a Y. Create web platforms with Squitter, and make your way directly up, past the Y-shaped Bananas. You'll see the DK Coin surrounded by many Bananas, so grab it.

---

DK Coin #7

Location: Kannon's Klaim

Difficulty: Normal

How To Find: This one can be a bit tricky to find. To get to its location, you have to be in the first bonus in the level. After entering the bonus, go directly to the right, to the edge of the platform. Make Dixie as the leader, then run and jump, and begin flying to the right. The DK Coin is on a small ledge. After getting it, you will see a Dixie Barrel, so use it to continue with the bonus.

---

DK Coin #8

Location: Lava Lagoon

Difficulty: Normal

How To Find: After you get the G, you'll come to a seel. Hit him, and then go east, and directly south through a secret passage. Follow the path east, and grab the Invincibility Barrel. Grab the DK Barrel if needed, then follow the Bananas up, and grab the DK Coin! Also, continue following the Bananas to a barrel that will shoot you back to the location you need to be at.

---

DK Coin #9

Location: Red-Hot Ride

Difficulty: Normal

How To Find: After the Half Way Barrel, you'll shortly come to two bees hovering in between a balloon. Have both Kongs, and risk it by jumping on the top bee, losing a Kong, and grabbing the N and the DK Coin at once! Then, really quickly move the balloon to the east to avoid death.

---

DK Coin #10

Location: Squawks's Shaft

Difficulty: Easy

How To Find: See Bonus Barrel #22 for information on how to get to the passage where the DK Coin is at. Once there, look just east of the bonus. If you got the last bonus in the level, you can't miss it, because you respawn right on the DK Coin anyway. Also, to continue with the level, simply go southwest back through the passageway.

---

=====  
Krem Quay DK Coin Locations  
=====

---

DK Coin #11

Location: Barrel Bayou

Difficulty: Very Easy

How To Find: To get this one, you must have Rambi. Simply get to the Anti Animal sign, and Rambi will die, and turn into the DK Coin!

---

DK Coin #12

Location: Glimmer's Galleon

Difficulty: Easy

How To Find: First, make your way to the room with the first bonus (see Bonus Room #25 for details). In that room, swim to the northeast corner, and through a secret passage. You'll be in a room with a few Banana Bunches, and a pack of Bananas forming the shape of a 3. After collecting these things, head to the northeast corner, then swim directly up, to a room with a pack of Bananas forming a 4. Collect those, then the DK Coin in plain sight! Simply make your way out of the passages and back to the start of the level. Also, if you swim through the northwest corner of the area with the bonus, you'll be in a room with two Banana Coins, and a 2-shaped pack of Bananas.

---

DK Coin #13

Location: Krockhead Klamber

Difficulty: Normal

How To Find: At the very start of the level, turn around. You'll see two bees. Toss a Kong across them and over onto the ledge. Pick up the crate nearby, and throw it at the bee nearby for a 1-Up Balloon. Fly over the last bee with Dixie, and land onto the next ledge. Then, throw a Kong into the middle of all of the bees, and grab the Banana Coin. Throw Dixie/Diddy to the left side, and pick up the crate. Throw the crate at all four bees around you, and the crate will really break, and contain the DK Coin! To get back to the real part of the level, use the barrel to the right.

---

DK Coin #14

Location: Rattle Battle

Difficulty: Normal

How To Find: Right after you get the letter O, you'll come to a stack of barrels, and a ton of Kremlings. Kill them, and head on top of the barrels. Ignore the bee, and then jump and hug the right wall. You will go through it, so head east, and you'll collect the DK Coin, and enter a barrel!

---

DK Coin #15

Location: Slime Climb

Difficulty: Easy

How To Find: Just before the end of the level, you should see an Invincibility Barrel in the air. Toss a Kong into the air, and get the barrel. Then, go right, and get in the water. Swim under the platform with

the goal, and grab the DK Coin in the corner. From there, jump onto the platform with the goal.

---

DK Coin #16

Location: Bramble Blast

Difficulty: Normal

How To Find: Right before the end of the level, when you must hop on three dragonflies to reach the goal, hold left on the D-Pad after bashing the first of the three dragonflies. Fall down the pit, and into a barrel. You'll be shot up, and suddenly, you'll be hanging onto Squawks! Head west, and get the DK Barrel there if you need it. Continue west, and follow the path up until you see a bee to the left. Kill it, and then fly inside the small area and snag the next DK Coin!

---

=====  
Krazy Kremland DK Coin Locations  
=====

---

DK Coin #17

Location: Hornet Hole

Difficulty: Easy

How To Find: You MUST have Squitter to get this DK Coin. Shortly after getting the O, you will come to the end of a platform, with a bee spinning around a hook (this is the second one you see, NOT the first one). Kill the bee, and create web platforms to get on the ledge. Go east and kill the enemies until you get to a bee above what appears to be a cliff. Kill the bee, and drop off of the said cliff, to a secret area. Kill the two bees, and create some web platforms. Jump to the next platform, and then create web platforms up. Get all of the Bananas, along with the DK Coin. To continue with the level, simply use the barrel to shoot out of the area at the far right side of the room.

---

DK Coin #18

Location: Target Terror

Difficulty: Very Easy

How To Find: Shortly after you get the Half Way Barrel, and just before you get to the second blue Kremling guy, you'll go through a tunnel. Jump immediately, and you'll get this DK Coin.

---

DK Coin #19

Location: Bramble Scramble

Difficulty: Hard

How To Find: This one is hidden a bit well, which is why I said it's hard to find. First, get Squitter (see the Walkthrough section to see how to do that). About half way up the path with Bananas, you'll see two Banana Coins. From there, create web platforms going directly

left, and through the Brambles (follow the single Banana you'll see). Continue going west with web platforms, and get the DK Coin. In the top right corner is a single Banana. Touch it to get a Banana Coin. If you get the Banana in the southwestern corner, you will get a 3-Up Balloon! From there, just exit the secret passage and continue.

---

DK Coin #20

Location: Rickety Race

Difficulty: Easy

How To Find: See the Walkthrough section to see how to complete the level.  
Come in 1st Place, and the last Kremling will drop the DK Coin.

---

DK Coin #21

Location: Mudhole Marsh

Difficulty: Hard

How To Find: At the very end of the level, DO NOT kill the cannon guy. Use the hook nearby, and fly as Dixie to the goal. When the barrel moves to the goal, quickly jump on it and land on the goal, and hope that the prize you obtain is the DK Coin. This is really hard to get, and it takes lots of practice, so keep trying.

---

DK Coin #22

Location: Rambi Rumble

Difficulty: Normal

How To Find: Right after the Half Way Barrel, get to the door leading to the room where Rambi is at. Toss a Kong directly up from the entrance, and you'll be on a hook. Jump up and on another hook, then jump to the right, on top of the ledge. The DK Coin is on the right wall of honey. Simply use the left wall of honey to get back up to the platform, and jump down to get back to where you need to be.

---

=====  
Gloomy Gulch DK Coin Locations  
=====

---

DK Coin #23

Location: Ghostly Grove

Difficulty: Normal

How To Find: This one is a little hard to find. After getting the O, you'll come to a ledge with a Kremling in a barrel. Defeat it, then go to the left edge of the platform. Either perform a cartwheel jump, or fly to the left into a barrel. You'll be shot into the DK Coin, and back up to the ledge with the O.

---

DK Coin #24

Location: Haunted Hall

Difficulty: Very Easy

How To Find: To get this DK Coin, wait until you enter the area with the goal. Go to the goal, but go just west of it, through the passageway. You'll get the DK Coin, and be shot back up to the platform.

---

DK Coin #25

Location: Gusty Glade

Difficulty: Easy

How To Find: Right before you get to the G, stand on the very high platform where the cannon guy is below. As Dixie, fly to the east, and the wind will push you directly into this DK Coin.

---

DK Coin #26

Location: Parrot Chute Panic

Difficulty: Easy

How To Find: At the very start of the level, drop down the pit, and hug the left wall while flying with Dixie. Land in the small alcove with the DK Coin inside.

---

DK Coin #27

Location: Web Woods

Difficulty: Hard

How To Find: This one is at the very end of the level, and you must obtain it at the goal as a prize. It is pretty hard to do it, however. Here is how to do it the easiest way: jump in the barrel, and then, after the single Banana appears on the goal for one second, you should shoot immediately. If you did it right, you will obtain the DK Coin as the prize. Take note that you can ONLY see the DK Coin as a prize for a split second, then it goes back to the other items, then back to the DK Coin.

---

=====  
K. Rool's Keep DK Coin Locations  
=====

---

DK Coin #28

Location: Arctic Abyss

Difficulty: Easy

How To Find: After getting the Half Way Barrel, head southwest, then directly north. Go to the wall, then face east, and hold A. Release it, and as the water lowers, you'll get the DK Coin before it can lower all the way.

---

DK Coin #29

Location: Windy Well

Difficulty: Easy

How To Find: After you get the N, you'll soon come to a platform where you'll see bees under it (about three or so). There is also the DK Coin there! Jump from the lower platform, and immediately hold right on the D-Pad. Go past the bees and collect the DK Coin, then float up to the next platform.

---

DK Coin #30

Location: Castle Crush

Difficulty: Easy

How To Find: After you get the Half Way Barrel, head west into a secret area. Jump into the Squawks Barrel to become Squawks, then fly directly up, ignoring the enemies and leaving the floor behind. Ignore the bees, and make your way through the bees. Head east, then south, and get the Banana Bunch. Take the path down and grab the DK Coin.

---

DK Coin #31

Location: Clapper's Cavern

Difficulty: Very Easy

How To Find: First, you have to get through the first bonus in the level. See the Bonuses section for information on that. After you clear the bonus, throw a Kong directly up from the exit of the bonus, and you'll grab onto a hook. Jump to the ledge with the DK Coin.

---

DK Coin #32

Location: Chain Link Chamber

Difficulty: Hard

How To Find: This DK Coin is very non-obvious, and it took me forever to figure out where it was. When you come to where you must alternate between the left and right rope as cannonballs are being fired, get half way up, and jump to the east. Hug the right wall, and you'll go through a passage. Get the N, then go east and jump up through another secret passage. Enter the small area, and snag the DK Coin! Well hidden, I say.

---

DK Coin #33

Location: Toxic Tower

Difficulty: Easy

How To Find: After you jump up the several ledges after getting the K, you'll come to three moving bees. Jump across them and land onto the next platform, then high jump to the next platform. Jump across the long platforms, then jump on the bee. Jump down, and hug the right wall, and you'll grab the DK Coin! Use the barrel to get shot back up to continue.

---

=====  
The Flying Krock DK Coin Locations  
=====



-----  
DK Coin #34

Location: Screech's Sprint

Difficulty: Easy

How To Find: After getting the O, head east and kill the bees. After you get past all of the bees, continue east, and head down. Get the DK Barrel if needed, then head west and directly up to the DK Coin. Just head south through a barrel to continue the race.

-----

=====  
The Lost World DK Coin Locations  
=====

-----  
DK Coin #35

Location: Jungle Jinx

Difficulty: Normal

How To Find: See Bonus Room #69. The DK Coin is at the end of the bonus, after you complete the required objective.

-----

DK Coin #36

Location: Black Ice Battle

Difficulty: Easy

How To Find: See Bonus Room #70. The DK Coin is at the end of the bonus, after you complete the required objective.

-----

DK Coin #37

Location: Klobber Karnage

Difficulty: Easy

How To Find: See Bonus Room #71. The DK Coin is at the end of the bonus, after you complete the required objective.

-----

DK Coin #38

Location: Fiery Furnace

Difficulty: Normal

How To Find: See Bonus Room #72. The DK Coin is at the end of the bonus, after you complete the required objective.

-----

DK Coin #39

Location: Animal Antics

Difficulty: Easy

How To Find: See Bonus Room #73. The DK Coin is at the end of the bonus, after you complete the required objective.

-----

DK Coin #40

Location: Krocodile Kore

Difficulty: Normal

How To Find: Defeat Kaptain K. Rool at Krocodile Kore, and you'll get the final DK Coin for winning! Read the Bosses section to see how to beat him for the last time.

---

=====  
VII. Enemies  
=====

In this section, I will list all of the enemies in the game, along with info about them and such. Also, take note that this entire list is in alphabetical order, from A-Z.

---

Cat O' 9 Tails

Description: These things will spin around and either slap the Kong, causing you to lose one, or capture you in its tails, then throw you up in the air, out of control! They're useful for reaching certain bonuses and the like, though. When it stops spinning, either jump on its head or roll through it to kill it.

Attacks: Spin, Capture, Throw

---

Click-Clack

Description: These little blue roach-looking creatures crawl around the area. If you jump on them once, they'll flip over on their backs. Then, just jump on them once more to kill them. If you roll through them, you'll immediately kill them! If you leave them on their backs for too long, they'll flip back over and crawl again! Also, when they're on their backs, you can pick them up and use them as a weapon.

Attacks: Crawl, Flip Over

---

Flitter

Description: These enemies look like blue dragonflies, and they are usually found hovering above something. Simply jump on them, or shoot nuts at them with Squawks to kill them. They sometimes will fly around, though not that often. They can be used to reach certain ledges, when jumped on.

Attacks: Fly

---

Floatsam

Description: These are blue floating things found in underwater levels. They just float around the water. Use Enguarde to kill them.

Attacks: Swim

---

### Kaboing

Description: A brown version of the Klomp. They will jump around either on a single spot on a single platform, or they'll jump around the whole area. Simply jump on them when they land to kill them.

Attacks: Jump

---

### Kackle

Description: This thing is a ghost-like enemy found in Haunted Hall, second level of the fifth world. It'll chase you throughout an entire area until you go through a door. If the countdown timer reaches zero, this thing kills a Kong, and the timer goes back up a bit. This enemy can not be killed.

Attacks: Chase, Kill

---

### Kannon

Description: This enemy is a fat guy that shoots either cannonballs or barrels across, or down, depending on the direction he's standing in. If he shoots out cannonballs, you'll have to avoid them! If he fires barrels, you can simply jump from each one to avoid them. Jump on this guys head or roll through him to finish him.

Attacks: Shoot

---

### Klampon

Description: A blue Klaptrap-looking enemy, with a long mouth and sharp teeth. They crawl around the entire area, chomping constantly. If you attempt to roll through these guys, they will chomp a Kong, which obviously makes you lose a Kong! Jump on them to kill them.

Attacks: Chomp

---

### Klank

Description: These guys are only found in mine cart levels. They are inside a mine cart, and if you bump into them, they'll knock you back a bit, and you'll lose one Banana! Jump on top of them with your mine cart when close enough to kill them.

Attacks: Throw Barrels, Bump

---

### Klinger

Description: This enemy can only be found on ropes or chains, and when they climb to the top, they drop down back to the bottom of the rope, and begin climbing up again. Try to land on their heads, and that will kill them.

Attacks: Climb, Drop

---

### Kloak

Description: These mean things are found in various levels, and they have no heads! They float in the air and throw certain objects at you, such as barrels, boxes, and even Zingers (bees)! However, some of

them will throw a Banana Bunch or something after awhile. Spit nuts at them or jump on them to kill them.

Attacks: Throw

---

#### Klobber

Description: This is an enemy that appears to be a normal barrel (or a normal TNT Barrel) at first sight. However, when you step near it, a Kremling pops out, and runs after you! The Yellow Kremling will bump into you, and cause you to lose your Banana count! You can grab the Banana Bunches again, though. The Red Kremling will try to bump into you, and if it succeeds, it'll explode and you'll lose a Kong! The Black Kremlings, if they bump into you, will cause you to lose some 1-Up Balloons, and your live count goes down! You can grab the 1-Up Ballons they steal. To defeat them, jump on their heads, and they'll go back inside the barrel. You can then pick up the barrel, and throw it at an enemy.

Attacks: Run, Bump

---

#### Klomp

Description: This enemy looks just like a Kremling from Donkey Kong Country. They walk on what looks like a wooden leg, and walk around one area. Jump on their heads or roll through them to kill them.

Attacks: Walk

---

#### Krook

Description: These guys stand in one spot, and attempt to throw a boomerang at the Kongs! Jump over it to avoid it, then either roll through him or jump on him to kill him. Squawks can also kill him.

Attacks: Throw

---

#### Kruncha

Description: A big, blue bulky guy, looks like Krusha from Donkey Kong Country. They walk around in one area, but when hit, they get angry, and turn red, and run really fast! If you touch them in this state, you'll lose a Kong! After awhile, they cool down. Throw an item at this thing to kill him.

Attacks: Walk, Run

---

#### Kutlass

Description: This enemy comes in either a yellow or a green form. The yellow form will slam its blades into the ground when you get close, and get them stuck in the ground for a few seconds. Jump on its head while its in that state to kill it. The green version will slam its blades into the ground, and not even a second later, it will pick them back up! After a few slices, the swords get stuck, so kill it then.

Attacks: Slice

---

### Lockjaw

Description: An orange fish creature. When you get near it, it dashes at you after a few seconds, opens its mouth wide, and attempts to bite you! These things can be dangerous if you don't have Enguarde. They are found in underwater levels. Use Enguarde to kill them.

Attacks: Dash, Bite

---

### Necky

Description: This enemy is a bird that can be found in various levels. When you get close to them, they'll pull back, and dash at you, in an attempt to knock out a Kong! Simply jump on them to kill them.

Attacks: Dash

---

### Neek

Description: A furry, grey-colored rat that can be found in various levels. All they do is squeak and crawl. Jump or roll on them to kill them.

Attacks: Crawl

---

### Puftup

Description: These big blowfish enemies are found underwater, and when you get near them, they'll expand and explode, and spikes will go flying everywhere! Avoid them. Enguarde can kill these things by dashing at them.

Attacks: Expand, Explode

---

### Screech

Description: This is Kaptain K. Rool's bird. On your way to make it to the Kaptains ship, you have to race this bird in a Bramble stage, as Squawks. This enemy cannot hurt you, and you cannot kill it. If you lose the race, you also lose an extra life!

Attacks: Fly

---

### Shuri

Description: This is a starfish-like enemy with eyes. When you get close to it, they spin around, and then swim to you fast, in an attempt to get rid of a Kong. Use Enguarde to stab these creatures.

Attacks: Dash

---

### Snapjaw

Description: This enemy is just like the Lockjaw, but its purple, and found in swamp waters. If you happen to even step inside the water, if this thing spots you, it will immediately attempt to bite you to take out a Kong! This enemy cannot be killed.

Attacks: Bite

---

### Spiny

Description: This is a porcupine enemy that is found in many, many levels. This enemy likes to crawl around the area. If you jump on their backs, it results in the loss of a Kong! To kill them, roll into them where their face is.

Attacks: Crawl

---

Zinger

Description: A bee enemy that is probably the most common enemy you'll find in the game. These things, when touched, will result in the loss of a Kong. They usually hover over one area. Sometimes, however, you will find them flying across the screen. Use Squawks or a nearby object (such as a barrel or box) to kill them. Yellow Zingers can be killed, whereas red ones cannot be killed in any way.

Attacks: Fly, Hover

---

=====  
VIII. Swanky's Bonus Bonanza  
=====

In this section, I will list each quiz for each world in Swanky's Bonus Bonanza. I will also provide each question he gives, and the answer to each and every question.

Gangplank Galleon

---

Quiz Name: Swanky's Swag

Price: N/A

-

Question #1 - What is my name?

Choices:

- A. Swanky
- B. Wonky
- C. Stinky

Answer: Swanky

-

Question #2 - What is the first enemy that you see in the game?

Choices:

- A. A furry rat
- B. A scaly crocodile
- C. An ugly earthworm

Answer: A furry rat

-  
Question #3 - What is the name of the area of this island?

Choices:

- A. Gangway Garbage
- B. Gangland Galleon
- C. Gangplank Galleon

Answer: Gangplank Galleon

-----

Quiz Name: Pirate Puzzler

Price: 1 Banana Coin

-

Question #1 - What button do you press to run?

Choices:

- A. Button B
- B. Button Y
- C. Start Button

Answer: Button Y

-

Question #2 - What is the name of the first level in the game?

Choices:

- A. Pirate Picnic
- B. Pirate Panic
- C. Pirate Punch-up

Answer: Pirate Panic

-

Question #3 - What is the name of the enemy boss who has kidnapped Donkey Kong?

Choices:

- A. Kaptain K. Rapp
- B. Korporal K. Reep
- C. Kaptain K. Rool

Answer: Kaptain K. Rool

-----

Quiz Name: Chimp Challenge

Price: 2 Banana Coins

-

Question #1 - In the first level of the game, how many windows did the  
Kaptain's Kabin have?

Choices:

- A. 2
- B. 4
- C. 6

Answer: 4

-

Question #2 - What is the name of the first rigging level?  
Choices:

- A. Mainbrace Mayhem
- B. Rigging Riot
- C. Ropey Rubbish

Answer: Mainbrace Mayhem

-

Question #3 - In the first level of the game, which of these is NOT a  
background object in the Kaptain's Kabin?

Choices:

- A. A sword
- B. A map
- C. A gun

Answer: A gun

-----

Crocodile Cauldron

-----

-----

Quiz Name: Cranky Challenge  
Price: 1 Banana Coin

-

Question #1 - What is the name of the first lava level on this area of the  
island?

Choices:

- A. Boiler Curfew
- B. Hot-Head Hop
- C. Meltdown Mayhem

Answer: Hot-Head Hop

-

Question #2 - What is the name of this area of the island?  
Choices:

- A. Crocodile Cauldron
- B. Alligator Alley



C. Crocodile Cove

Answer: Crocodile Cauldron

-

Question #3 - How many times did you have to hit the end of the area giant bird to kill him?

Choices:

- A. 4
- B. 6
- C. 10

Answer: 4

---

Quiz Name: Lucky Lava

Price: 2 Banana Coins

-

Question #1 - What colors were the crocodile heads you jump on in the first lava level?

Choices:

- A. Red and Blue
- B. Blue and Green
- C. Green and Brown

Answer: Green and Brown

-

Question #2 - What is an extra lives balloon colored red worth?

Choices:

- A. 2 lives
- B. 1 life
- C. 5 lives

Answer: 1 life

-

Question #3 - Excluding the end of area boss, how many levels were there on the first area of the island?

Choices:

- A. 5
- B. 6
- C. 4

Answer: 5

---

Quiz Name: Gorilla Game

Price: 3 Banana Coins

-

Question #1 - How many Banana Bunches would you have to collect to gain an extra life?

Choices:

- A. 5
- B. 10
- C. 20

Answer: 10

-

Question #2 - Where did the beetle first appear during the first area of the island?

Choices:

- A. Level 1
- B. Level 5
- C. Level 2

Answer: Level 2

-

Question #3 - What is the name of Diddy's pony-tailed girlfriend?

Choices:

- A. Diddette
- B. Trixie
- C. Dixie

Answer: Dixie

-----  
Krem Quay  
-----

-----  
Quiz Name: Funky's Fun

Price: 1 Banana Coin

-

Question #1 - What can your snake buddy do that is special?

Choices:

- A. Jumps very high
- B. Runs very fast
- C. Spits eggs

Answer: Jumps very high

-

Question #2 - What is the name of the level with the angler fish that helps you with his underwater light?

Choices:

- A. Torch Tragedy
- B. Glimmer's Galleon
- C. Gloomy Galley

Answer: Glimmer's Galleon

-

Question #3 - What is the name of the big muscle-bound crocodile who guards the toll bridge?

Choices:

- A. Klaggy
- B. Klunga
- C. Klubba

Answer: Klubba

-----

Quiz Name: Swampy Swag

Price: 2 Banana Coins

-

Question #1 - How many lives do you start the game with?

Choices:

- A. 3
- B. 5
- C. 17

Answer: 5

-

Question #2 - What button do you press to team up?

Choices:

- A. Button X
- B. Button B
- C. Button A

Answer: Button A

-

Question #3 - What is your rhino buddy's name?

Choices:

- A. Bambam
- B. Rambi
- C. Rambus

Answer: Rambi

-----  
Quiz Name: Primate Prize

Price: 3 Banana Coins

-

Question #1 - What is the name of this area of the island?

Choices:

- A. Don Quay
- B. Krem Quay
- C. Crocodile Cove

Answer: Krem Quay

-

Question #2 - What is your parrot buddy's name?

Choices:

- A. Squawks
- B. Squeaks
- C. Flapper

Answer: Squawks

-

Question #3 - How many airplanes hang from the roof in Kong Kollege?

Choices:

- A. 1
- B. 4
- C. 2

Answer: 2

-----  
Krazy Kremland  
-----

-----  
Quiz Name: Wrinkly's Winner

Price: 1 Banana Coin

-

Question #1 - What is the name of this area of the island?

Choices:

- A. Loony Goonland
- B. Creepy Crocland
- C. Krazy Kremland

Answer: Krazy Kremland

-

Question #2 - What color is your parrot buddy?

Choices:

- A. Red, green and yellow
- B. Red, black and purple
- C. Brown, black and white

Answer: Red, green and yellow

-

Question #3 - What is the name of the two companies that produced this game and Donkey Kong Country?

Choices:

- A. Rave/Crocodile Games
- B. Kremsoft/Krool Inc.
- C. Rare/Nintendo

Answer: Rare/Nintendo

-----

Quiz Name: Krazy Kwiz

Price: 2 Banana Coins

-

Question #1 - What is the name of the first wasp hive level on this area of the island?

Choices:

- A. Wasp Hive Horror
- B. Hornet Hole
- C. Horrible Hive

Answer: Hornet Hole

-

Question #2 - What is the name of the old lady Kong, who runs Kong Kollege?

Choices:

- A. Crocky
- B. Wrinkly
- C. Crinkly

Answer: Wrinkly

-

Question #3 - Which one of these items can NOT be found at Klubba's Kiosk?

Choices:

- A. Picture of K. Rool
- B. Oil Drum

C. Boxing gloves and punchbag

Answer: Picture of K. Rool

---

Quiz Name: Baboon Booty

Price: 3 Banana Coins

-

Question #1 - What is your snake buddy's name?

Choices:

- A. Hisser
- B. Slithers
- C. Rattly

Answer: Rattly

-

Question #2 - What color waistcoat does old man Cranky Kong wear in Monkey Museum?

Choices:

- A. Red
- B. Green
- C. Yellow

Answer: Green

-

Question #3 - Which of these enemies have you not seen yet during this area of the island?

Choices:

- A. Kutlass the swordsman
- B. Zinger the wasp
- C. Cat O' 9 Tails

Answer: Cat O' 9 Tails

---

Gloomy Gulch

---

Quiz Name: Lockjaw's Loot

Price: 1 Banana Coin

-

Question #1 - What is the name of this area of the island?

Choices:

- A. Gloomy Gulch
- B. Fearsome Forest
- C. Spooky Heights

Answer: Gloomy Gulch

-

Question #2 - How many little wasps did the end of the area giant wasp break up into?

Choices:

- A. 3
- B. 5
- C. 7

Answer: 5

-

Question #3 - What is the name of the trendy, surfing Kong, who operates his barrel flights?

Choices:

- A. Cranky
- B. Chunky
- C. Funky

Answer: Funky

-----

Quiz Name: Haunted Haul  
Price: 2 Banana Coins

-

Question #1 - What is the name of the forest level with the wind blowing in it?  
Choices:

- A. Breezy Battle
- B. Windy Woods
- C. Gusty Glade

Answer: Gusty Glade

-

Question #2 - On the Kremling island map, how many small wasps hover around the wasp hives?

Choices:

- A. 2
- B. 3
- C. 4

Answer: 3

-

Question #3 - What is the name of the Kremling island that you are on?

Choices:

- A. Crocodile Dump
- B. Crocodile Isle
- C. Crocodile Country

Answer: Crocodile Isle

-----

Quiz Name: Gibbon Game

Price: 3 Banana Coins

-

Question #1 - Which of these is NOT the name of an area of the island you have played?

Choices:

- A. Crocodile Cauldron
- B. Krazy Kremland
- C. Crocodile Canyon

Answer: Crocodile Canyon

-

Question #2 - What is your swordfish buddy's name?

Choices:

- A. Enguarde
- B. Swordy
- C. Stabber

Answer: Enguarde

-

Question #3 - How many world map globes are there on the shelves in Kong Kollege?

Choices:

- A. 2
- B. 1
- C. 0

Answer: 2

-----

K. Rool's Keep

-----

-----

Quiz Name: K. Rool's Kwiz



Price: 1 Banana Coin

-

Question #1 - What is the name of this area of the island?

Choices:

- A. K. Rool's Castle
- B. K. Rool's Keep
- C. K. Rappy Keep

Answer: K. Rool's Keep

-

Question #2 - What is the name of the old man Kong, who lives in a Monkey Museum?

Choices:

- A. Creaky
- B. Beardy
- C. Cranky

Answer: Cranky

-

Question #3 - Which of these enemies also appeared in Donkey Kong Country?

Choices:

- A. Neek the rat
- B. Zinger the wasp
- C. Kannon the crocodile

Answer: Zinger the wasp

-----  
Quiz Name: Castle Challenge

Price: 2 Banana Coins

-

Question #1 - What is the name of the castle level with the rising floor?

Choices:

- A. Castle Crush
- B. Tragic Tower
- C. K. Rool's Krush

Answer: Castle Crush

-

Question #2 - How many animal buddies can you ride in the game?

Choices:

- A. 4
- B. 6
- C. 5

Answer: 5

-

Question #3 - What is the name of the flying ghost coat Kremling who throws objects at you?

Choices:

- A. Flapper
- B. Kloak
- C. Black Jacket

Answer: Kloak

-----

Quiz Name: Big Ape Bounty

Price: 3 Banana Coins

-

Question #1 - What is your spider buddy's name?

Choices:

- A. Spinner
- B. Squitter
- C. Eight Eyes

Answer: Squitter

-

Question #2 - How many desks are there in Kong Kollege?

Choices:

- A. 5
- B. 3
- C. 6

Answer: 5

-

Question #3 - How many different baddies do you think there are in the game?

Choices:

- A. 40
- B. 30
- C. 20

Answer: 30

-----

=====  
IX. Items  
=====

In this section, I will list all of the items in the game, along with info about them and such. Also, take note that the list is in alphabetical order.

=====  
Regular Items  
=====

---

#### Animal Box

Description: These boxes are found in quite a few levels. When broken, an Animal Buddy comes out. The picture on the box indicates what buddy is inside.

---

#### Anti-Animal Sign

Description: You'll find these in every level where you can use an Animal Buddy. Run the animal through these to turn back into the Kongs, and gain a prize!

---

#### Banana

Description: These are just yellow Bananas found in every level in the game. They come single; they don't come in a pack. Collect 100 Bananas to gain an extra life.

---

#### Banana Bunch

Description: The same as the Bananas, only these are a whole pack of Bananas! This adds your Banana count up by 10. Collect 10 of these items to gain an extra life.

---

#### Balloon

Description: These come in three colors: red, green, and blue. They are found in various levels, but if you let them float for too long, they float away, out of reach! Red ones increase your live count by one, green ones increase your live count by two, and blue ones increase your live count by three.

---

#### Banana Coin

Description: A Banana Coin can be found in almost every level. Collect these, and you can pay the Kongs for certain things (such as tips).

---

#### Cannonball

Description: A small, black cannonball that can be found in any level where there's a cannon. Pick this up, and throw it into the cannon in the level, then hop in to enter a bonus room.

---

Cannon

Description: This is just a black cannon that is found in various levels. They usually sit on a ledge. Throw a cannonball into it to activate it.

-----

Crate

Description: An item found lying on the ground in various levels. Pick these up and throw them at an enemy to get an item.

-----

"K O N G" Letters

Description: These are found in literally every level, in certain spots. If you collect all four, you gain an extra life.

-----

=====  
Barrels  
=====

-----

Animal Barrel

Description: These are found in various levels, like Bramble stages. When you jump into one of these, you become the animal that was on the front of the barrel.

-----

Barrel

Description: There are six different types of barrels. The first and least common type is the barrel that you can just jump in and shoot out of. There is also a barrel just like a normal one, except it rotates around. There's also a barrel that has an arrow painted on it, pointing either up or down. If you jump in, you'll be shot in the direction the arrow is pointing. Also, there's a barrel that has a circle-like thing painted on it, and when you jump in, you will be shot in a certain direction. Also, there is a barrel that when jumped in, you can move up, down, left, and right. But you cannot point it in a certain direction. Lastly, there is a barrel you'll just find on the ground. It doesn't shoot you anywhere. Pick it up and throw it at an enemy or a wall!

-----

Bonus Barrel

Description: This is a barrel with a B painted on the front. Jump inside, and you'll be shot into a Bonus Room!

-----

Check Barrel

Description: This is only found in one of the mine cart levels, and when you touch this barrel, it breaks and opens up a door.

---

#### Diddy Barrel

Description: A barrel with Diddy's face painted on the front. Switch Diddy as the leader, then jump in to be shot somewhere.

---

#### Dixie Barrel

Description: A barrel with Dixie's face painted on the front. Switch Dixie as the leader, then jump in to be shot somewhere.

---

#### DK Barrel

Description: These barrels are found in every level. If you are missing a Kong, throw this barrel to get the Kong back! If it's in the air, jump to it to break it open and get the Kong.

---

#### Half Way Barrel

Description: These are barrels with stars on them, and they spin around. Touch these whenever you find one, because if you lose a life, you can restart the level from the point where the barrel is!

---

#### Invincibility Barrel

Description: These are found in several levels. They have an exclamation point marked on them, and when you touch them, you become invincible for a short time.

---

#### Krockhead Barrel

Description: This barrel can only be found in Krockhead Klamber. They have a crocodile head on the front. Touch these, and some crocodile heads will emerge from the water to act as platforms!

---

#### Minus Barrel

Description: This is only found in Haunted Hall, and when touched, the timer goes down by a few seconds!

---

#### TNT Barrel

Description: An explosive barrel with the letters "TNT" painted on the front. Grab these and throw these at an enemy or a wall, and it'll explode, sometimes breaking open a wall leading to a bonus!

---

#### Plus Barrel

Description: This is only found in Haunted Hall, and when touched, the timer goes up by a few seconds!

---

## X Barrel

Description: Just like the Check Barrel, but when you touch these, the door ahead closes! Don't touch these!

---

## X. Game Modes

In this section, I will list all of the game modes in the game, along with info about them and such. These modes can be played after you select a new file. There will be three different game modes you can choose from; two requiring two people and two controllers.

---

### One Player

Description: Pretty self-explanatory. When you select this, you get to control both Kongs, and you get to play alone.

---

### Two Player Team

Description: Requires two controllers. Each person gets to take turns as one Kong. For example, if 1P is Diddy and you lose Diddy, 2P gets to play as Dixie.

---

### Two Player Contest

Description: Requires two controllers. Each person gets to take turns beating a level. For example, if 1P beats a level, then 2P also has to beat the level that 1P beat. 2P also has different costumes for each Kong!

---

## XI. Animal Buddies

In this section, I will list all of the Animal Buddies in the game, along with information about them and such. You can find the Animal Buddies by breaking open Animal Boxes or by jumping into an Animal Barrel. Also, take note that this list is in the order that you find them in the game.

---

### Rambi

Type: Rhino

Description: This buddy is a big rhino with a horn. He can bash down every enemy except for red Zingers! He can be pretty useful for breaking open walls leading to bonuses.

Special Ability: Dash

-----  
Enguarde

Type: Swordfish

Description: This buddy can only be found in water levels. The path leading to the area with this buddy is sometimes guarded by a Lockjaw! She is really useful for defeating enemies underwater, and for dashing into walls to break them open, leading to a bonus!

Special Ability: Superstab  
-----

Rattly

Type: Snake

Description: The most least common buddy out of all of them. When you're on this snake, he can jump pretty high. He can also bounce on some enemies to kill them! He is good for reaching high ledges.

Special Ability: High Jump  
-----

Squitter

Type: Spider

Description: This buddy is pretty useful, and one of the most common ones you will find throughout the game. He is useful for shooting down enemies with his web, and with his special ability to create web platforms that you can jump on. The platforms disappear after a short time.

Special Ability: Web Platforms  
-----

Squawks

Type: Parrot

Description: This is a very useful parrot, that can be found in two colors: green, and purple. The purple one can only be found in one level, and he cannot spit out nuts, and cannot fly up, left, or right. The green version can spit out nuts, and fly in any direction.

Special Ability: Spit Nuts  
-----

=====  
XII. Secrets & Glitches  
=====

In this section, I will list the various secrets and glitches in the game, along with information about how to do them and such.

=====  
Secrets  
=====

Secret #1 - Get 75 Kremkoins in Pirate Panic  
-----

This nifty trick will allow you to get all 75 Kremkoins in the very first level of the game! Here's how to do it. First, head inside K. Rool's cabin, but do NOT touch the map, or the 1-Up Balloon. Exit the cabin, and jump over the first two Bananas. Proceeding, collect the first Banana Bunch above the barrels, then head back to K. Rool's cabin (still avoid the first two Bananas). Grab the 1-Up Balloon this time, then exit the cabin. Repeat the same step as above, then exit the cabin. Get the Banana Bunch again, and head back into the cabin again (don't get the two Bananas). When you enter the cabin this time, you'll see that a Kremkoin has been replaced with the 1-Up Balloon. Grab it, and you will get 75 Kremkoins!

#### Secret #2 - Access the Sound Test

-----

To do this, go to the File Select screen. Select an empty file, and then go down to Two Player Contest. Press Down on the D-Pad five times, and you'll reveal the Sound Test option.

#### Secret #3 - Access the Cheat Mode

-----

Select an empty file on the File Select, then go down to Two Player Contest. Press Down ten times to access the Cheat Mode option.

#### Secret #4 - Hard Mode

-----

First, do the "Access the Cheat Mode" trick above, then highlight the Cheat Mode option. Press B, A, Right, Right, A, Left, A, and X. If you did it correctly, you'll hear the sound that plays when you switch Kongs, and the screen will flash black for a second. This mode is the same as the regular mode, only there are no DK Barrels at all!

#### Secret #5 - Start with 50 Lives

-----

First, access the Cheat Mode (see above). With the Cheat Mode option selected, press Y, A, Select, A, Down, Left, A, and Down. If you did it correctly, you'll hear the sound that plays when you switch Kongs, and the screen will flash black for a second. Then, start the game and you'll have fifty lives!

#### Secret #6 - Alternate Ending

-----

You must complete all five levels in the Lost World to do this, and to access all five levels in the Lost World, you must have all 75 Kremkoins. Pay 15 Kremkoins to Klubba in each world, and complete each level. Then, K. Rool's mouth in the middle will open, and a bridge will form. Defeat K. Rool one last time, and you'll get an alternate ending.

=====  
Glitches  
=====



## Glitch #1 - Turn Diddy into Klubba and other Weird Things

---

WARNING: Do this glitch with very extreme caution. This WILL erase your file, so if you still want your file, then AVOID ATTEMPTING this glitch!

First, get rid of Dixie if you have her, then enter Castle Crush with Diddy. When you come to the first DK Barrel, pick it up, then drop it. It'll break, so RIGHT when you drop it, hold Y again. You'll be holding air! Throw it at a random object (such as the upcoming Kutlass), and it's a possibility that Diddy will turn into something! I've always heard Diddy can turn into Klubba, but all I've ever gotten is Wrinkly Kong. This glitch is fun to do, but it WILL erase your file eventually, so DON'T DO IT unless you don't care for your file! I'm warning you!

## Glitch #2 - Skip the Enguarde Barrel in Arctic Abyss

---

Head to Arctic Abyss, and make sure Dixie is the lead character. Go to the Enguarde Barrel, and swim down, and if you do it correctly, you will go right past it!

## Glitch #3 - Keep Rattly in Topsail Trouble

---

It is possible to bypass the Anti-Animal sign in the Topsail Trouble level, allowing you to keep Rattly forever! To do it, get on the platform where the Kruncha is (the big blue bulky guy). Kill him, and stand on the right edge of the platform. Perform a high jump, and hold Right on the D-Pad. Try to land on the platform ahead. From there, you can take Rattly past the Anti-Animal sign! Not that he serves much use from that point on, but whatever.

## Glitch #4 - Duck Underwater

---

This glitch isn't really useful, but if you want to do it, here's how. Run off of the edge of a platform where there's water below, then hold Down on the D-Pad. As you fall down, you'll be ducking. When you land in the water, you'll be ducking underwater, as if there's no water there! This isn't a very useful glitch, as I said, but oh well.

---

## ===== XIII. Email Info =====

If you wish to email me about this guide, whether it be about comment or a typo, or even a big error in the guide, then email me at my email listed at the top of this guide. For those who are lazy, my email is:

ganonpuppet@yahoo.com

Email me there, and I'll add whatever it is I missed, or fix whatever it is

I messed up on as soon as possible.

---

=====  
XIV. Credits  
=====

Credits go to you for reading this guide.  
Credits go to me for making this guide.  
Credits go to Rareware/Nintendo for making such a fun and fabulous game!

---

=====  
XV. Copyrights  
=====

Do not copy this guide without my permission. If you attempt to do that without my permission, you will be in trouble with the law. For permission, email me at my email address listed at the top of this guide, I may say yes, I may say no, it depends. This guide is a Copyright (c) 2006, and was created by Jesse Winstead. All rights reserved. The following sites have been allowed to use this guide:

<http://www.gamefaqs.com/>  
<https://www.neoseeker.com/>  
<http://www.ign.com/>  
<http://www.lup.com/>  
<http://www.press-startgaming.com/>  
<http://www.supercheats.com/>

End Of File.

---