

Donkey Kong Country 2 FAQ/Walkthrough

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Donkey Kong Country 2: Diddy Kong's Quest
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Game for: Super Nintendo

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1. STORY

This is copied from the instruction manual, so I take no credit for it.

"Trouble in Paradise!

"Donkey Kong gulped down the last of his banana milkshake and sighed happily, his old beach chair creaking as he wriggled his toes in the sand.

'This is the life,' he thought to himself. 'The sun beating down on a clear blue sea, and no pesky banana-thieving Kremlings to worry about.' Lazily he raised a hand to wave at Funky, who was showing off his surfing expertise out on the waves with the squawking seagulls.

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

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

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

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

"'I never did,' said Cranky proudly. 'Whisking off maidens and

throwing barrels around the place seven days a week, I was. That's how I got where I am today, you know. Hard work! None of this lazing around on the beach.'

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

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

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

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

"`Kremlings!' Diddy gasped in horror.

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

"`To the yellow-bellied, land-lubbing Kong family:

"`Hah-arrrrh! We got the big monkey! If you want him back, you scurvy dogs, you'll have to hand over the banana hoard!

Kaptain K. Rool'

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

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

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

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

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

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

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

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

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

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

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

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

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

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

"Diddy stared at her and she stared defiantly back.

"But it's dangerous!' he protested.

"You're not scared, are you?'

"Of course I'm not!"

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

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

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

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

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

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

2. CONTROLS

These are general controls. For more specific controls for the other animals, see the Animal Buddies section.

Control Pad: left or right to move, down to duck (when on land)

A: team up when have both characters

B: jump, go up when you are in water

X: get off animal

Y: attack, hold to run, hold to pick up and hold item, release to throw an item you're holding, hold after jumping with Dixie to "fly" (helicopter spin), throw character when teamed up

Start: pause game

Select: switch characters if have both

3. ANIMAL BUDDIES

Clapper: Jump on Clapper, and he'll either cool down hot water or freeze it for a limited time.

Enguarde: Enguarde is very useful in water areas, since he's the only one that can kill water enemies. Press X to attack, and hold A and release to charge. Charge to go fast for a limited time or to break through some walls.

Glimmer: Glimmer is only found in Glimmer's Galleon, and he gives you light so you can see better in that dark place.

Rambi: Rambi is quite useful. He can kill any enemy (besides invincible Zingers) and even jump on Zingers without getting hurt. Hold A and release to charge. This lets you break through certain walls. Unfortunately, he's not very good at jumping, so be careful at gaps.

Rattly: Rattly can jump very high. Hold A and release for his super jump.

Squawks: Press B to make Squawks flap his wings and go up, and press X to make him attack. Hold down on the control pad to go down faster, and hold up when you're pressing B to go up faster. In one area, you'll use a purple parrot. He can't attack or go up. He can only go down, so be careful, and use up or down on the control pad to control your speed.

Squitter: Squitter can shoot webs with X, and he can make webs that he can cross by pressing A to shoot a web and A again to stop it (or L and R). When shooting either type of web, you can hold up or down on the control pad to make the web angle upwards or downwards.

4. ITEMS/BARRELS

ITEMS

Animal Crate: Jump on an animal crate to find an animal friend.

Bananas: Bananas are all over the place, either in bunches of ten or on their own. Collect 100 for an extra life.

Banana Bunch Coin: You need these to pay at the Kong Kollege and the Monkey Museum. You can buy tips with these, or you can pay two of these coins at the Kong Kollege to save your game.

Chest: Break open chests for different items, such as bananas, balloons, or even a Hero Coin. You need to hit them on enemies to break them, and some take more than one hit to open.

Crate: Crates can be used to kill enemies or break through certain walls.

End Target: There's an end target at the end of every level. You can simply jump on it to finish the area, or you can jump from higher up or blast from a barrel for an item. Different items are shown on the end target, and it takes timing to get what you want.

Extra Life Balloons: These give you an extra life, obviously. Red ones equal one life, green is two, and blue is three.

Hero Coin: There's one Hero Coin to be found in every level (there are 40 in all). Look all over to find where they're hidden...

Kannonballs: Sometimes you find a kannonball lying around, or you'll find one in a chest. Carry it to a kannon for a bonus level.

KONG Letters: Every level has these four letters; they are found in the same order as KONG is spelled. Get all four for an extra life.

Kremkoin: Kremkoins are obtained by beating bonus levels or bosses. At Klubba's Kiosk, it costs 15 of these koins to get to one level of the Lost World. There are 75 in all.

No Animal Sign: When you pass one of these signs, you'll lose your animal friend, and you'll usually get an item. If you don't have the animal with you, you won't get anything.

BARRELS

Animal Barrels: Go into an animal barrel to become one of your animal friends. You can take two hits, just like with the monkeys, and you can't go back to normal until you pass the No Animal sign.

Barrel Kannons: Barrel kannons blast you places, and there are a couple of different types. The ones with an arrow on them automatically blast you in the direction of the arrow. Blast barrels are the same, except they don't have the arrow. Delayed blast barrels (in the walkthrough, I simply call them barrel kannons) don't blast you out until you press B, except some have a time limit and will blast you out if you take too long.

Barrels: Barrels can be used to kill enemies or break through certain walls.

Bonus Barrels: Bonus barrels bring you to a bonus level.

Check and X Barrels: In one level, you'll have to hit the green check barrels to open gates. Avoid the red X barrels because they close gates.

Diddy and Dixie Barrels: To use these barrels, you have to jump in as the same character pictured on the barrel. (Or you have to throw the correct monkey in if you're using a team throw.)

DK Barrels: Break a DK barrel for another monkey if you are missing one.

Exclamation Point Barrels: These barrels make you invincible for a limited time. It also lets you kill enemies by just touching them (with the exception of Snapjaw and orange Zingers).

Plus and Minus Barrels: In one level, you have a time limit. Hit the green plus barrels to add time; avoid the red minus barrels because they take away time.

Rotatable Barrels: Use the control pad to rotate these barrels in the direction you want them.

Star Barrels: These barrels are found in the middle of almost every level. Hit them so that, if you die, you'll get to start over from the star barrel. (If you get game over, though, you still have to start from the beginning.)

Steerable Barrels: These barrels are only found in one area. You can steer them in any direction you want, but each has a time limit.

TNT Barrels: These are barrels that blow up when you throw them at things.

5. ENEMIES

The bosses are not in this section. I only explained how to fight them in the actual walkthrough section.

Cat-O'-9-Tails: These spin around, and they can either hurt you or get you caught in their tails. Then, if you get caught, they can throw you. It's much safer to team throw up to something rather than risking getting hurt by a Cat, though. To kill them, jump over them until they completely stop spinning and sit down, then jump on them.

Click-Clack: These are beetles, and they take two hits to kill. If you jump on one once, it will flip onto its back. Then, you can pick it up and throw it. If you don't kill it before it flips upright, it will get up and walk faster than it did before.

Flitter: Flitters are dragonfly enemies that mainly just hover in the air. Often, you'll have to jump on them and bounce across them to get to other things.

Flotsam: These stingrays either swim straight in one direction, or they just swim back and forth.

Kaboing: These Kremlings jump a lot. When they are jumping in one place, they will do higher jumps and lower ones. Make sure you jump on it before it does a high jump, or you'll probably hit it and get hurt.

Kaboom: Kabooms hide in TNT barrels and run at you when you get close enough. They will blow up if they hit you, so try to jump on them to make them go back into their barrel. Then, you can pick it up and throw it before it decides to charge at you again.

Kackle: Kackle is only found in Haunted Hall. He'll follow you through certain timed areas. If you run out of time, he'll take one of your monkeys.

Kannon: Kannon, obviously, uses a kannon. He shoots either kannonballs or barrels. Sometimes, it is useful to use those barrels to bounce across some areas.

Klampon: Klampons have big mouths that they can bite you with, so don't roll into them. Just jump on them to defeat them.

Klank: Klank is found in only a couple areas, where you ride in a cart. In one area, he'll just throw barrels at you, and in another place, you have to race them

Klinger: Klingers climb up ropes, chains, etc. and then slide back down. They are hard to jump on, but it's the easiest to kill them when they are climbing on cattails. Then, you can try to land on them when you jump (by jumping a little bit short of the cattail).

Kloak: Kloaks throw stuff at you, like barrels, crates, or even other enemies. Sometimes, though, they'll throw something useful.

Klobber: Klobbers hide in barrels, and then they run at you when you get close enough. Be very careful, they can push you into gaps. Jump on them to make

them go back into their barrel, then, you can throw the barrel to kill them. Green Klobbers are the normal kind. Yellow ones take bananas when they hit you, and black ones take away balloons.

Klomp: Klomps don't do anything special, so you won't have any trouble with them.

KrocHead: These Kremlings don't hurt you. You just use their heads to cross areas of lava or water. The green ones don't do anything, but the brown ones are like springs. When you jump on them, they throw you upwards.

Krook: Krook will throw a hook at you, which then comes back to him. Be very careful with these enemies. They are found in many annoying places.

Kruncha: Kruncha can't be killed like other enemies. If you attack him, he'll just get mad, turn red, and walk around faster for a short time. Either throw an item at them to defeat them or use an animal buddy.

Kutlass: Kutlass has two swords, and if you get close, he'll come after you. Avoid him, and his swords will get stuck in the ground, giving you an opportunity to jump on him. Green Kutlasses are faster, though, and their swords don't get stuck, so be extra careful.

Lockjaw: Lockjaw is a very annoying, red fish. If you're nearby, it'll try to bite you. It's best to swim quickly past them if you can't simply stay away from them.

Mini-Necky: Mini-Neckies swoop down at you. Be careful not to jump into one as it swoops. Sometimes, you can just duck to avoid one.

Neek: Neeks are just rat enemies that won't cause much trouble.

Puftup: Puftups are puffer fish. Some of them just puff up then get smaller again, but others puff up until they burst. When they do this, four spikes get shot out in all directions, so watch out.

Shuri: These starfish are really annoying. Some just swim around, but most of them swim quickly towards you in a straight line. Be fast to avoid them.

Snapjaw: Snapjaw is only found in a couple of levels. He's like a Lockjaw, but if you fall into the water, he'll almost always get you. If you fall, get out of the water as quickly as possible.

Spiny: Spinies are spiky porcupines. You can only attack them from the front. If you roll into their backs or jump on them, you'll get hurt.

Zinger: Zingers are found all over. They are bees, and the yellow ones can only be hurt by throwing items at them or by attacking them with one of your animal friends. The orange ones can't be killed.

6. WALKTHROUGH

A. GANGPLANK GALLEON

Pirate Panic

Enemies: Neek, Klomp, Klobber

Start by going right and into the cabin. There's a red balloon and a note from Kaptain K. Rool. Leave here and go past the Neek to find a DK barrel. (Now, with both monkeys, you can go back to the beginning and team

throw one monkey up into a barrel (certain things aren't seen until you touch them, usually there's something hinting at their presence, like bananas). It will shoot you through some bananas and then a banana bunch coin. Remember that certain things aren't seen until you touch them; usually there's something hinting at their presence, like bananas, so look out for those signs.) Anyway, continue through the area, and the K, O, and star barrel are all in plain view, plus two DK barrels along the way.

Past the star barrel is a gap. Drop down and go right. You'll be blasted through the N and up to a bonus barrel. You just have to cross the barrels to get to your first Kremkoin. Then, past here is a Rambi crate. Break it for Rambi the rhino. He can kill a lot of enemies for you easily and charge through certain walls. Past here, an arrow of bananas points left. Hold A and charge left to break through the wall and find another bonus level, where you have to kill all the Neeks and Klomps for a Kremkoin. After here, past some Neeks, cross some barrels and jump to the Hero Coin. Past that is the G then the No Rambi sign. (Collect the K, O, N, and G for an extra life.) Pass the sign for a green balloon, then, jump onto the end target. (For an item, you have to jump from higher up. You have to time your jump for the item you want.)

Mainbrace Mayhem

Enemies: Click-Clack, Neek, Klinger, Klomp

Go right and fly right with Dixie to find some ropes. Jump to the bonus barrel from here. Just climb up the ropes to find the Kremkoin. Climb up the rope you're now at (there's a DK barrel and the K on it), then, go left. Climb up another rope with a Klinger on it, then, go right again. On this rope are another Klinger and an O. If you want, from the lower part of the rope, you can fly right to a ledge with bananas and banana bunch coins on it. Past here is a star barrel and many Neeks.

On the next rope is another DK barrel. Up here is a rope over a Klomp. Jump to the banana above it to get into a hidden barrel that blasts you up to the bananas and green balloon on the ledge nearby. Now continue past some Klingers (with an N on that rope, too), and you'll find a DK barrel and a kannonball. Carry the kannonball to the left. Bring it to the kannon for a bonus game. Use the items here to throw at the five Klingers to kill them for a Kremkoin. Now after that, you'll go up a rope with a ledge above you. Go right and climb up the rope, then, jump through the single banana to the left to land on that ledge. Team throw a monkey up to the bonus barrel above you. Go up and down the ropes to collect 75 stars to get the koin. After that game, you'll end up on a ledge higher up. There are bananas and banana bunch coins, and to the right is the Hero Coin. Jump to that, then, drop down to the end target.

Gangplank Galley

Enemies: Kaboing, Klomp, Neek, Kruncha

Go up the barrels to get to a bonus barrel. You have to break the chests on the Zinger until you find the koin. Then, go to the middle stack of barrels (the same ones with the bonus level above them) and team throw a monkey up to a hook that's hard to see. Cross them to a Hero Coin. Now continue past here, and you'll find a DK barrel. Past here are some Kaboings and a chest. Break it for bananas. (You'll find chests throughout many levels. Break them by throwing them at enemies so that you can get the item inside.) Past some Klomps, use a hook to get to the K. Past here is a chest that contains a red balloon (and requires two hits to break), and past that, you can team throw a monkey up to a barrel. It blasts you to the top of the barrels here. Cross the hooks for the O. Past here is the star barrel.

Past the star barrel is a DK barrel, like usual, and an N is past

that, near a Kruncha. (You can't kill Kruncha by jumping on it; you need to throw something at it instead.) Now continue along, and cross the gaps you come to by using the hooks. After the second gap, you'll find an exclamation point barrel (these make you invincible for a limited time). You can't be hurt now, so you need to run past here to a stack of barrels and climb up it. You can now kill the Krunchas on it, so that you can get to the bonus barrel at the top. Just cross the hooks to the koin, then, you just need to go a bit farther to find the end target. (By the way, between the exclamation point barrel and the bonus barrel, you'll find two chests. The first contains the G and the second has a red balloon.)

Lockjaw's Locker

Enemies: Klomp, Flotsam, Lockjaw, Shuri

This is the first water area. First, you'll be falling down a bit. (You'll see some bananas and banana bunch coins before you land. You can team throw a monkey up to them.) Past the Klomp is a DK barrel, and past that is the K. (There's a Flotsam in the water here. Below it, you can go down through the middle part of the boxes to find a tunnel containing bananas and banana bunch coins. In water areas, watch out for these areas. Sometimes, you can find even more important items by going through walls...) Anyway, past the Flotsam, the water will rise. Swim up, and below some Flotsams and a Lockjaw, you'll find Enguarde. (He is very useful, since he's the only way to kill water enemies.) Go up and right a little bit to go through the wall, then, follow the bananas up past a DK barrel to go through another wall. Hold A and release to charge through the wall with a single banana to find a bonus area. You just need to swim through the maze (in a general up and right direction) to find the koin. Not long past here is an O below a Lockjaw, then, past that is the No Enguarde sign. Pass that for a red balloon.

Back in the water, you'll find a star barrel and a DK barrel. Swim up past a Flotsam and right to find the N. Past here is Shuri and Flotsam (be careful, Shuri swim quickly at you), and below them is a Lockjaw. Below that is Enguarde (and up a bit and to the left, you can swim down through the wall to get through a tunnel that has more bananas and banana bunch coins). Anyway, past here is the G, above a Lockjaw, then, there are Shuri. Don't go too far. There's a narrower part leading to a more open area. Don't pass the narrow part yet. Hold A, then, charge through the narrow part. You'll end up going across here to a Hero Coin. Past here is the No Enguarde sign. You'll get bananas past it. Then, there's the end target.

Topsail Trouble

Enemies: Neek, Kaboing, Click-Clack, Flitter, Kruncha, Zinger, Klinger

Get Rattly right at the beginning; he's useful for jumping. There's a K at the beginning, and when you first get to the left side of the screen, the ledge above you has a red balloon. Continue right, then, when you can go left again, instead super jump (hold A then release) to get to a higher ledge. Jump up to the bonus barrel above you. You just have to jump across the Flitters for the Kremkoin. Now continue left again, where you'll find a DK barrel. Not far past here is a chest that contains a red balloon and a Kruncha on a nearby ledge. (Be careful. If you leave Rattly to go break the chest, he may be gone when you get back. If you want, it's easiest to quickly return to the chest once you pass the No Rattly sign.) Anyway, past here is the No Rattly sign. (Right before it, you can jump up to the ledge above for banana bunch coins and bananas.) Pass the sign with Rattly for a banana bunch coin, then, continue past here to the star barrel.

Past here are ropes to cross and Zingers and Klingers in your way (and a useful DK barrel). At the second Klinger, you can jump right to a ledge

with bananas and a banana bunch coin on it. Anyway, past here is a Flitter, then, more ropes to cross. (Go down on the right side of the ropes to find the N guarded by a Zinger.) Past here are more Flitters. Go to their right and jump to find a hidden hook. Jump across the Flitters to find a bonus barrel. You have to climb up the ropes and avoid the Flitters to get the koin at the top. Past here is a DK barrel, then, as you continue on, you'll see a ledge to the right as you climb up a rope. Jump over there to find the Hero Coin, then, continue on. Past here is the end target. Past that is a blue balloon, plus, you can get the G from the end target if your timing is right.

Krow's Nest

Here's your first boss battle, and it's pretty simple. Diddy is best for this first part. The Krow will drop an egg. It bounces; jump on it to stop it. Grab it and Krow will swoop down, but it should hit the egg and get hurt. Do this again, then, switch to Dixie. Now Krow will fly around and hit the nest to make eggs fall. Avoid them. When an egg lands rather than falling off the screen, wait a little bit to make sure it's not bouncing at all, then you can pick it up. (If you run to it too quickly, you may get hurt if it's still bouncing a little from landing.) Hit Krow with the egg. (If you take too long to hit it, Krow may swoop down). Hit the boss one more time to win a Kremkoin.

B. CROCODILE CAULDRON

Hot-Head Hop

Enemies: Neek, Klobber, KrocHead, Klampon, Zinger, Kruncha

Over the entrance is a chest containing a green balloon. (In these types of areas, you should always check above the entrance. There are usually items.) There's also a chest at the beginning that contains the K. After crossing some green KrocHeads in the lava, you'll find a DK barrel and a Klampon. Now continue on through here and watch out for Klobbers along the way.

(By the way, the brown KrocHeads can be used like springs, since they throw you upwards when you land on them.) After a little bit, you'll find two Klampons, a DK barrel, the O, and a chest containing a kannonball. Bring the kannonball with you to the kannon past here so that you can play a bonus game. Just use the brown KrocHeads to get all the stars for the Kremkoin. Past here is the star barrel and another DK barrel.

You'll also find Squitter near the star barrel. He's very useful and can cross gaps by making webs. Just press A to shoot a web and A again to make it stop. Press Y to attack, and hold up or down on the control pad when you shoot to make the web angle upwards or downwards. Make webs to go upwards and find the Hero Coin above you. Now continue past here. You'll find the N past here over a brown KrocHead, then, later you'll cross a gap that has brown KrocHeads and a Zinger. After that, you'll find bananas leading upward. Follow them up with webs to find a bonus barrel. Just make webs to go up and find the koin. Past here is a Kruncha and the G and some bananas above you. Past here, just use the barrel to cross the gap. Now go up to the bonus barrel in plain sight and just cross the gap here with webs to find the koin. Past here is the No Squitter sign. Pass that for a red balloon, then, go to the end target.

Kannon's Klaim

Enemies: Neek, Kruncha, Klomp, Kannon, Flitter, Zinger, Mini-Necky

The barrel kannon near the beginning will get you to a DK barrel. Then, go right and fly right off the ledge as Dixie to find a bonus area. Before doing anything here, go right again and fly right to find the Hero Coin. (There's also a DK barrel in this bonus level.) Now use the barrels to get to

the koin. These barrels have pictures of Diddy or Dixie on them, so that monkey has to go in them for it to work. (If you can just jump in, the pictured monkey must be first. If you team throw a monkey up to it, the monkey being thrown must be the one pictured on the barrel.) After getting the koin, go in the barrel kannon on the right, and it will blast you up to a Kannon. Jump into the next barrel kannon to be blasted up to a Kruncha. The K is over the next barrel, and past here are Klomps. Above them is another Kannon. You can bounce on the barrels he shoots to get to another DK barrel. Now cross the next barrel kannons. (When you see the Zinger flying around a Flitter, you can bounce on the Flitter to get to a barrel kannon that blasts you through bananas and a banana bunch coin.) Past here is another Kannon (and the O is up and to the left of him.) Go right of here and use the barrel kannon to get to the star barrel and a DK barrel.

Now cross more barrel kannons while avoiding Zingers. Next, you'll find a Mini-Necky, which will swoop down at you. Right past it are two more. You can bounce on them to get to a DK barrel and to a bonus barrel to the left. (Or you can team throw a monkey up to the bonus barrel.) In the bonus level, just cross the barrel kannons to get to the koin. Now cross more barrel kannons, and past where a Zinger is flying horizontally, you can find a Diddy barrel to the right. Go in that to be blasted to the N, then, go left. Above this next part with Zingers and barrel kannons, you'll see a single banana to the right. Jump or fly to the right. (If you jump, you should land on a barrel shot by a Kannon and be able to bounce over.) Behind the Kannon is a bonus barrel. Cross the Flitters to find the koin. Now, farther on is a chest containing the G. Then, you can bounce on the Mini-Necky to land on the end target for an item.

Lava Lagoon

Enemies: Neek, Flotsam, Klampon, Lockjaw, Puftups, Click-Clack, Klobber

The water is hot in this area, so you can't go in when it's red. There's a DK barrel at the beginning, and past the Neeks is Clapper the seal. Jump on his back to make him spit ice into the water. Now it will be cool enough to swim through for a limited time. At the second part of water where you have to swim through, there's a DK barrel at Clapper. In the water, go straight down, and you'll see the K to the left. Past here, a barrel kannon will shoot you to a higher place. Past the Klampon here is Clapper. Jump on Clapper, then, go in the water and go left. If you want, you can go up to the underside of the boxes above you and jump up and land on the ledge up here. From there, you can jump up to an exclamation point barrel. Not far from here is an O, too. Past here is the star barrel.

Past the star barrel are Clapper and a DK barrel in the water. Swim past some Puftups, then, you'll find another Clapper. The water will rise, so continue swimming, and you'll go past some Lockjaws and the N. (There's a second N in this area. Swim up past the Clapper you were just at, and to the left, you can go through the boxes to get to bananas, banana bunch coins, and another N.) Past here is a No Enguarde sign on "land". (Sorry, I couldn't find Enguarde.) There's also a banana next to a wall. Break that wall with the barrel nearby for a bonus. (Or you can jump once on the nearby Click-Clack, then, pick it up and throw it into the wall.) In the bonus, kill the Flotsams and Puftups with Enguarde. It's a bit annoying, as Enguarde gets hurt if you hit an enemy wrong. Then, after you get the koin, there's a DK barrel. Drop down the gap to find Click-Clacks and then Clapper. In the water, swim past some Puftups, then, at the next Clapper, swim down to the right of him to get through the boxes. You'll go through an exclamation point barrel, then, swim along the trail of bananas to find a DK barrel and the Hero Coin. At a barrel kannon, you'll get shot to the left. Get onto dry land and go to the end target past the Klobber.

Red-Hot Ride

Enemies: Klobber, Kruncha, Zinger, Flitter, Neek

There are coins over the entrance, and a Klobber near the beginning.

Then, you'll have to cross the lava by riding on a balloon. (These balloons go down as you ride them, so you need to get to air that will blow the balloon back up again.) Back on land, you'll find a Kruncha, then a DK barrel on the next balloon (and the K nearby). On land again, you'll find a Rambi crate on a taller ledge, with a Zinge to its left and a Kruncha to the right. Team throw a monkey up (or avoid the Kruncha and go up the ledge on the right) to get to Rambi. In the next gap you have to cross with a balloon, you'll find the O. Then, back on land, charge through the wall to the right to find a bonus. Kill all the Klomps and Flitters for the koin. After here is the No Rambi sign. Pass it for bananas, then, past here is a Kruncha and the star barrel.

The next balloon has a DK barrel on it. With this balloon, float down and to the left to get under the land you were just on to find a bonus barrel. Get all 40 stars for the koin, then, after the game, get back onto the balloon and hold the DK barrel. Go right and avoid the Zingers and Flitters. After the Flitters are more Zingers. Throw the barrel at the top one, then, jump onto the balloon that the Zinger was guarding. The N is here, and if you team throw a monkey up, you'll find the Hero Coin above you. Go right some more, and you'll find a Neek and a TNT barrel on another balloon. Then, on land again is a yellow Klobber. (They are like the green ones, except that you lose bananas when they hit you. If you're quick, you can get the bananas back, though.) When you cross the next gap, you'll sometimes have to jump to other balloons. Then, you have to avoid some Zingers. After the G, you'll find Zingers over the air vent things. To get past here, you'll need to wait over the lava until you get low enough to quickly go under the Zinger, and so on. Past here is the end target (and a balloon you can jump from to hit the end target with enough height for an item).

Squawk's Shaft

Enemies: Krook, Klomp, Zinger, Klampon, Mini-Necky, Kannon

There's a chest containing the K, a Krook, and a Klomp at the beginning. Go into the barrel kannon, and blast up to some Klomps and a DK barrel. Go left and use the barrel to blast up to some more Klomps. Fly to the right as Dixie to get to a barrel kannon. Blast from barrel to barrel while avoiding the Zingers to get to a bonus barrel. You have to break chests on the Zinger for the Kremkoin. It's always found on the right, in the second chest from the top. After here, you'll use barrel kannons to get to two Krooks. (The bottom one is guarding a chest containing a red balloon. When he throws his hook, wait for it to return to him, then, quickly run in and roll into him to kill him, so you can get to the chest.) Also, nearby is a Dixie barrel. Go in as Dixie to get bananas and banana bunch coins, then, continue on. Cross more barrel kannons while avoiding Zingers. Then, after some Klampons is the star barrel. (To the left of the star barrel, team throw a monkey up to a bonus barrel. Cross the barrels to get to the koin.)

Past the next set of barrel kannons is a Krook and the O, then, Squawks. (With Squawks, press Y to attack. You can kill all enemies except for the orange, invincible Zingers.) Fly up, and you'll find a DK barrel, then, Zingers and Krooks. (With many of these Krooks, the easiest way to kill them is to fly up behind them and shoot their backs. That way, you're safe from their hooks.) You'll also find the N in plain sight, then, another DK barrel. Next, you'll pass Mini-Neckies, then, get to two Krooks, both facing each other from opposite ledges. They are harder to kill from behind, so wait until they attack and get their hooks back before flying up quickly and shooting them both before

they can attack again. Now go right where the Krook on the right was. Then, go up while avoiding another Krook. Up here is the Hero Coin and a bonus barrel. In the bonus level, kill all eight Zingers for the Kremkoin, then, go back down and left, the way you came. Continue up now past more enemies, and you'll find the No Squawks sign. Pass it for some bananas, then, you'll find the end target.

Kleever's Kiln

This first part is easiest with Diddy. First, jump over three fireballs that the sword throws at you. Then, a kannonball will appear. Throw it at the sword, then, as soon as you can, cross the hooks that appear. Kleever will follow you over and shoot more fireballs at you. Throw the kannonball at Kleever again and repeat the process. After a total of three hits, the sword will sink into the lava. Switch to Dixie. Now the sword will return, floating on its own. It will lunge at you. The best way to jump over is to jump over as it's lunging, not before (that way it is horizontal, rather than vertical, and easier to get over). After, cross the hooks as Kleever chases you. (There are more hooks this time, so it's easier to avoid the boss.) On the other side is a kannonball. Hold it, and the sword will float down from above you. Hit it, then, cross the hooks again and repeat. These next two times, the kannonball takes a bit longer to appear, so it's best to jump to higher hooks, so you have longer to fall to the other side. Since it'll take a little longer to get over there, you'll have less time to wait for the kannonball. (Also, the sword will lunge at you again if you take too long to hit it.) After three hits for this second part, Kleever will be beaten, and you'll get the Kremkoin.

C. KREM QUAY

Barrel Bayou

Enemies: Neek, Klomp, Flitter, Klobber, Kloak, Zinger, Click-Clack

Many of the barrels here give you a few seconds to turn them before they shoot. Use this first one to get to the K. Past here is a DK barrel, then, a Kloak that throws crates and then bananas. Cross some timed barrel kannons, then, fly left over the Zinger to get over to Rambi. Go into the nearby barrel to get blasted back over to the Zingers, then, continue to the right. Past here, you'll find a DK barrel and the O. Now cross more timed barrels. (If you still have Rambi, you can shoot into the Zinger from the last barrel for a banana bunch coin.) Past here, cross some moving timed barrel kannons to get to the star barrel.

Continue past here. Go past the kannon, and you'll find the No Rambi sign. Pass it with Rambi for the Hero Coin. Past here is a Kloak (and a DK barrel). Wait for it to stop throwing barrels, then, follow it left (and keep it in sight). It will throw a chest when it stops. Break the chest on the Kloak for a kannonball. Now go back left to the kannon for a bonus level. Use a kannonball to kill two Flitters and a Zinger for the Kremkoin. Now go back right and cross some arrow barrels. (They point away from each other, but you just have to hold right on the control pad to blast over to the arrow barrel next to it.) Past here are Kloaks throwing Click-Clacks. Kill the second Kloak for the N. Now cross more arrow barrels, and you'll find the DK barrel just past them. Next are two yellow Klobbers, then, an arrow barrel. It points up and is moving left and right across a long gap. You have to jump in, and land back in the barrel whenever you get blasted out. Be careful not to press the control pad more than you need, or you'll go right past the barrel and miss it. (There's also a G over this gap). Next is a Kloak that throws barrels, then, it throws a Zinger beneath a bonus barrel. Just team throw a monkey up and over the Zinger to get into the bonus barrel. Cross the timed barrels to get to the koin, then, continue to the end target.

Glimmer's Galleon

Enemies: Klomp, Flotsam, Shuri, Puftup, Lockjaw, Spiny

This is a water area, and it is very dark. First of all, swim straight up and follow the bananas to a hole in the wall to find a bonus level. Just swim through the dark maze to find the koin. It's in a mainly right and up direction. Then, at the beginning, swim straight up again, but swim through the upper right corner above where the bonus level was to go through the crates. Swim through the upper right corner again to get to the Hero Coin. So anyway, back at the beginning, you'll find a DK barrel. Swim past a Klomp, and at a Flotsam, Glimmer will come to give you some light. At the next right-pointing arrow, past it and up is a Lockjaw. Go right and then up to find the K. Past here, below an up arrow is a Flotsam, and below that and to the right is a DK barrel. And up from here, when you can't go up anymore, you'll find the O to the right. Go left past here and you'll find a Puftup that bursts. Watch out, since it sends out four spikes when it does that.

Farther on, you'll find the star barrel and a DK barrel. Past here are more Shuries and bursting Puftups. After that is a DK barrel (and an N below that), but be careful getting to that DK barrel because shortly before it, a Shuri will swim in quickly from the right. After here, you'll pass more Shuries, then, get to a Puftup. Before the Puftup, go down, then, right then down again. You'll find a hole in the wall near a Lockjaw. Go through for a bonus game. Once again, swim through the maze to the upper right corner to find the Kremkoin. (By the way, somewhere around that Puftup where you went down to the bonus level, up above the Puftup, you'll find two Lockjaws and the G.) After that, you can continue on to a barrel that blasts you to a ship, where you'll find a Spiny and the end target.

Krockhead Klamber

Enemies: Kutlass, Zinger, Flitter, Kaboing, KrocHead, Klinger

There's a Kutlass and a DK barrel to the right of the beginning, but there is also something to get to the left. Kill the Kutlass (jump on him after he attacks, since he'll get his swords stuck in the ground), then, carry the DK barrel to the left and use it to kill the top Zinger over here. Jump over the other Zinger, then, break the chest for a red balloon. Now use Diddy's roll jump under the next Zingers to cross the gap and bounce on a Flitter to get to land. Team throw a monkey up over the Zingers (you'll need to hold left on the control pad the whole time so the monkey gets over the Zingers). Team throw a monkey over the next set of Zingers, then, kill all four Zingers with the chest to get the Hero Coin. Now go right and use the barrel to get blasted back to the beginning. (Dixie's best for this level, since she can fly over a lot of things and make it easier to avoid enemies.) Now cross the cattails and watch out for Flitters, Kaboings, and Zingers. (The K is in plain sight. Jump on the Flitter when it is under the K to get it.) Past many Flitters is a DK barrel. Past here is the O over a KrocHead that goes out and under the water. Continue past here to a star barrel.

Not far past the star barrel are an up arrow and a No Squitter sign. Team throw a monkey up at the arrow to get into a bonus area. Use Squitter to kill all the Zingers for the koin, then, go past the No Squitter sign for a red balloon (though, it's best to use Squitter to shoot the Kutlass past the sign first). Past here is a KrocHead barrel. Hit it to make KrocHeads appear for a short time for you to cross. You'll get to a DK barrel, then, you'll have to hit another KrocHead barrel. Cross these KrocHeads over to a Klinger on a cattail. Hit another KrocHead barrel, then, cross KrocHeads and Flitters. (The N is over one of the Flitters.) You'll end up at a DK barrel and more Klingers. Dixie is the best to use at the next KrocHead barrel. It's best to fly through

this one, then, cross the KrocHeads (the way it is, it's not as easy to just jump through it). Past here is the end target (and you can get the G from it).

Rattle Battle

Enemies: Kaboing, Zinger, Flitter, Kannon

Right at the beginning, jump up to a hidden barrel on the left side of the screen. You'll be blasted up to a banana bunch coin and some bananas. Now, team throw a monkey up into the bonus barrel above you. You have to cross the tops of these big barrels to get to the koin. Dixie does the best, but if you have trouble, you can always just team throw a monkey up to a higher stack of barrels. After the game, go through the doorway on ground level and go into the barrel to become Rattly. Now continue outside. This area has many Kaboings and many gaps to cross. There are usually Zingers in the gaps, but it is easiest to just super jump over most gaps. Anyway, there's a DK barrel right at the beginning, then, you'll find the K. Past here is another DK barrel and some Kaboings around a small gap (that has a column of a few bananas on either side).

Drop into the gap and go left to be blasted to a bonus level. Cross the Zingers to get to the Kremkoin. (Press B right when you land on the Zingers so that you can jump higher. It makes it easier.) Not far past the bonus level is the O. You have to jump onto a Zinger to get it. At the first gap after the O, you'll find a Zinger lower down flying left and right. Carefully go beneath it to get to the edge of the gap. (Go slowly, or Rattly may hit the Zinger.) To the right, in the ship, you'll see the Hero Coin. Do a good, high jump (but not a super jump) to jump into the ship and get to the Hero Coin. Then, you'll get blasted back up on deck, where you'll find the star barrel.

After the star barrel is a Kannon guarding a banana bunch coin. Past him is a Kannon shooting barrels across a short gap. (The N is over the gap, too.) Wait for the Kannon to shoot a slow barrel, then, jump on it and bounce over the gap. (Remember to jump as soon as you land on something, such as this barrel. You'll be able to jump higher and farther than simply bouncing on the object.) Not far past here is a DK barrel and an arrow made of bananas pointing up. At the arrow, super jump up to a bonus area. Get all the stars for the Kremkoin. Sometimes, you'll need to use the super jump to get to the higher stars. Now, past here, a Kannon is shooting kannonballs across a gap. Avoid the kannonballs and jump on the Zinger in the gap in order to cross it. Past here are Kaboings and a G on the big barrels. On the highest barrel, super jump right, and you should land on a barrel shot by a Kannon. Bounce on that barrel to get over the gap. (There's another way to do this, but you need to have both monkeys...um...snakes. Near the gap, from ground level, you can see the barrels being shot above you. You can super jump up and avoid the barrels, and try to land on the Kannon, or you can super jump and land on a barrel to bounce over to the Kannon. You'll likely get hurt when you do this and have a higher chance of falling into the gap, though, so be careful.) Past here is the No Rattly sign. Pass it for bananas. Here is the end target, and if you want, you can go to the right of it and jump up for a DK barrel. Go in the Dixie barrel before hitting the target so you can get an item.

Slime Climb

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

Snapjaw will be swimming in the water below you the whole time, so be careful to not fall into the water, or it will get you. The water rises at times, too, so make sure you are quick. Anyway, up the first rope is a DK barrel, and then the K at a Kruncha. Past here are Klomps, a Kruncha, and then a Klinger on the next set of ropes. Go up, and you can team throw a monkey up into a barrel above you for a little shortcut. You'll get blasted up and through the O. Now, team throw a monkey up to another barrel to get blasted to

the right. You'll get a lot of bananas and end up at the star barrel.

Right past the star barrel, kill the Kannon to get to the exclamation point barrel. Now go into the water and swim down on the right side of the screen. These bananas here will lead you down to a bonus barrel. In this bonus level, you have to use the ropes and hooks to get to the stars. It is easiest with Dixie, since you can climb to the top of the rope, then, fly to one side and get the stars as you go down. Then, after you get all the stars, you'll get the Kremkoin. As you continue on, you'll have to avoid Zingers on the ropes. (Lower down on the second set of ropes with Zingers around them is the N.) Past here, you'll have to jump across some Flitters. Continue on, and you'll find a kannonball. Bring it with you to the kannon to get to a bonus game. There's a DK barrel in the bonus level and kannonballs you can use to kill the Flitters and Zingers to get the koin. Past here, you'll see an exclamation barrel. Team throw a monkey up to it, then, go in the water. Swim near the top and go right to find the Hero Coin below the end target. Now you can jump up to the target and finish the area.

Bramble Blast

Enemies: Zinger, Klampon, Click-Clack, Flitter

I'm not sure how to explain this area. This is an annoying place with many brambles (obviously), so you have to be careful not to fall on any spikes, which are all over. This one is easier, though, since you just have to cross many barrel kannons, most of which point you in several directions and let you choose which way you want to go. Mainly, just go where you see bananas or other items, and you'll find your way through. There's a DK barrel around the beginning, and along the way, you'll find the letters. Watch out for the few Zingers here, too. One thing to watch out for is a bonus barrel. After the O, you'll have to cross some spinning barrel kannons. Then, back at the usual barrels, try to get to the left side of this section. On the left and down a bit, you'll see a banana down and to the left a little. Blast to it to get into a bonus barrel. You have to cross more barrel kannons to get to the koin. Start by going down along the bottom edge, then, over to the right, where you'll see an automatic barrel. Blast to that to get to the koin. Now continue on, and you'll get to the star barrel.

Much later, near the end, a barrel will be pointing left and right. It will blast you to a Flitter. Bounce on that to get to another barrel. Now there are several Flitters to the right that you are supposed to blast to and cross. Blast to the first Flitter, but bounce left and fall down into the gap in the bramble. You'll land in a barrel that blasts you to another, which blasts you to Squawks. Fly to the left. You'll pass a DK barrel and find the Hero Coin this way. Now fly right along the upper path. Avoid the Zingers, and you'll get to a bonus barrel. Fly along this area to get to a Kremkoin (which is past a No Squawks sign). After here, you can get to the end target.

Kudgel's Kontest

Kudgel will fall from the sky three times. Run to avoid him landing on you, and jump before he lands. If you're on the ground when he lands, you'll get stunned for a short time. After that, he'll swing his club, then, do a small jump (that won't stun you) that makes a TNT barrel appear. Grab it, then, go to the side. Jump before he lands. Then, he'll swing his club, and you can throw the barrel at him. Now he'll do three jumps again, which are faster. Repeat this process, and after a total of three hits, he'll just do smaller jumps. You still have to jump before he lands, but you now have to run beneath him when he jumps to avoid him. After, he makes the TNT barrel appear (without swinging his club), and you hurt him like you did before. After three hits for this part, you'll beat him and get a Kremkoin.

D. KRAZY KREMLAND

Hornet Hole

Enemies: Zinger, Click-Clack, Spiny, Krook

A few things to know about these types of areas is that certain parts of the floor are sticky. You can't walk or attack when on them; you can only jump. (Though, when you're riding on an animal, you won't get stuck.) Also, you sometimes have to climb up sticky walls. To do this, jump to the wall to stick, then, jump off then hold towards the wall on the control pad to land back on the wall. You should be able to get higher with each jump. So, at the very beginning, team throw a monkey up to a hook (there's a DK barrel right past here if you need it), then, jump to the sticky wall. Go to the very top, then, cross some hooks for bananas and banana bunch coins. Then, drop down on the right to find a hole in the wall. Go through for a bonus level. Use the chest to kill every Zinger so that it will break open for the Kremkoin. Then, outside of the bonus level, go left and drop down. You'll end up at another hole in the wall. Go through and climb up the stick walls to get to the Kremkoin. Now return to the beginning. Like I mentioned earlier, a DK barrel is not far past here. Then, continue on and avoid Zingers, Click-Clacks, and Spinies. When you find a K at one sticky wall, climb to the top and jump up to a higher sticky wall on the right side of here. At the top of here, you'll find a chest that contains a green balloon. Past here is a DK barrel, and then you'll find two Spinies. Past them, you can barely see a hook up above, next to a tall area above you. Team throw a monkey up to the hook, then, climb up the sticky wall to find Squitter. He's very useful here. He doesn't get stuck on the honey, and he can cross harder gaps and such. Drop down and past here is the star barrel.

Past the star barrel, go into a barrel kannon that will blast you up past some Zingers. Then, you can make webs to go up to the right to find the O and a DK barrel. Now continue to the left. Farther on, past a Krook is a DK barrel. Past that are Spinies and a Zinger over a gap. Kill the Zinger, then, drop into the gap. Go left to find many bananas and the Hero Coin. Now use a barrel kannon to blast you out of here and continue on. You'll find the N and a barrel kannon that blasts you up past Zingers again. At the top of here, use webs to go up to the right to find a hole in the wall. Go through for a bonus level, where you use webs to go up to find the Kremkoin. Now, farther on is the No Squitter sign. Pass it for a red balloon, then, climb up the sticky wall to get to the end target. (You can get the G from the target.)

Target Terror

Enemies: Zinger, Flitter, Klank

At the beginning is a DK barrel and a Zinger. Go into the barrel kannon to get blasted up to a cart that you ride along the track. After a little bit, you can jump on a Flitter to bounce to the K. Now, watch out for barrels with green checks on them. Hit them to open gates. You'll get hurt if you hit a closed gate. Also, watch out for gaps you have to jump across to get to new carts, or enemies you have to jump on in order to bounce to a check barrel. Later, there is also a Klank in front of you for a short time. They ride in carts and throw barrels back at you. After him, you'll start seeing red X barrels, too. They close gates, so don't hit them. Shortly after the first X barrel, jump up to a bonus barrel in plain sight over the track. In this bonus level, you use Squawks to kill all the Zingers to get the koin. (There's also a No Squawks sign before you get to the koin.) After the bonus barrel, you'll find the O. Then, you'll have to bounce on two Flitters to get up to a check barrel. Past that, bounce on another Flitter to get to the star barrel and another cart.

After here is a DK barrel, then, you'll have to watch out for more check and X barrels. You'll also see the N in plain sight, then, after that is a wooden area you'll pass through. Jump in the wooden area for a Hero Coin hidden by the wood. Next, you'll find a Klank. Follow him when he drops down to a lower track at the next gap. Down here, jump to the next cart to get to a bonus level. Just jump from cart to cart to get the Kremkoin at the end. Then, after the bonus level, you'll find the G and a barrel kannon that blasts you back up to the main track. Shortly after here, bananas will lead down in the next gap. You have to fall down at the bananas, and then jump lower down in midair to go through a check barrel and land in the cart. It takes practice, since if you jump too late, you'll die, and if you jump too early, you may land in the cart but miss the check barrel right before it. Anyway, past here is the end target. Behind it is a DK barrel. If you a team throw a monkey into the barrel kannon, you can hit the end target for an item.

Bramble Scramble

Enemies: Krook, Zinger, Click-Clack, Flitter, Kannon, Mini-Necky, Kloak

Here's another annoying bramble area. Watch out for all the spikes. (If you jump over the spikes to the right, you'll find the K.) To the left is a Krook and then a DK barrel. Jump over the spikes here to get to a rope, then, cross it while avoiding the Zingers. Climb up a vertical rope (watch out for the Krook), then, jump to the right. Click-Clacks are here, plus you can team throw a monkey up to an exclamation point barrel. Now that you're invincible, run right and drop down into the gap. Cross the spikes, then, go into the barrel kannon at the end and blast up to a bonus barrel. Use Squawks to kill all the Zingers so that you can get to all the stars. Then, you can get the koin. You'll pass a No Squawks sign here, but after this bonus level, you'll get to a Squawks crate again anyway. Go up past some Zingers, then, go left. There are Flitters here and a Zinger lower down. (If you kill the Zinger, you can go through the gap it blocked to find a DK barrel, bananas, and a banana bunch coin.) Past some more Zingers is another DK barrel. Now go down and watch out for a Krook and orange (invincible) Zingers, then, go left. Past some Zingers and Flitters are Zingers flying in a circle, then, a Kannon shooting down. Shoot him from the side, then, fly past where he was. Past here is the O to the left, then, you'll have to go up again and avoid a Krook. Past the No Squawks sign, you'll get bananas. The star barrel is past here.

At the star barrel, there are two ways you can go. If you go up the rope, go quickly to avoid all the Mini-Neckies. At the top is a Zinger and a DK barrel to the right. Go left across the rope, and watch out for the Kannon that shoots three kannonballs in a row. Past him, climb up another rope, then, climb right on another. At this rope, a Kannon is shooting at you. Avoid the kannonballs by jumping up in the gaps in the bramble. Past here is where you'll end up if you take the other path... You can also stand on the platform below the star barrel and jump through the bramble wall to the right to get to a platform. Roll jump to get over to a Squitter barrel to become Squiter. If you use webs to go up a bit, you'll find a DK barrel. But, before you get to that, you'll see a single banana on a leafy part of the bramble on the left side. Go through that part to find the Hero Coin. Also, at the higher banana here is a hidden coin, and at the lower one is a blue balloon. Now go to that DK barrel and go past the nearby No Squitter sign for a red balloon. Go into the barrel kannon to be blasted up to a rope and two Click-Clacks. Now you're back on the normal path. Drop down from the rope and jump over the bramble to the right to get to Squawks. You'll get to some orange Zingers. (In the upper right corner of this part is the N and a Krook.) Past here is a DK barrel. Now continue on and get past many Zingers (and some Mini-Neckies). Near the end are Kloaks throwing crates. You should be able to kill all of them but one. (To hit them, you may need to fly as close to the bramble above you as you can and shoot from

up there.) After the Kloaks, pass the No Squawks sign for the G, then, go to the end target.

Rickety Race

Enemies: Klank

There's a DK barrel at the beginning. Also, you can team throw a monkey up to a ledge on the left side of the screen. Team throw a monkey up to another ledge above you, then, fly as Dixie to the ledge to the right. Go right for a bonus level. You're on a cart, and you have to jump on as many Klanks as you can, and if you kill enough, then, you'll get the Kremkoin. (You don't have to kill all of them, since you can't.) Okay, now get into the cart. You are in tenth place, and you need to get to first for the Hero Coin. (You can still finish this area even if you don't get to first place.) At the very beginning, before you start going, you can hold left on the control pad to go backwards. You'll hit something that makes you go extra fast. Now, for a while, you can just hit the backs of the Klanks' carts to kill them, rather than having to jump on them. This is safer, since often, you may jump on them and end up bouncing right into a gap. (Going faster is not necessarily an easier way to beat this area, though. You can beat it equally as well by going both fast and normal speeds; it kind of depends on how quick your reaction time is for jumping over gaps.) One thing to remember is that there are signs with exclamation points on them that warn you that a gap is ahead. This is helpful, but do not jump when you see it. Always wait until you see the gap before jumping, or else you'll jump right into it. This area really is pretty much straightforward; just jump over gaps and eventually you'll get to the end. (Letters are either in plain sight or obtained by getting ahead of certain Klanks, and there is no star barrel.)

Mudhole Marsh

Enemies: Flitter, Cat-O'-9-Tails, Click-Clack, Mini-Necky, Zinger, Kannon

Past some Flitters is the K, which is over a Cat-O'-9-Tails. (Not only are their names annoying to type, but these Cats spin around and can either hurt you or get you caught in their tails and throw you somewhere. I'm not sure what you do differently between getting caught and simply getting hurt, but it's always easier to just team throw a monkey up to whatever is above. Avoid the Cat until it stops spinning, then, jump on it after it sits down.) Past here, cross some hooks (there's a DK barrel at the hooks). Past that are Click-Clacks, then, Mini-Neckies and a chest that contains bananas (which takes 3 hits to break). Past here is another Cat-O'-9-Tails, then, some hooks you'll have to cross while avoiding Zingers. At some more Mini-Neckies, there are three chests. They contain a DK barrel, the O, and a banana bunch coin in that order. (Also, when you see a single banana above you, you can team throw a monkey up to it for a hidden exclamation point barrel.) Anyway, at the next Cat is a bonus barrel above you. Either team throw a monkey up to it or let the Cat throw you up there. Get all the stars for the Kremkoin. You'll have to team throw a monkey up to the higher stars. Then, past here is the star barrel. (If you didn't go through the bonus level, you may have to bounce on a Mini-Necky to get to it.)

Past the star barrel is a chest that contains a DK barrel. Past some more enemies is a Kannon and the N, then, you'll have some cattails to cross. You have to avoid Mini-Neckies, though. At the first cattail, go down and then up to avoid them. At the second, wait at the top and then go down. Past here are two Cat-O'-9-Tails and a Zinger, then a kannonball. Carry it to the right. You'll pass a DK barrel and have to avoid barrels shot by a Kannon. Past him is the kannon. Bring the kannonball to the kannon to play the bonus level. Kill the Zingers and Flitter with a kannonball to get the Kremkoin. Now, past here, you'll hear a kannon blasting, but you won't see anything at

first. You'll start seeing the barrels being shot after you pass a Flitter. Cross the barrels and Flitters to get to a Kannon, then, continue on. Above the first of two Cats is the G. Then, you need to bounce across more barrels (you can press B when you land on them if you need to jump a little higher) to get to another Kannon. Don't kill the next Kannon, who is firing barrels to the right.

Jump to the hook nearby and jump to the right of the Kannon. To the right is the end target. After it shows a banana bunch coin, it'll show the Hero Coin. You need to bounce on one of the Kannon's barrels and land on the target at the right time for the Hero Coin. You kind of have to bounce off a barrel as you see the banana bunch coin, and you should land on the target as the Hero Coin is showing. (You can bounce on the barrel and land to the left to get a feel for how long it takes to land. Then, you can see when you need to hit the target.)

Rambi Rumble

Enemies: Kutlass, Zinger, Klampon, Kannon

Past the Kutlass at the beginning is a DK barrel with Zingers flying around it. Past here, you'll have to climb up sticky walls and such and watch out for Zingers and Klampons. You'll end up at another DK barrel, then, you'll have to go down. Instead of climbing down the sticky walls, it is easiest to fly down as Dixie and dodge the Zingers. Then, you'll have to go up again. At the top, jump up and to the left to get to a hook. Jump to the sticky wall nearby. To climb up here, you can't jump from too high up, or you'll hit the small outcropping above you and fall. So jump to the next hook from lower down, then, continue up the sticky wall. At the top, go into the hole in the wall for a bonus level. Just climb up the sticky walls here to get to the Kremkoin. Now, past here is a Kutlass, then, the O, and then the star barrel.

Past another Kutlass is a hole in the wall, but don't go in yet. Jump up for a hidden hook. Jump up to another hidden hook, then, go right across the area up here. The Hero Coin is over here in plain sight. Now go back and go through the hole in the wall. Go into the barrel to become Rambi, then, go through the next hole in the wall. For the rest of this area, you'll often have to jump across Zingers. (You'll need to jump right when you land on them, or you may not go far enough.) Past the first gap here, bounce on a Zinger to get to a higher up DK barrel. Now drop down and be careful, since there's a Kannon to the left. Farther on, you'll find some Zingers higher up and a path below them. I never managed to cross those Zingers, and if you can't either, you'll have to watch out for the Kannon that is below them. After a few more drops, a big Zinger will be behind you. If you don't want to be chased and you can take two hits, you can get to its left (but, you'll get hurt) and then take your time. But, the best and easiest thing to do is to just run. You don't need to hurry too much; this part isn't that hard. Later, you'll get to a barrel kannon that blasts you to the No Rambi sign. Don't go into the barrel kannon yet. Charge through the wall to the right below it for a bonus level. Kill all the Krunchas and Zingers for the Kremkoin. Then, past the No Rambi sign, you'll get bananas. The end target is past here, and you can get the G from it.

King Zing Sting

You have to fight a giant Zinger. First, go into the barrel to become Squawks. (You can shoot at the Zinger from this beginning area, but when it comes after you, you won't be able to escape, so just go out into the main area where the boss is flying around.) A DK barrel is in the open area, and the boss is here, where it flies in the same pattern. You have to shoot at its stinger to hurt it. The best way I found to hurt it was to wait for it to go around the bottom area. Then, it will fly up, and go left and then up again. I followed it as it went up, then, shot its stinger as it flew right. It gets faster as it takes more hits, though, so later, it's best to stay above it, and

when it flies back and forth on the bottom, keep shooting until you manage to hit it. After two hits, it will go towards you and shoot stingers in all directions three times. It's best to be below it. Then, as it shoots spikes, you only have to press down on the control pad to avoid stingers. Then, it will fly up quickly (another reason to not be above it) and fly around again, faster this time. After you hit its stinger a total of six times, it will become small and be surrounded by several other Zingers. Kill those Zingers, then, hit the boss three times. (After every hit, it will be invincible for a short time and will fly faster.) Then, it will be beaten, and you'll get a Kremkoin.

E. GLOOMY GULCH

Ghostly Grove

Enemies: Klomp, Kloak, Spiny, Klampon, Klobber, Kruncha, Kaboom

After some Klomps, you'll find a Kloak, then, past him is a ghost rope. These appear for a short time, and then disappear. Climb up this one to find a DK barrel. Past here is a K at a Spiny and a Klampon. Past here is a Klobber, then, Krunchas, and then a ghost rope you can climb up for the O. (Climb up the rope quickly, since it only appears for a short time.) On the ledge to the right of here, fly left as Dixie to get under the ledge you were just on. You'll get to a barrel kannon that blasts you to the Hero Coin. Past here is a Klobber and two Krunchas, then, a single banana next to a wall. Break that wall with a barrel to get to a bonus level. Just throw the chest at the Zinger until it breaks to find the Kremkoin. Past here is the star barrel and a DK barrel.

After the star barrel is also a Kloak and then two Kabooms. At the second Kaboom is a chest that contains the N. Next, there are two ghost ropes over Klampons. They appear and disappear quickly. To climb them fast enough, you have to jump at the one to the left before it even appears. Then, if your timing is right, you'll grab it as soon it appears. Cross these ropes quickly to get to a bonus barrel. Just cross the ghost ropes quickly to find the Kremkoin. Now, past more ropes is a DK barrel and two Kabooms. Past here, you'll pass Klampons and Spinies and find a circle of bananas. Team throw a monkey up through the circle for a hidden G. After here, you'll find the end target.

Haunted Hall

Enemies: Kackle, Zinger

At the very beginning, you can jump on the left side of the screen to get some bananas. Now, cross the hooks to get into a cart. Past here is a DK barrel and then a gate. Through the gate, Kackle will start to follow you. You have a time limit to get through the next gate, and if you are too slow, Kackle will take one of your monkeys. Green plus barrels will add time and red minus barrels will take away time. There's a K along here, and after you pass the gate that Kackle can't pass, there will be two paths to take. The lower path has Zingers. Jump to the upper path, but then jump over the wooden area you come to. You'll go along the top of that to find a bonus level. You'll start by going forward (you'll see the Kremkoin appear above you at the beginning), then, you'll hit a green barrel that makes you go backwards. Jump to the upper track and jump over each gap, then, jump to the Kremkoin at the end. After here, you'll end up going into the bonus level you jumped over just recently. You have to get enough stars, and since there are more than you need, you can just keep jumping to collect the stars, and you'll get the Kremkoin at the end. Now, after here you'll pass another gate and be followed by Kackle again. You have very little time, but there are only green barrels here, so hit as many as you can. (The O is also here.) Past the next gate that Kackle can't pass is the star barrel and the DK barrel.

Past the next gate, you'll be chased by Kackle once again. You have a lot of time now, but there are a lot of red barrels. You have to avoid them. If you hit more than one, you won't have enough time. (You'll see the N in this area, too.) Past the next No Kackle gate, you can go to two paths again. The upper one leads to Zingers. The lower one is difficult to get to. To get over, you kind of have to do a smaller jump (or just jump a little bit early) and you should land on the lower track. (It takes a lot of practice. Sorry if you land in the gap instead on your first tries.) This track leads to another bonus level. You go very fast here, and you have to jump over gaps. Just make sure you don't jump until you actually see a gap, and you should be able to get to the Kremkoin at the end. Past here is the next gate where Kackle will follow you. The G and both green and red barrels are here. Once you get through here, you'll go through a No Kackle gate and get to the end target. Before finishing up, though, go to the area to the left of the end target (below where you came in) to find a hidden Hero Coin.

Gusty Glade

Enemies: Klampon, Click-Clack, Spiny, Kutlass, Neek, Kannon, Zinger

Team throw a monkey up and to the left at the beginning to find a ledge. To the left is Rattly. Now go right. Past some Klampons is a DK barrel over some Click-Clacks. Here, it will start to get windy. Past here, the wind will blow left (against you), so it will make you go a bit slower. Past some Klampons, jump right, and the wind will blow right with you so you can get over the gap. You'll then find Spinies, a Kutlass, and a chest containing the K. At the next gap, the wind will blow right so you can cross it easily. Then, the wind will stop, and you'll have to cross narrow ledges that have Neeks or Klampons on them (and a DK barrel). At the end of here, you'll find the O. Cross the next gap, and the wind will then go left as you try to get past some Klampons and Spinies. Over here is a gap with a tall ledge on the other side. You're supposed to get near the edge and use a super jump to cross it, but not only is the wind blowing against your jump, it's blowing away from the gap when you charge your jump. This is hard, so I suggest just getting off of Rattly and crossing the hook in the gap to get across. Even without Rattly, you can still get to the bonus barrel here. Just team throw a monkey up to it. You have to bounce across Flitters to get to the Kremkoin, but to make it harder, the wind is blowing to the right. Make sure you don't press right on the control pad much, or you'll go right too far and fall into the gap below you. After the bonus level was the No Rattly sign, then, past here is the star barrel.

Now you have to go towards a Kannon and dodge the kannonballs he shoots as the wind blows left against you. Past him is a Kutlass and a DK barrel. Next, you'll find two Kutlasses and two chests. In one chest is the N, and in the other is a kannonball. Hold the kannonball with Diddy, then, go right. You'll find a kannon this way (and along the way, the kannonball will protect you from any Zingers you run into). Bring the kannonball to the kannon for a bonus level. You have to get all the stars. Ride in the automatic barrel kannon, and it will shoot you up to the stars so that you can get the Kremkoin. After here, you'll have to cross some hooks, but you have to only jump when the wind is blowing right. Past here is a Kannon and then a DK barrel. Switch to Dixie now; you'll need her soon. Cross some barrel kannons that shoot straight up. When the wind goes right, blast up and hold right on the control pad to get to the next kannon. When you get to land, don't drop down. (There's a Kannon below you. Just ignore him.) Fly right and then you'll find a Hero Coin up in the air. (The wind is blowing right, so try not to pass the Hero Coin by too much, so that you can fly back and get it if you need to.) You can go very far this way, and you may end up passing the G. Past here, cross more barrel kannons, but only blast to the next one when the wind completely stops. Past here is the end target.

Parrot Chute Panic

Enemies: Zinger, Klampon, Spiny, Click-Clack

A DK barrel is right at the beginning. As Dixie, fly down in the gap here and fly left to find the Hero Coin in an alcove. Drop down to find a purple Squawks (I think its name is supposed to be Flapper, but I'm not sure). This purple parrot can't attack, and it can't go up. It can only go down, but you can control how fast it goes down by using up or down on the control pad). So get on this parrot, and avoid the Zingers as you go down. You'll get dropped off on a ledge with a Zinger and a Klampon. Go to the next purple Squawks. You'll find a K as you go down. Then, when you get dropped off again, you'll find a DK barrel. Then, past some Klampons is another parrot. You'll find a more open area as you go down. Instead of going down between some Zingers, go left over the Zingers to get to an alcove. Get off the parrot and go into the hole in the wall for a bonus level. Use Squawks to fly through here to get to the Kremkoin. After the bonus level, pass the No Squawks sign for some bananas, then, go to the purple Squawks. Next time you get dropped off, you can drop down through a star barrel, where you'll land on another parrot and find a DK barrel.

After here, you'll get dropped off again, then, you'll get on another parrot and have to get past some moving Zingers. Then, you'll get dropped down to a Spiny. Now fly left as Dixie to get to a sticky wall over some Zingers. (If you dropped down, you could get the N.) Climb up this sticky wall, then, go through the hole in the wall at the top for a bonus level. Use Squawks to kill all but one Zinger, then, pass the No Squawks sign for a TNT barrel. Use that to kill the last Zinger for the Kremkoin. After the bonus level, you'll get back to the N. Get onto the next purple Squawks. You'll find a DK barrel straight down, and when you next get dropped off, you'll find another DK barrel and a Klampon. Drop down to some Click-Clacks, then, get onto the next parrot. After a bit, you'll have to land on another parrot. Continue to avoid Zingers, and you'll get to the end target after here. (Behind the end target is a banana. Jump to it for a hidden hook. Jump from that so that you can get an item from the target.)

Web Woods

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

After some Neeks, you can either take the upper or lower path. Both have green Kutlasses (they are faster than the yellow ones, since they don't get their swords stuck in the ground). On the upper ledge are Krunchas, the K, and a chest containing a banana bunch coin. Past here are more Neeks. You can go along a lower path here, or team throw a monkey up onto a higher ledge to the right. Up on the higher ledge is a Zinger and a chest containing a green balloon. Past here is a Kaboom and a Zinger. Go into the hole in the wall, then, go into the barrel to become Squitter. Leave here and continue through the area. (You'll find green Kutlasses, Zingers, and Kaboings.) Past a big gap is a DK barrel at two Zingers. Then, you'll find a Krook, then, a green Kaboing, and then the star barrel.

There's also a DK barrel around the star barrel, then, the O in the next gap. Next, you'll have to get past some Mini-Neckies. Then, you'll find a Krook and then a Kannon and a DK barrel. Past here is another Kannon and then the N in the gap right after. After here is a steep, step-like slope. Just go down here and shoot webs at the Mini-Neckies as you go. Now, cross a longer gap. Watch out for Mini-Neckies, but don't shoot down, or you may kill the next Kannon. At the Kannon, when he shoots a slow kannonball, follow it left and keep it in sight. It will break through a wall. Go through the hole it made

for a bonus level. Carefully get through this bramble area and avoid the Zingers to get the koin at the end. (Use many webs so you can walk across them, rather than having to jump and risk hitting the bramble above you.) Now you have to cross another big gap. Watch out for Zingers. When you find orange Zingers flying around, the best way to get past them is to first make a web just to the left of where the Zinger flies. Then, make a web a bit farther away that is to the right of the Zingers path. Then, when the Zinger isn't in the way, you can jump to the second web. That way, you aren't slowed down by crossing webs that the Zinger may fly through. Past here, you'll find an arrow made of bananas pointing left. Past some Kaboings is a Kannon. Don't shoot him. He'll shoot a kannonball to the left; follow it along the ground. When it reaches the wall the arrow was pointing to, it will break the wall. Go into this newly formed hole for another bonus level. Just get all the stars for the Kremkoin. Now past here, you'll get the G when you pass the No Squitter sign. At the end target past here, you can get the Hero Coin. It appears very quickly after a single banana shows. Get into the barrel and wait for the right time to shoot. Shoot when you see the single banana, but not right away. Wait a few moments after the one banana appears, and you should hit the target when the Hero Coin appears.

Kreepy Krow

First, three ghost Mini-Neckies will swoop down at you, then a real one. It doesn't matter if you land on the ghosts or not, but you have to land on the real one. When you do, a barrel will appear. (If you miss the real Mini-Necky, jump over the Krow when it swoops at you. Be careful, since it may swoop more than once.) Grab it and Kreepy Krow will swoop at you. Hit it with the barrel, and it will fly upwards. Some hooks will appear, so climb up them to get to some ropes. Climb up the ropes and switch sides often, since eggs will fall from above. (On a ledge to the left of the ropes is a DK barrel.) At the top, a blast barrel will blast you up. Now avoid these ghost Mini-Neckies, then, land on the real one again. (A ghost Mini-Necky will swoop down after the real one does.) Use the barrel that appears to hurt Kreepy Krow when it swoops at you again. Now climb up the hooks that appear to get to more ropes. Now eggs are coming from above and from the left, so be careful. At the blast barrel at the top, you'll get blasted up again. Now avoid more ghosts, land on the real Mini-Necky, and avoid two more ghost Mini-Neckies. Hit the Krow with the barrel for the third and last time to defeat it. You'll get a Kremkoin.

F. K. ROOL'S KEEP

Arctic Abyss

Enemies: Kaboom, Puftup, Flotsam, Lockjaw, Shuri

In the water below you are Puftups and Flotsams. Instead of going in the water, fly as Dixie to the ledge to the right. Over here is a Kaboom, the K, and a DK barrel. Team throw a monkey up to the ledge above you and to the right to find bananas and a banana bunch coin. Now go right and drop down to find an Enguarde barrel. Go in to become Enguarde. Past here is a DK barrel, then, past that, go up and look left. Two bananas are next to the wall.

Charge through that wall for a bonus level. Just swim back and forth as the water lowers to get enough stars. There are more than you need, and once you get 100, the Kremkoin will appear. Past here, you'll have more enemies to get past, then, you'll go up. There's a DK barrel and bursting Puftups here. Past here a little bit, you'll find Shuris swimming around the O. Past here is the star barrel and a DK barrel.

As you swim up past here and get past Puftups, watch out for Shuris.

At the top of here, charge to the right (but I don't think you should be too high up when you do), and you'll get the Hero Coin as you go quickly across this

area. Past here is a DK barrel and then some Shuris and the N. Past here, go up and past Shuris. (You can then charge to the left and try to get the items on the higher ledges, but I'm not sure exactly how to get them.) Anyway, go left and you'll find bursting Puftups. Past them is a gap. Go down. There's a Lockjaw down here. Go right and through the wall. Pass the No Enguarde sign for a red balloon, then, go into the hole in the wall. In this bonus level, drop down and then hit every Zinger with the chest to break it open for the Kremkoin. After this, you'll end up at another No Enguarde sign. Past that is the end target.

Windy Well

Enemies: Click-Clack, Zinger, Kutlass, Kannon, Krook, Kruncha, Spiny, Klobber

Past some Click-Clacks, jump and the wind will blow you up through a DK barrel and up to a higher ledge. Jump again to get blown upwards again. Avoid the Zingers, and you'll end up on a ledge with a Kutlass. Past him is a Kannon. Jump up to a hook, then, jump again and the wind will blow you up to a higher ledge. When you jump again, the wind will blow you up a little bit, then, drop you, then, blow you up again and so on. Pass the Zingers by going quickly below them when the wind drops you. Then, float over to a hook and jump again to get up to some Click-Clacks. Jump again to float up again (you'll find the O early on here), and avoid a Zinger and then a Krook. (To avoid them, it's easiest to wait until he throws his hook, then, go up quickly between him and the hook.) At a higher ledge, go left and drop. The wind will once again blow up then drop you. Get past the Zinger (which is below a ledge with a Kruncha and a DK barrel on it), and go left to find a bonus barrel. In this game, jump so you float up to the hook. Then, jump and bounce across every Flitter to get the Kremkoin. After the game, you'll have to get past some Zingers again when the wind is going up and then dropping you. You'll get to a Kutlass on the next ledge. Jump up and float past Zingers flying in circles to get to the star barrel.

Float up past here to get to a higher ledge. Up here is a DK barrel and some Krooks. Past here, jump so you're floating and dropping. You have to get past some Zingers flying left and right. This takes some timing. The best way to get past them is to time it so you drop in the Zingers' path as they go right. Then, as they go back left, you'll be able to float right between them. Past here are more Zingers. Don't jump, or you'll float again. Instead, stay on the ground and team throw a monkey to the red balloon, then, walk beneath the Zingers. At some hooks, jump up and float past some Krooks and a DK barrel. Now, go right and jump. As you float, quickly go right and hold down on the control pad as you hold right so you don't rise as fast. You'll get past these Zingers, where you'll get the Hero Coin. Now float up to the ledge above you. Now jump and float up past some Zingers. Higher up, you'll float and drop around a small ledge with a Zinger flying left and right beneath it. It takes good timing to get onto that ledge while avoiding the Zinger. On the ledge, jump up to float past more Zingers. At the next ledge, jump and you'll float up and drop. Get past the moving Zingers, then, you'll float upwards. Avoid more moving Zingers, and you'll get to a ledge with a Spiny on it. Jump up and float past more enemies, then, you'll end up on a ledge with a No Squawks sign. (No, you didn't miss anything.) Don't jump here, or you'll float. (If you do, get onto the hook, then, hold down on the control pad and jump to the ground. Then, you won't be floating anymore.) Go right and jump to a ledge below the end target. There's a Klobber here and then a Kutlass. You'll have to run left and jump on the Klobber when it gets to you. Then, you can grab it and use it to kill the Kutlass. (Or, you can get near the Kutlass and then avoid his swords. While they are stuck in the ground, roll into him.) Past him is a bonus barrel. Use Squawks to get all the stars for the Kremkoin. After the bonus level, you'll pass the No Squawks sign from earlier and get some bananas. Now go to the end target.

Castle Crush

Enemies: Neek, Spiny, Kutlass, Kruncha, Klampons, Krook, Zinger, Mini-Necky

The floor moves up in this area, so be careful not to get crushed between it and other ledges. After a short time, there will be a Neek, a Spiny, and a DK barrel. Hold the DK barrel until you see a Kutlass to the left. Hit him with the barrel, then, go left where he was to find a Rambi barrel. Go in to be Rambi. After some more enemies, there will be a Kruncha and then some Spinies. At them, go to the far right of here to find the K. Next are Klampons and then a Krook. (Obviously, when the Krook throws his hook, jump to the right of it, then, jump to the left of it as it returns to him.) Past more enemies, you'll find an arrow pointing left. Charge through the wall it's pointing to for a bonus level. As the floor rises, quickly kill every Zinger (if you let the floor kill any, it won't count), and a Kremkoin will appear at the top of here. After the bonus level is a Klampon and then a No Rambi sign. Pass that for bananas. Past here is a Spiny and a Klampon, then, a blast barrel will blast you up to a higher place. Kill the Spiny here, then, wait for the floor to catch up to you so you can continue more. Past here, you'll have to roll through many Spinies to get to the star barrel. (When you have to get past many Spinies quickly, just press Y repeatedly.)

Above a Zinger near the star barrel is a DK barrel. Go through the wall to the left of it to find a Squawks barrel. As Squawks, quickly fly up past some Krooks. Then, fly up past some Zingers. To the right of here, you'll find a gap. Fly down to find the Hero Coin, then, fly back up to the N, a Zinger, and the No Squawks sign. Pass the sign for a TNT barrel. Use it to break the wall that has an arrow pointing to it for a bonus level. In this, the floor will rise quicker as it goes on, and you just need to avoid ledges above you so you don't get crushed. At the top is the Kremkoin. Past here is a Klampon, then, pairs of Spinies and Klampons. (It's best to spin through the Spiny and then jump on the Klampon in that order.) Past here, avoid the Mini-Neckies that swoop down. Next are Zingers that fly in circles. To avoid them, it's best to jump over them when they are lower. (Jump in the opposite direction they are flying.) Then, run beneath them in the opposite direction you were going, and they will hit the floor and get killed. (This sounds confusing, but I'm sure you'll know what I mean when you get to this point. It works every time.) When the floor is higher up, you'll be able to get to a DK barrel to the right. Past here is a Kruncha and a G and then two Krooks. This part is easier than it looks. The Krook on the right throws his hook first, and then the one on the left does it and so on. Jump towards the Krook throwing the hook, then, jump away when the hook is returning to him. Be quick (with Dixie, don't fly, this doesn't help), and you should be able to avoid them. Past here are Spinies, then, Zingers, and then two Klampons and a Spiny at the end. Now you can get to the end target.

Clapper's Cavern

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

In this area, don't go in the water or Snapjaw will get you. You have to jump on Clapper, and he'll freeze the top of the water. But, you don't have to deal with this just yet. There's a secret right at the beginning, and going this way means missing the beginning part of this level. Oh, well. There's a DK barrel at the beginning. Team throw a monkey up to a hook, then, jump up to a higher ledge. Get past some Spinies and a Klampon, then, go into the hole in the wall for a bonus level. Cross the small ledges to get to the Kremkoin. After that, team throw a monkey up again to a hook and the K. Jump up to the Hero Coin. Now drop down to the normal part of the area. (One thing to know is that when the ice is frozen and you need to get beneath Zingers, run

then duck and you'll slide beneath them.) Just jump on Clapper and cross the frozen water while avoiding enemies, and you'll get to a barrel that blasts you upward. Now continue left, just the same as before. The O is along this way, and at the end, a barrel will blast you up again. You're in the water now, but Snapjaw can't get to you here. Enguarde is nearby (and like usual, Flotsams and Shuris are here). Go right and go up a little bit (but not all the way up), then, go left. Past bursting Puftups is a banana next to part of the wall. Charge through that part of the wall for a bonus level. The water will lower a lot here. Just keep pressing Y to get through the water and across any ice you end up on, and you'll get to the Kremkoin at the end. After here, you'll end up at the No Enguarde sign. Pass it for bananas, then, swim up to land. (Now, watch out for Snapjaw again.) Past a Spiny and a Kruncha is the star barrel.

Bounce on a Flitter to get to Clapper. Land on him, and he'll freeze the water. Cross the ice, and a DK barrel and the N are along here. At the first part of land past here, you'll see a banana above you. Team throw a monkey up for an exclamation point barrel. Now, continue on and climb up some hooks. You'll find the G. Continue on to the end target now. (Go in the Dixie barrel and hit the target from there so you can get an item.)

Chainlink Chamber

Enemies: Klinger, Zinger, Krook, Klobber, Kutlass, Mini-Necky, Kannon
Cross the chains with Klingers on them. On the far left chain, go down to find the K in an alcove to the left, then, climb up. There's a DK barrel on the chain, and past a Zinger are more Klingers. Instead of crossing the chains they are on, it's easier to just walk on the ground below them, then, jump back up to the chains. Next, climb up past Zingers, and you'll get to some Krooks. Kill the top one. The area behind it has a yellow Klobber and a kannonball. Avoid the Klobber, then, grab the kannonball. Jump right across here to land on the Krook on the right side. Behind him is a kannon, so bring the kannonball to it for a bonus level. To get to the Kremkoin, cross some chains and hooks while avoiding the Zingers on the chains. After that, you'll end up at a DK barrel. Past here, you can go left or right. Both lead to the same place, but the left side has hooks with Zingers around them and chains to cross and to the right are barrel kannons that shoot up to chains with Zingers flying along them. At the top of here, to the left is the O. It has a Zinger flying around it, though. Past here is a circle of Zingers flying around. Go left along the horizontal chain here to find the star barrel.

Now continue up, and you'll pass Kutlasses and a yellow Klobber. Then, you can go left or right again. On the left, you have to get past Mini-Neckies, and on the right, you have to get past Zingers. (On the right side, climb up the chains while the Zingers are flying below you, since they fly up and down along here.) Continue on past a Kutlass and more Zingers, and you'll get to two vertical chains. As you go up, kannonballs are shooting down, starting on the left, then, the right, and so on. As you go up, you'll see a banana between the two chains. At it, jump through the wall to the right to find the N. Continue right and jump over to the Hero Coin. Now, go up those chains, and at the top, you'll go right to another chain. From it, jump to the left to the bottom part of the wall. You'll get in the wall and be able to walk left to the two Kannons that were bothering you earlier. Roll into them, then, go through the hole in the wall for a bonus level. Cross the moving barrel kannons and the chains to get to the Kremkoin. Past here is a DK barrel, then, get past some Zingers. The Zingers are flying up and down, and you have to climb up or down the chains quickly. (Sometimes, you have to follow the Zingers, and other times, you have them follow you.) Now, after here, you'll pass a Klobber, Mini-Neckies, and then a black Klobber. Past here is the end target. (Climb right on the horizontal chain above the end target to find the G.)

Toxic Tower

Enemies: Klampon, Kaboing, Zinger, Kannon

This area is terrible. A DK barrel is at the beginning, and two Klampons are coming down the step-like ledges. As you go up those ledges, the green stuff will start to rise. It will hurt you if you touch it. Get into the Rattly barrel to become Rattly. Jump up and go left past some Kaboings, then, you'll have to bounce across some Zingers. Remember to press B as soon as you land on them to go farther. This is important. Now go up some smaller ledges (the K is to the right of here), then, cross some more Zingers. Now super jump up to a ledge to the right. Cross these small ledges. (At the Zinger here, jump on it, then, drop down in the gap it was blocking. Hold right on the control pad to get the Hero Coin. The barrel kannon will blast you back up.) Now super jump again to the left. A Kannon is shooting barrels at you. It's best not to bounce on the barrels, though, or you won't be able to see the gaps below you. (I've fallen between those gaps many times before because of that.) A DK barrel is behind the Kannon. You can bounce on the Kannon to get to the next ledge, but a super jump is much safer. Now super jump up again to a ledge to the right. You'll see Zingers flying left and right here. This part requires no timing at all. Simply super jump and hold right, and be prepared to jump as soon as you land on the Zingers. You'll land on another ledge. Now super jump up to the left. Now you have to super jump up past some Zingers flying back and forth in gaps. It's okay if you take your time a little bit. It's better than jumping and hitting the Zinger. Make sure you land on the left side when you super jump up past the first Zinger (it wastes time if you end up on the right side and have to then go left). It's easy to see where to go at the next Zingers. Now bounce up across some Zingers. (They are on the right and the left. If you fall, you may still be able to bounce along the Zingers on the other side if you are lucky. Also, the O is on the right side.) You'll get to a barrel kannon after bouncing on the last Zinger. It will blast you to a Squawks barrel. (Now this area is easy, but you still can't go too slow.) Fly up to the star barrel.

Get past some Zingers (a DK barrel is along the way), then, get past some Kaboings. Next are more Zingers. (At Zingers flying in a big circle, the N is to the right.) After the Zingers is the Squitter barrel. Go up with your webs. At the first Zinger, kill it, and you'll see a banana next to the wall. Go through that part of the wall to find a bonus barrel. Use your webs to get through the bramble area to find the Kremkoin. After here is the No Squitter sign. You get nothing when you pass it. Now here's the end target.

Stronghold Showdown

All you do here is get a Kremkoin at Donkey Kong, and then, Donkey's taken away.

G. THE FLYING KROCK

Screech's Sprint

Enemies: Cat-O'-9-Tails, Kloak, Kaboom, Klinger, Zinger, Flitter, Mini-Necky

Here's another bramble place. There's a DK barrel at the beginning, then, a Cat-O'-9-Tails. Roll jump over the next gap to get to a Kloak, who throws a Kaboom. Jump on the Kaboom, then, grab it and throw it at the Klingers on the vines. Then, jump over the bramble and cross these vines. (Be careful if you don't kill the far left Klinger, since it's very easy to run into him when you jump to the vines.) Jump over to where the Zinger is, and kill the Zinger with the chest here for some bananas. Now, jump over the bramble and cross the horizontal vine. (Go past the Zingers quickly, and at the Flitter, you can jump on it for a banana bunch coin.) Past here are two Cats, then,

you'll climb up a vine. Watch out for the Mini-Neckies that swoop down at you. Now, go left to some small, annoying platforms. From one, you can see a ledge above. It's best for Diddy to throw Dixie up to it. Then, if your aim is a little off, Diddy will get hurt, while Dixie is okay. Grab the kannonball here, and throw it to the kannon to the right on the bramble. It's safest to then jump and fly over as Dixie, just to make sure you don't hit the bramble below the kannon. You'll get to a bonus level. There's a DK barrel here, and a trail of bananas to follow. Just fly as Dixie and follow those bananas. You'll land on a few ledges along the way. To get to the the next ledge, it's best to spin jump with Dixie, since she can jump higher and fly. (This is done exactly the same way as Diddy's roll jump.) You'll end up at the Kremkoin after at the end. Now, past here is the star barrel, a Squawks barrel, and a DK barrel.

Past here, you have to race Screech. You'll have to fly quickly along the path while avoiding Zingers and brambles. Also, you sometimes have to kill a few Zingers to get past them. It really helps to hold Y at certain times, like when you're flying horizontally, with not a lot of stuff in the way.

You'll die if Screech reaches the finish line before you, but if you win, you'll then pass a No Squawks sign and get to the end target. (But, don't forget the Hero Coin. During the race, not long after the O are Zingers. Past them is a down arrow. Go right instead, and go along here to find a DK barrel and the Hero Coin.)

K. Rool Duel

First of all, Kaptain K. Rool will shoot a kannonball that will land on the floor, then, he'll quickly go to the other side of the room. (It seems like it may be safe to stand on the far right side of the room when he does this. Or, it's at least safe when he's not stopping on that side of the room. Also, don't get close to him, or else you can't get away, and he'll hit you and kill one of your monkeys.) Jump over him, then, grab the kannonball. He'll then use the gun to try to suck you towards him. Throw the kannonball into the gun, and it will blow up and hurt him. Also, when it blows up, the kannonball shoots out. It goes slower this time, but it goes faster as the battle goes on, so be prepared to jump over it. Now, he'll shoot a spiky kannonball that lands in the middle of the room. He'll cross the room twice. Then, the spikes will go away, so you can pick up the kannonball and throw it into his gun again. Next, he'll shoot two spiky kannonballs and will cross the room three times. Then, one ball loses its spikes. Usually, it's the one closer to him, but if it's the farther one, it's a bit harder to throw it into his gun without hitting the spiky kannonball. (If it is the farther one, jump before you throw it.) After the gun blows up again, K. Rool will fall down. But, like the first game, he'll get right back up again. A DK barrel will appear, too, and it will stay there until your next chance to hurt K. Rool.

Now, he'll shoot a lot of fast, spiky kannonballs. Jump over them (you can also duck beneath the ones that are a bit higher, but that's a bit harder to do), then, jump on the barrel he shoots at the end. It will break to reveal a kannonball, so throw it into his gun. Now, he'll cross the room once, then, shoot many bouncing, spiky kannonballs. Jump over the lower ones, and run beneath the ones that bounce extra high. Then, jump on the barrel he shoots at the end again for a kannonball. Throw it into his gun. Now he'll cross the room one time again. Then, he'll shoot spiky kannonballs again that move in weird, circular motions. Later ones make longer circles, and he'll also shoot two at a time later. When they go down near the floor and towards you, this is the best time to jump over them. (Don't worry about them coming back around and getting you from behind. They don't come back that far.) Jump on the barrel at the end for a kannonball and throw it into his gun. He'll fall down again, and then get back up. There's another DK barrel now.

Dixie's the best for this part. K. Rool will cross the room, then, shoot three blue things. They freeze you if they touch you, so fly over them. (Luckily, if you are on the far right of the room and get frozen, you won't get hurt when K. Rool crosses the room.) Now he'll cross the room three times, but he'll start turning invisible. He'll also go slower the first time, and faster the other times. When he's invisible, you can still see on the ground where he is. After that, a kannonball will appear. He's visible now. Throw the kannonball into his gun. Now he'll cross the room and shoot three bouncing red things that make you move slower, then, he shoots bouncing, spiky kannonballs. A kannonball will appear, so throw it into his gun. Now, he'll cross the room, then, shoot three purple things going in circular motions. They are very hard to avoid, and they switch left and right on the control pad if they touch you. Now, he'll use the vacuum thing on his gun, then, disappear. This is the worst part. Run back and forth across the room to try not to be near him when he appears. If he appears near you, he'll kill one monkey. He'll do this several times and use his gun vacuum, then, a kannonball will appear. Throw it into his gun when you can. Now, the gun takes longer to blow up. Stay away from him, and jump over this very fast kannonball when you finally hear the blast. You have beaten him! You'll get the last Kremkoin, and Donkey Kong will get free and knock K. Rool into the water around the island. Unfortunately, this isn't the last you'll see of Kaptain K. Rool. You still have to go finish the Lost World. You'll get to see the credits and your Hero Coin results, then, you must get back to work!

H. LOST WORLD

At every Klubba's Kiosk, you can pay Klubba 15 Kremkoins to get to one level of the Lost World. Each Kiosk leads to a different level.

Jungle Jinx

Enemies: Klampon, Zinger, Kutlass, Spiny, Flitter

Past a Klampon is a tire. You'll be able to bounce across these throughout the area. Be careful not to be crushed by them or pushed off ledges, though. Bounce on the first tire to get to a DK barrel. At the next set of tires, you can bounce on them to get to the K. (Be careful. Sometimes you'll have to bounce on tires to avoid spikes or avoid Zingers while you're on the tires.) At a few Zingers, though, you can just cross the ground quickly rather than bouncing on the tire, so you don't risk bouncing into the Zingers. Past here is a Kutlass, then, you'll find Spinies, then a Klampon. Farther on, you'll bounce on a Flitter to get over to the star barrel. (But, you can't forget the bonus barrel. Right at the Flitter, but to its left, you can fly or roll jump left to get to an O and a bonus barrel under an area you recently crossed. Kill all the Flitters here for, not a Kremkoin, but the Hero Coin. You don't need to kill the Zingers; just team throw a monkey at each Flitter to kill it.)

There's not much more to explain. Continue through the area like you have been. Mainly, you'll bounce over tires, but later, you'll have to cross barrel kannons that point left and right very quickly. Once past them, continue on to the end target.

Black Ice Battle

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

This area is slippery. Dixie is the best here, since she can just fly over a lot of things. Anyway, past a Zinger near the beginning is a DK barrel. Continue through here and avoid Zingers, Klampons, and a Spiny or two. You'll have to drop down a lot, and after one drop, a yellow Klobber will drop down, as well. Shortly after that is the K and a DK barrel. Then, at the next gap, drop down (and don't fly with Dixie), and you should be able to avoid the

Krook on a ledge. After that, you'll find Zingers to the left and a Krook below you. You can team throw a monkey over the Zingers to find two red balloons, but there is also a black Klobber. These take lives (balloons) when they hit you, so be very careful. Now avoid the Krook. (You'll need to drop down and quickly run to the next gap as the hook is returning to him.) Later, you can drop down past Zingers, but if you want, you can jump over the gap they're in and go right to find a black Klobber and a chest containing a red balloon. Now, farther on is the O, then, the star barrel and a DK barrel.

Past the star barrel, you'll have to avoid Neeks and Klampons. On the right side of one of the sections past here is the N. At the first gap after the N, drop down and hold right to get to a ledge. Use the Klobber to kill the Zingers, then, break the chest for a kannonball. Now bring it with you. Farther on, you'll land on a ledge on the right side of another gap. (Just keep dropping on the right side of gaps, and you'll find it.) Use the kannonball to get past Zingers (the G is here, too) to get to a kannon. This will blast you up to a bonus level. Cross this area and avoid Zingers to find the Hero Coin at the end. Dixie does well here, since she can fly over the Zingers. Now, past the bonus level, you'll find the end target.

Klobber Karnage

Enemies: Klobber, Kaboom, Zinger

(As the name implies, there are many Klobbers here. At first, you'll find green Klobbers, then, you'll start seeing yellow ones.) Anyway, after a short time, you'll find a DK barrel. Past here are not only more Klobbers, but a Dixie barrel that will blast you to a K. Past here are both a Diddy and a Dixie barrel. (When you find these two barrels together, it doesn't matter much which one you go in. Both will lead to the same place in the end.) These will get you to a moving timer barrel. Past it is a black Klobber and the O above a Dixie barrel in a gap. Anyway, just continue past more Klobbers and cross more barrels (along the way, a Diddy barrel will blast you to a DK barrel), and you'll get to the star barrel.

Past the star barrel is a DK barrel and Kabooms, which are red Klobbers that blow up when they run into you. Past here is a barrel moving back and forth across a long gap. You have to ride it a bit, then, blast to other barrels and back to the moving barrel in order to get around Zingers. (The N is above this area.) You need to be quick enough, or the moving barrel will get too far ahead of you. (Sometimes, you may just have to shoot straight up and hold right on the control pad a bit to get over Zingers and land right back into the moving barrel.) Past here is a DK barrel, then, another moving barrel. You have to do pretty much the same stuff here to get around the Zingers. (The G is over this part.) Past here, you'll cross a lower area. Watch out for the spikes down here, and past here is the end target and a Diddy barrel. Go into the Diddy barrel to be blasted to another barrel. Blast up and to the right to get to a banana where there is a hidden barrel, so that you can get to a bonus level. In this bonus level, get the exclamation point barrel to be invincible. Run across the spikes and kill all the Zingers by touching them (don't forget to get the other exclamation point barrel along the way so you don't run out of invincibly). After you kill all the Zingers, you can get the Hero Coin.

Fiery Furnace

Enemies: Spiny, Kutlass, Klampon, Zinger, Krook, Flitter, Cat-O'-9-Tails

(There are 30 bananas over the entrance.) At the beginning, you'll pass some Spinies. Then, you'll find a Kutlass and a steerable barrel. These barrels can move in any direction, but they have a time limit, so you have to be fast to get where you want in time. Past it is a DK barrel. Then, past here are Klampons and the K over a Spiny. Now use this next steerable barrel to get

past some Zingers over the lava. Watch out for the Krook on the other side of the gap. Past him, you'll have to use several barrels to get across here. The O and a DK barrel is along here, too. (By the way, moving in diagonals can help you get places faster.) Past here are Spinies and Klampons. Then, you bounce on a Flitter to get into the next steerable barrel. This part's a bit annoying, since you have to land on Flitters and bounce into other steerable barrels to cross here. At the end of this gap, you'll have to cross three Flitters to get to the star barrel.

There's a DK barrel past here, then, a Kutlass and a Krook. Get past some flying Zingers now with the next steerable barrel. Then, you'll get to a Kutlass, then, have to cross from one barrel to the next while avoiding Zingers like usual (a DK barrel and the N are along here, too). Then, you'll get to a Kutlass and a Cat-O'-9-Tails. Then, cross more barrels. At land again, use a roll jump under the Zinger to cross the next gap. There are Cats here and the G above them. Cross the next gap using the steerable barrels to get to another Cat. Kill it and team throw a monkey up into the steerable barrel above you. Follow the trail of bananas to find a bonus barrel. Blast into it for an annoying bonus level. You have to steer the barrel through this bramble area while avoiding Zingers to get to the Hero Coin at the end. (When it looks like you can get past a Zinger, you should probably just go for it. When I did, the timing seemed to work right with other Zingers, so I barely had to wait for them to get out of the way. Of course, be careful or you may just hit the Zinger instead.) Unfortunately, you only get one chance to finish the bonus level, since afterwards you'll end up in a blast barrel facing the end target.

Animal Antics

Enemies: Neek, Zinger, Kaboing, Kannon, Lockjaw, Flotsam, Shuri, Puftup, Mini-Necky, Flitter, Klampon

First of all, you're Rambi, in a jungle area. (To the left of you, jump for a DK barrel hidden behind the two columns on the left side of the screen.) Past some Neeks, you'll have to bounce across some Zingers over a gap.

Then, there are Kaboings and then more Zingers. Just continue past them, and you'll end up going through a hole in the wall to an icy place. There's a DK barrel here, and past here is a Kannon shooting kannonballs. To get past him, go in the gaps in the floor to avoid the kannonball, then, quickly go to the next gap. After you get rid of the Kannon, you can easily get the K above here.

Now go to the Enguarde barrel in the water. Go down, and you can go left or right. If you go left, you'll find a Lockjaw. Go through the wall to the left of it to find bananas and the O. Now go back and go right instead. First, you'll pass Flotsams, then, there are Shuris. After some bursting Puftups, you'll go up past some Lockjaws. Past here, go through the hole in the wall. You'll be back in the jungle, and you'll be Squitter. You'll find a DK barrel guarded by a Zinger, and then the star barrel.

Just go past Zingers and Kaboings. Then, later on, you'll have to cross a long gap. Watch out for the Zingers flying horizontally from the right.

Then, you'll get to a barrel kannon, but don't go in yet. Use your webs to go up and to the right, and cross the ledge at the top of the screen to get to a bonus barrel. You have to kill all the Zingers in this bramble area. Go up through here and kill the Zingers, then, go in the Squawks barrel you get to. Continue upwards and kill the rest of the Zingers, and the Hero Coin will appear near a Squitter barrel. Now as Squitter again, go into that barrel kannon to get blasted up to a bramble place. This is one of the worst parts of the game. Good luck. There's a DK barrel here. Go up and right and avoid the Mini-Neckies, then, go up to a Squawks barrel. The wind will blow back and forth, and to make it worse, there are many Zingers throughout here, too. Luckily, the wind is very predictable, as it just switches back and forth the

entire time. Just be very careful and try not to go too quickly. Later on, you'll find the N behind a few Zingers. Then, past them are Flitters, followed by a much-needed DK barrel. Continue past more Zingers, and past Zingers flying in a circle is a Rattly barrel. Now, you'll end up back in the jungle. You'll be down in a gap with spikes. Super jump up and to the right to where a Klampon is. Now cross some Zingers, then, land where some bananas are. Now you have to get across a Zinger flying horizontally over some spikes, and then another Zinger doing the same thing. To cross each Zinger, jump to it as it flies towards you and use it to bounce over the spikes. Past here, go past the No Rattly sign for a banana bunch coin. At the barrel kannon past here, go in when the Zingers are out of the way to be blasted to a higher ledge. Now go to the end target. If you've finished all five normal levels in the Lost World, you'll now be able to go to the final level, Krocodile Kore.

Krocodile Kore

Now it's time to fight Kaptain K. Rool again. First, he'll shoot one purple thing, then, some fast spiky kannonballs. (The purple stuff switches left and right on the control pad, remember?) Then, he'll shoot two purple things and some kannonballs, and then three purple things followed by more kannonballs. (They are closer together now, so you may need to jump over several at a time to avoid them.) Now he'll shoot one slow purple thing, then another one that passes it quickly. He'll do the same with two spiky kannonballs. Then, he'll shoot a slow kannonball, and two more will come and pass it quickly. Then, three kannonballs will pass the next one. Now he'll shoot three more purple things. They are in a diagonal, angling up to the right. Then, he'll shoot the same with three kannonballs. Next, K. Rool will shoot three kannonballs again, but they are angling down on the right now. Next, are four kannonballs in a diagonal, angling upwards to the right. The first three are like before, but there's a bigger gap between the third and the fourth. So jump over the three and drop between the third and fourth and duck. Now, he'll switch it again. So jump over the three kannonballs angling downward and land between the third and fourth and quickly jump over the fourth. Next, he'll shoot a barrel. Jump on it for a kannonball, then, throw it into K. Rool's gun. Hooray! You have defeated him, and you'll get the final Hero Coin! Now you can watch the secret ending!

7. KREMKOIN LOCATIONS

GANGPLANK GALLEON

#1: Pirate Panic

After the star barrel is a gap. Drop down and go right to get blasted up to the bonus. You have 20 seconds to cross the barrels to find the Kremkoin.

#2: Pirate Panic

Not long after finding Rambi, you'll find an arrow of bananas pointing left. Under it, hold A and charge left to break through a wall. You have 20 seconds to kill all the Neeks and Klomps for the Kremkoin.

#3: Mainbrace Mayhem

At the very beginning, just walk right and fly right with Dixie to find ropes. Jump to the bonus barrel from here. You have 20 seconds to climb up the ropes to the Kremkoin.

#4: Mainbrace Mayhem

After the N is a kannonball. Carry it left to a kannon for a bonus

game. You have 3 seconds to kill all five Klingers by using the kannonball, barrel, and crate to throw at them for a Kremkoin.

#5: Mainbrace Mayhem

Not long after the kannon (which leads to the level's second bonus level), you'll be climbing up a rope with a ledge above you. Go right and climb up another rope, then, jump through the single banana to the left to land on that ledge. Team throw a monkey up to the bonus barrel above you. You have 35 seconds to get 75 stars. Climb quickly up and down the ropes (and be careful not to fall off when you're going down) to get the stars. After that, the Kremkoin will appear.

#6: Gangplank Galley

At the very beginning, climb up the barrels to get to a bonus barrel. You have 10 seconds to break the chests on the Zinger until you find the Kremkoin in one.

#7: Gangplank Galley

After the star barrel, you'll cross two gaps and then find an exclamation point barrel (which makes you invincible). Run and you'll find a stack of barrels. Climb up them and kill the Krunchas (that's why you need to be invincible), and jump into the bonus barrel at the top. You have 15 seconds to cross the hooks to get to the Kremkoin.

#8: Lockjaw's Locker

At the beginning, after the K, the water will rise. Go up, then, swim down below some Flotsams and a Lockjaw to find Enguarde. Swim up and right a little bit to go through the wall, then, follow the bananas up past a DK barrel to go through another wall. Hold A and release to charge through the wall with a single banana to find a bonus area. You have 40 seconds to go through the maze. You have to pretty much go up and right to find the Kremkoin.

#9: Topsail Trouble

Make sure you have Rattly (whom you get at the very beginning of the level). You'll first go left from the beginning, then, right. On this side of the screen, you can super jump up to a higher ledge, then, jump up to the bonus barrel. You have 15 seconds to jump on every Flitter to get the Kremkoin.

#10: Topsail Trouble

A bit after the star barrel, you'll find some Flitters over a rope. (They're shortly after the N, which is on the bottom right side of the rope right past an earlier Flitter.) Go to the right of the Flitters and jump to find a hidden hook. Jump across the Flitters to get to a bonus barrel. You have 15 seconds to climb up the rope and avoid the Flitters to find the Kremkoin at the top. Don't hurry too much; they give you enough time to get past the Flitters safely, even if you take your time a little bit.

#11: Krow's Nest

Beat Krow for the koin.

CROCODILE CAULDRON

#12: Hot-Head Hop

When you get to the O, you'll find a chest containing a kannonball. Bring it with you to the kannon to the right. Go to the kannon with the kannonball to get to a bonus game. You have 20 seconds to get 60 stars by using the brown KrocHeads to throw you up to the stars. After, you'll get the Kremkoin.

#13: Hot-Head Hop

You need Squitter for this; you find him shortly after the star barrel. After the N, you'll cross a gap with a Zinger and brown Kroc-Heads. After that gap, you'll see bananas leading upwards. Follow them with your webs to find the bonus barrel. You have 20 seconds to make webs to go up and find the koin.

#14: Hot-Head Hop

(You need Squitter for this; you find him shortly after the star barrel.) After the G is a bonus barrel in plain sight. You have 20 seconds to cross the gap with Squitter's webs to get to the Kremkoin.

#15: Kannon's Klaim

At the very beginning, go right and fly right as Dixie to find a bonus barrel. (In the bonus level is a DK barrel, and to the right is the Hero Coin.) Now you have 30 seconds to use the barrels to get to the Kremkoin. These barrels have pictures of Diddy or Dixie on them, so that monkey has to go in them for it to work. (If you can just jump in, the pictured monkey must be first. If you team throw a monkey up to it, the monkey being thrown must be the one pictured on the barrel.) The koin's at the top.

#16: Kannon's Klaim

After the star barrel, you'll find Mini-Neckies. You'll first find one, then, a group of two. Up and to the left of them is the bonus barrel. Either bounce on a Necky to get up to it, or team throw a money to it. You'll have 25 seconds to cross the barrel kannons to get to the Kremkoin.

#17: Kannon's Klaim

This bonus is not far before the end target. After the star barrel, you'll get to Mini-Neckies. Then, you'll cross more barrel kannons, and after a Zinger that flies horizontally, you'll find a Diddy barrel to the right that blasts you to the N, and to the left are more barrel kannons. Get past these barrels, and you'll see a banana to the right. Jump or fly to the right. (If you jump, you should land on a barrel shot by a Kannon and be able to bounce over.) Behind the Kannon is a bonus barrel. You have 10 second to cross the Flitters to get to the Kremkoin.

#18: Lava Lagoon

Past the No Enguarde sign, you'll see a banana next to a wall. Break that wall with the barrel nearby for a bonus. (Or you can jump once on the nearby Click-Clack, then, pick it up and throw it into the wall.) In the bonus, you have 35 seconds to kill the Flotsams and Puftups with Enguarde. It's a bit annoying, as Enguarde gets hurt if you hit an enemy wrong. (I guess it's best to aim for the middle of their heads, not the top or bottom.) Once you manage to kill them all, you'll pass a No Enguarde sign for some bananas and, most importantly, the Kremkoin.

#19: Red-Hot Ride

After the K, you'll find a Rambi crate on a taller ledge, with a Zinge to its left and a Kruncha to the right. Team throw a monkey up (or avoid the Kruncha and go up the ledge on the right) to get to Rambi. In the next gap you have to cross with a balloon, you'll find the O. Then, back on land, use Rambi to charge through the wall to the right to find a bonus. Kill all the Klumps and Flitters within 15 seconds for the Kremkoin.

#20: Red-Hot Ride

After the star barrel is a balloon with a DK barrel on it. On that balloon, float down and to the left to get under the land you were just on to find a bonus barrel. In this bonus level, get all 40 stars in 30 seconds by riding on the balloon and jumping up to stars to get the Kremkoin.

#21: Squawk's Shaft

At the beginning, go into the barrel kannon, and blast up to some Klomps and a DK barrel. Go left and use the barrel to blast up to three more Klomps. Fly to the right as Dixie to get to a barrel kannon. Blast from barrel to barrel while avoiding the Zingers to get to a bonus barrel. You have 20 seconds to break chests on the Zinger to find the Kremkoin. The koin is always in the same chest, on the right side, second from the top.

#22: Squawk's Shaft

At the star barrel, go left and team throw a monkey up to the barrel to get to a bonus level. You have 25 seconds to cross the barrel kannons to find the Kremkoin.

#23: Squawk's Shaft

Not long after the star barrel, you'll get Squawks. After a bit, you'll also find the N in plain sight, then, another DK barrel. Next, you'll pass Mini-Neckies, then, get to two Krooks that are both facing each other from opposite ledges. Wait until after they both attack (and have caught their hooks) before flying up quickly and shooting them both before they can attack again. Now go right where the Krook on the right was. Then, go up while avoiding another Krook. Up here is the Hero Coin and a bonus barrel. Kill all eight Zingers in 30 seconds for the Kremkoin.

#24: Kleeever's Kiln

Defeat Kleeever for the Kremkoin.

KREM QUAY

#25: Barrel Bayou

Past the star barrel is the No Rambis sign, and past that is a Kloak. Wait for it to stop throwing barrels, then, follow it left (and keep it in sight). It will throw a chest when it stops. Break the chest on the Kloak for a kannonball. Now bring the ball back left some more to the kannon for a bonus level. You have 15 seconds to use a kannonball to kill two Flitters and a Zinger for the Kremkoin.

#26: Barrel Bayou

Later on in the level, you'll find an arrow barrel going left and right over a long gap. Once you cross it, you'll get to a Kloak. It throws barrels, then, it throws a Zinger beneath a bonus barrel. Just team throw a monkey up and over the Zinger to get into the bonus barrel. Cross the timed barrels in 20 seconds to get to the koin.

#27: Glimmer's Galleon

At the very beginning, swim straight up and follow the bananas to a hole in the wall to find a bonus level. You have 40 seconds to swim through the dark maze to find the koin. It's in the top right corner, so just go in a mainly right and up direction to find it.

#28: Glimmer's Galleon

When you get to the star barrel, you'll find a DK barrel. Continue past here to another DK barrel (it has the N beneath it). Past here, there are Shuries then a Puftup. At the Puftup, go down then right then down again to a Lockjaw. Go through the hole in the wall for a bonus game. You have 35 seconds to swim to the upper right corner of the maze to find the Kremkoin.

#29: Krockhead Klamber

Not far past the star barrel are an up arrow and a No Squitter sign. Team throw a monkey up at the arrow to get into a bonus area. You have 15 seconds to use Squitter to kill all the Zingers for the Kremkoin.

#30: Rattle Battle

Right at the beginning, jump up to a hidden barrel on the left side of the screen. You'll be blasted up to a banana bunch coin and some bananas. Now, team throw a monkey up into the bonus barrel above you. You have 25 seconds to cross the tops of these big barrels to get to the koin. Dixie does the best, but if you have trouble, you can always just team throw a monkey up to a higher stack of barrels. You'll find the Kremkoin at the end.

#31: Rattle Battle

After the K, you'll find a DK barrel, then, some Kaboings around a small gap (that has a column of a few bananas on either side). Drop into the gap and go left to be blasted to a bonus level. Cross the Zingers in 10 seconds to get to the Kremkoin. (Press B right when you land on the Zingers so that you can jump higher. It makes it easier to get to the next one.)

#32: Rattle Battle

Not far past the N is a DK barrel and an arrow made of bananas pointing up. At the arrow, super jump up to a bonus area. Get all 75 stars in 40 seconds for the Kremkoin. Sometimes, you'll need to use the super jump to get higher ones.

#33: Slime Climb

Right past the star barrel is a Kannon. Kill it for an exclamation point barrel. Go into the water and swim down. Follow the bananas near the right side of the screen, and you'll find a bonus barrel. In this, you have to get 70 stars in 25 seconds. There are ropes and hooks to climb on, and the best way to get them all is to use Dixie. Climb up the ropes, then, jump to one side and fly left and right to get stars, then, land on the hook or the platform and repeat. Once you get them all, you'll get the Kremkoin.

#34: Slime Climb

Sometime after the star barrel, you'll find a kannonball in plain sight. Past here is the kannon. Bring the kannonball to the kannon to get to a bonus level. There's a DK barrel here and some kannonballs. Use these to kill all the Fllitters and Zingers in 25 seconds to get the Kremkoin.

#35: Bramble Blast

After the O, you'll have to cross some spinning barrel kannons. Then, back at the usual barrels, try to get to the left side of this section. On the left and down a bit, you'll see a banana down and to the left a little. Blast to it to get into a bonus barrel. You have 40 seconds to cross more barrel kannons to get to the koin. Start by going down along the bottom edge, then, over to the right, where you'll see an automatic barrel. Blast to that to get to the Kremkoin.

#36: Bramble Blast

Much later, near the end, a barrel will be pointing left and right. It will blast you to a Flitter. Bounce on that to get to another barrel. Now there are several Flitters to the right that you are supposed to blast to and cross. Blast to the first Flitter, but bounce left and fall down into the gap in the bramble. You'll land in a barrel that blasts you to another, which blasts you to Squawks. Fly to the left, and you'll find the Hero Coin. Now fly right along the upper path. Avoid the Zingers, and you'll get to a bonus barrel. You have 25 seconds to fly along this area to get to a Kremkoin (which is past a No Squawks sign).

#37: Kudgel's Kontest

Defeat Kudgel for a Kremkoin.

#38: Hornet Hole

At the very beginning, team throw a monkey up to a hook (there's a DK barrel right past here, if you need another monkey), then, jump to the sticky wall. Climb to the very top by jumping off the wall and landing higher up, then, cross some hooks for bananas and banana bunch coins. Then, drop down on the right to find a hole in the wall. Go through for a bonus level. You have 25 seconds to use the chest to kill every Zinger. Then, the chest will break open, and you'll get the Kremkoin.

#39: Hornet Hole

At the very beginning, team throw a monkey up to a hook (there's a DK barrel right past here, if you need another monkey), then, jump to the sticky wall. Climb to the very top by jumping off the wall and landing higher up, then, cross some hooks for bananas and banana bunch coins. Then, drop down on the right to find a hole in the wall. This is another bonus level, but instead, go left and drop down to find another hole in the wall. Go in for another bonus level, where you climb up the sticky walls in 10 seconds for the Kremkoin.

#40: Hornet Hole

First, you need to find Squitter. Shortly before getting to the star barrel, you'll find two Spinies. Past them (to the left of them), you'll barely be able to see a hook up above, next to a tall area above you. Team throw a monkey up to the hook, then, climb up the sticky wall to find Squitter. Then, past the star barrel a bit, you'll find the N and a barrel kannon that blasts you up past some Zingers. Up here, use webs to go up to the right to find a hole in the wall. Go through for a bonus level. You have 15 seconds to use the webs to go up to find the Kremkoin.

#41: Target Terror

After the first Klank, you'll start seeing red X barrels. Shortly after the first X barrel, jump up to a bonus barrel in plain sight over the track. In this bonus level, you have 30 seconds to kill all the Zingers with Squawks to get the Kremkoin.

#42: Target Terror

After the star barrel, you'll find the N in plain sight. Then, you'll find a Klank. Follow him when he drops down to a lower track at the next gap. Down here, jump to the next cart to get to a bonus level. You have 15 seconds to jump from cart to cart to get the Kremkoin at the end. The carts go faster than normal in this bonus level.

#43: Bramble Scramble

At the very beginning, to the left is a Krook and then a DK barrel. Jump over the spikes here to get to a rope, then, cross it while avoiding the Zingers. Climb up a vertical rope (watch out for the Krook), then, jump to the right. Click-Clacks are here, plus you can team throw a monkey up to an exclamation point barrel. Now that you're invincible, run right and drop down into the gap. Cross the spikes, then, go into the barrel kannon at the end and blast up to a bonus barrel. You have 40 seconds to get all 40 stars, which are guarded by Zingers. Use Squawks to kill all the Zingers, then, after you get all the stars, you can get to the Kremkoin.

#44: Rickety Race

(There's a DK barrel at the beginning, if you need it.) Team throw a monkey up to a ledge on the left side of the screen, then, team throw a monkey up to another ledge above you. Fly as Dixie to the ledge to the right. Go right for a bonus level. You're on a cart, and you have 10 seconds to jump on as many Klanks as you can, and if you kill enough, then, you'll get the

Kremkoin. (You don't have to kill all of them, since you can't. Just try to kill all of them that are directly in your path.)

#45: Mudhole Marsh

After two sets of Mini-Neckies, you'll find a Cat-O'-9-Tails and a bonus barrel above it. Either team throw a monkey up to it or let the Cat throw you up there. In this bonus level, you have 30 seconds to get all 30 stars for the Kremkoin. You'll have to team throw a monkey up to get to the higher stars.

#46: Mudhole Marsh

Some time after the star barrel, you'll have to cross a few cattails. Then, you'll get to two Cat-O'-9-Tails, a Zinger, and a kannonball. Carry the kannonball to the right. You'll pass a DK barrel and have to avoid barrels shot by a Kannon. Past him is the kannon. Bring the kannonball to the kannon to play the bonus level. You have 20 seconds to kill the Zingers and Flitter with the kannonball to get the Kremkoin.

#47: Rambi Rumble

At the second DK barrel, you'll have to go down. Instead of climbing down the sticky walls, it is easiest to fly down as Dixie and dodge the Zingers. Then, you'll have to go up again. At the top, jump up and to the left to get to a hook. Jump to the sticky wall nearby. To climb up here, you can't jump from too high up, or you'll hit the small outcropping above you and fall. So jump to the next hook from lower down, then, continue up the sticky wall. At the top, go into the hole in the wall for a bonus level. You have 15 seconds to just climb up the sticky walls here to get to the Kremkoin.

#48: Rambi Rumble

Later on in the level, you'll be chased by a giant Zinger (and you'll be Rambi). You'll get to a barrel kannon that blasts you to the No Rambi sign. Don't go into the barrel kannon. Instead, charge through the wall to the right below it for a bonus level. Kill all the Krunchas and Zingers in 15 seconds for the Kremkoin.

#49: King Zing Sting

Defeat King Zing for the Kremkoin.

GLOOMY GULCH

#50: Ghostly Grove

After the O, you'll find a Klobber, two Krunchas, then, a single banana next to a wall. Break that wall with a barrel to get to a bonus level. You have 20 seconds to just throw the chest at the Zinger until it breaks to find the Kremkoin.

#51: Ghostly Grove

A bit after the star barrel, you'll find two ghost ropes over some Klampons. They appear and disappear quickly. To climb them fast enough, you have to jump at the one to the left before it even appears. Then, if your timing is right, you'll grab it as soon it appears. Cross these ropes quickly to get to a bonus barrel. You have 10 seconds to quickly cross the ghost ropes to get to the Kremkoin.

#52: Haunted Hall

After the first Kackle section, there will be two paths to take. The lower path has Zingers. Jump to the upper path, but then jump over the wooden area you come to. You'll go along the top of that to find a bonus level. You have 15 seconds to get the Kremkoin. You'll start by going forward (you'll see the Kremkoin appear above you at the beginning), then, you'll hit a green barrel that makes you go backwards. Jump to the upper track and jump over each

gap, then, jump to the Kremkoin at the end.

#53: Haunted Hall

After the first Kackle section, there will be two paths to take. The lower path has Zingers. Jump to the upper path. It is best to jump over the wooden area you come to so that you'll go along the top of that to find a bonus level. After that bonus level, you'll go into the bonus level you had just jumped over.

Or you can just go straight into this bonus level the first time you come to it. You have 17 seconds to get 120 stars, and since there are more than enough, you can just keep jumping to collect the stars, and you'll get the Kremkoin at the end.

#54: Haunted Hall

Past the third Kackle section (the first after the star barrel), you'll come to two paths. The upper one leads to Zingers. The lower one is difficult to get to. To get over, you kind of have to do a smaller jump (or just jump a little bit early) and you should land on the lower track. (It takes a lot of practice. Sorry if you land in the gap instead on your first tries.) This track leads to another bonus level. You have about 10 seconds to get the Kremkoin. You go very fast here, and you have to jump over gaps. Just make sure you don't jump until you actually see a gap, and you should be able to get to the Kremkoin at the end.

#55: Gusty Glade

When you get to the No Rattly sign, team throw a monkey up to the bonus barrel. You have 10 seconds to bounce across Flitters to get to the Kremkoin. The wind is blowing to the right, so don't press right too much on the control pad so that you don't go too far and miss the next Flitter.

#56: Gusty Glade

After the star barrel, you'll get to two Kutlasses and two chests (not far after a DK barrel). In one chest is the N, and in the other is a kannonball. Hold the kannonball with Diddy, then, go right. You'll find a kannon this way (and along the way, the kannonball will protect you from any Zingers you run into). Bring the kannonball to the kannon for a bonus level. You have to get all the stars (I don't remember how many there are) in 40 seconds. Ride in the automatic barrel kannon, and it will shoot you up to the stars so that you can get the Kremkoin.

#57: Parrot Chute Panic

At the next parrot after the K, you'll find a more open area as you go down. Instead of going down between some Zingers, go left over the Zingers to get to an alcove. Get off the parrot and go into the hole in the wall for a bonus level. Use Squawks to fly through here in 15 seconds to get to the Kremkoin.

#58: Parrot Chute Panic

After the star barrel, the second parrot will drop you off at a Spiny. Fly left as Dixie to get to a sticky wall over some Zingers. Climb up this sticky wall, then, go through the hole in the wall at the top for a bonus level. In 25 seconds, use Squawks to kill all but one Zinger, then, pass the No Squawks sign for a TNT barrel. Use that to kill the last Zinger for the Kremkoin.

#59: Web Woods

After the N, you'll be crossing a long gap where Mini-Neckies swoop at you. Don't shoot down, or you may hit the Kannon. At the Kannon, wait for him to shoot a slow kannonball to the left, then, follow it quickly and keep it in sight. It will break through a wall. Go through the hole it made for a bonus level. Carefully get through this bramble area in 30 seconds and avoid

the Zingers to get to the Kremkoin at the end. (Use many webs so you can walk across them, rather than having to jump and risk hitting the bramble above you.)

#60: Web Woods

Later on, after crossing a long gap where Mini-Neckies swoop down at you, you'll cross a long gap with Zingers along the way. Past here, you'll find an arrow made of bananas pointing left. Past some Kaboings is a Kannon. Don't shoot him. He'll shoot a kannonball to the left; follow it along the ground. When it reaches the wall the arrow was pointing to, it will break the wall. Go into this newly formed hole for another bonus level. Just get all 30 stars in 20 seconds for the Kremkoin.

#61: Kreepy Krow

Defeat Kreepy Krow for this Kremkoin.

K. ROOL'S KEEP

#62: Arctic Abyss

Shortly after the Enguarde barrel is a DK barrel. Just after that, go up and look left. Two bananas are next to the wall. Charge through that wall for a bonus level. You have 20 seconds to collect 100 stars as the water lowers. There are more than enough, so just swim back and forth. Once you get enough stars, the Kremkoin will appear.

#63: Arctic Abyss

Past the N, you'll go up and pass some Shuris. At the top, go left and you'll find bursting Puftups. Past them is a gap. Go down. There's a Lockjaw down here. Go right and through the wall. Pass the No Enguarde sign for a red balloon, then, go into the hole in the wall. In this bonus level, you have 25 seconds to find the Kremkoin. Drop down and then hit every Zinger with the chest to break it open for the Kremkoin.

#64: Windy Well

At the next ledge after the O, go left and drop. The wind will blow up and then drop you. Get past the Zinger (which is below a ledge with a Kruncha and a DK barrel on it), and go left to find a bonus barrel. In this game, you have 20 seconds to get the Kremkoin. Jump so you float up to the hook, then, jump and bounce across every Flitter to get the Kremkoin.

#65: Windy Well

Just before the end target is the No Squawks sign. Don't jump here, or you'll float. (If you do, get onto the hook, then, hold down on the control pad and jump to the ground. Then, you won't be floating anymore.) Go right and jump to a ledge below the end target. There's a Klobber here and then a Kutlass. You'll have to run left and jump on the Klobber when it gets to you. Then, you can grab it and use it to kill the Kutlass. (Or, you can get near the Kutlass and then avoid his swords. While they are stuck in the ground, roll into him.) Past him is a bonus barrel. Use Squawks to get all 80 stars in 15 seconds for the Kremkoin.

#66: Castle Crush

At the first DK barrel in the area, hold it until you see a Kutlass to the left. Hit him with the barrel, then, go left where he was to find a Rambi barrel. Go in to be Rambi. After a bit, you'll find an arrow pointing left. Charge through the wall it's pointing to for a bonus level. As the floor rises, quickly kill every Zinger (if you let the floor kill any, it won't count) in 10 seconds, and a Kremkoin will appear at the top of here.

#67: Castle Crush

Go through the wall to the left of the first DK barrel after the

star barrel to find a Squawks barrel. As Squawks, quickly fly up past some Krooks. Then, fly up past some Zingers. Past here is the No Squawks sign. Pass the sign for a TNT barrel. Use it to break the wall that has an arrow pointing to it for a bonus level. In this, the floor will rise quicker as it goes on, and you just need to avoid ledges above you so you don't get crushed (for about 30 seconds). At the top is the Kremkoin.

#68: Clapper's Cavern

(There's a DK barrel at the beginning if you need it.) At the very beginning, team throw a monkey up to a hook, then, jump up to a higher ledge. Get past some Spinies and a Klampon, then, go into the hole in the wall for a bonus level. Cross the small ledges in 20 seconds to get to the Kremkoin.

#69: Clapper's Cavern

When you get to Enguarde, ride him to the right and then up a little bit (but not all the way up), then, go left. Past bursting Puftups is a banana next to part of the wall. Charge through that part of the wall for a bonus level. You have 15 seconds to get to the Kremkoin. The water will lower a lot here, so just keep pressing Y to get through the water and across any ice you end up on, and you'll get to the Kremkoin at the end.

#70: Chainlink Chamber

At the first set of Krooks in the level, kill the top one. The area behind him has a yellow Klobber and a kannonball. Avoid the Klobber, then, grab the kannonball. Jump right across here to land on the Krook on the right side. Behind him is a kannon, so bring the kannonball to it for a bonus level. You have 20 seconds to cross some chains and hooks while avoiding the Zingers on the chains to get to the Kremkoin.

#71: Chainlink Chamber

A bit after the star barrel, you'll have to climb up two vertical chains. As you go up, kannonballs are shooting down, starting on the left, then, the right, and so on. At the top, you'll go right to another chain. From it, jump to the left to the bottom part of the wall. You'll get in the wall and be able to walk left to the two Kannons that were bothering you earlier. Roll into them, then, go through the hole in the wall for a bonus level. Cross the moving barrel kannons and the chains in 15 seconds to get to the Kremkoin.

#72: Toxic Tower

Near the end, you'll get to a Squitter barrel. Go up with your webs. At the first Zinger, kill it, and you'll see a banana next to the wall. Go through that part of the wall to find a bonus barrel. You have 30 seconds to use your webs to get through the bramble area to find the Kremkoin.

#73: Stronghold Showdown

You'll get the Kremkoin just by going to this area.

THE FLYING KROCK

#74: Screech's Sprint

In the first part of the level, you'll climb up a vine, and Mini-Neckies will swoop down at you. At the top, go left to some small, annoying platforms. From one, you can see a ledge above. It's best for Diddy to throw Dixie up to it. Then, if your aim is a little off, Diddy will get hurt, while Dixie is okay. Grab the kannonball here, and throw it to the kannon to the right on the bramble. It's safest to then jump and fly over as Dixie, just to make sure you don't hit the bramble below the kannon. You'll get to a bonus level. You have 35 seconds to get the Kremkoin. There's a DK barrel here, and a trail of bananas to follow. Just fly as Dixie and follow those bananas. You'll land on a few ledges along the way. To get to the the next

ledge, it's best to spin jump with Dixie, since she can jump higher and fly. (This is done exactly the same way as Diddy's roll jump.) You'll end up at the Kremkoin after the last ledge you land on.

#75: K. Rool Duel

Defeat Kaptain K. Rool for a Kremkoin.

8. HERO COIN LOCATIONS

GANGPLANK GALLEON

#1: Pirate Panic

After getting Rambi, you'll find an arrow of bananas pointing left (bonus level #2). Past that and some Neeks are a few barrels. Cross those to jump to the Hero Coin.

#2: Mainbrace Mayhem

After playing bonus level #5 (this level's third bonus level), you'll end up on a higher ledge. To the right, jump over the gap to get the Hero Coin.

#3: Gangplank Galley

At the very beginning are barrels. Go to the middle stack and look up and to the right. You'll barely see a hook. Team throw a monkey up to it, and cross the hooks to get to the Hero Coin.

#4: Lockjaw's Locker

Past the star barrel, you'll swim up past a Flotsam. Past that are Shuri and Flotsam, and below them is a Lockjaw. Below that is Enguarde. Now, continue past here, and you'll find a Lockjaw with a G above it. After it are Shuri, then, a narrower part leading to a more open area. Don't pass the narrow part yet. Hold A, then, charge through the narrow part. You'll end up going across here to a Hero Coin. (To give you more of an idea, the Hero Coin is above and shortly before the end target. But, if you see it then, it's too late to get it without starting over.)

#5: Topsail Trouble

This Hero Coin is found not far before the end target. Two DK barrels after the star barrel, continue on and you'll see a ledge to the right as you climb up a rope. Jump over there to find this coin.

CROCODILE CAULDRON

#6: Hot-Head Hop

After the star barrel, you'll get Squitter. Make webs to go upwards to find the Hero Coin above you.

#7: Kannon's Klaim

At the very beginning, go right and fly right as Dixie to find a bonus barrel. Then, fly right again in the bonus level to find the Hero Coin.

#8: Lava Lagoon

After the No Enguarde sign, you'll drop down a gap to some Click-Clacks. Past them is Clapper. Swim through the water and past some Puftups. At the next Clapper, swim down to the right of him to get through the boxes. You'll go through an exclamation point barrel, then, swim along the trail of bananas to find a DK barrel and the Hero Coin.

#9: Red-Hot Ride

After the star barrel, get onto the balloon and hold the DK barrel. Go right and avoid the Zingers and Flitters. After the Flitters are more Zingers. Throw the barrel at the top Zinger to kill it, then, jump onto the balloon that the Zinger was guarding. Team throw a monkey up to get the Hero Coin above you.

#10: Squawk's Shaft

Not long after the star barrel, you'll get Squawks. After a bit, you'll also find the N in plain sight, then, another DK barrel. Next, you'll pass Mini-Neckies, then, get to two Krooks that are both facing each other from opposite ledges. Wait until after they both attack (and have caught their hooks) before flying up quickly and shooting them both before they can attack again. Now go right where the Krook on the right was. Then, go up while avoiding another Krook. Up here is the Hero Coin.

KREM QUAY

#11: Barrel Bayou

Not far from the beginning, you'll cross some timed barrel kannons and end up at many Zingers along the path. Fly as Dixie to the left over the Zinger to get over to Rambi. Go into the nearby barrel to get blasted back over to the Zingers. Continue through the area, and not far past the star barrel, you'll find the No Rambi sign. Pass it with Rambi to get the Hero Coin.

#12: Glimmer's Galleon

Right at the beginning, swim straight up. (The bananas lead to a bonus level, but we want to go above that.) Swim through the upper right corner of this area, then, swim through the upper right corner again to get to the Hero Coin.

#13: Krockhead Klamber

There's a Kutlass and a DK barrel to the right of the beginning, but there is also something to get to the left. Kill the Kutlass (jump on him after he attacks, when he gets his swords stuck in the ground), then, carry the DK barrel to the left and use it to kill the top Zinger over here. Jump over the other Zinger, then, break the chest for a red balloon. Now use Diddy's roll jump under the next Zingers to cross the gap and bounce on a Flitter to get to land. Team throw a monkey up over the Zingers (you'll need to hold left on the control pad the whole time so the monkey gets over the Zingers). Team throw a monkey over the next set of Zingers, then, kill all Zingers with the chest to get the Hero Coin.

#14: Rattle Battle

(This is right before the star barrel.) At the first gap after the O, you'll find a Zinger lower down flying left and right. Carefully go beneath it to get to the edge of the gap. (Go slowly, or Rattly may hit the Zinger.) To the right, in the ship, you'll see the Hero Coin. Do a good, high jump (but not a super jump) to jump into the ship and get to the Hero Coin. If the jump isn't high and far enough, you may just fall instead.

#15: Slime Climb

Right before the end target, a bit past the kannon (which is a bit past the star barrel), you'll see an exclamation point barrel. Team throw a monkey up to it to be invincible. Now go into the water and swim near the top. To the right, under the end target, is the Hero Coin.

#16: Bramble Blast

Much later, near the end, a barrel will be pointing left and right. It will blast you to a Flitter. Bounce on that to get to another barrel. Now there are several Flitters to the right that you are supposed to blast to and

cross. Blast to the first Flitter, but bounce left and fall down into the gap in the bramble. You'll land in a barrel that blasts you to another, which blasts you to Squawks. Fly to the left, and you'll find the Hero Coin.

KRAZY KREMLAND

#17: Hornet Hole

First, you need to find Squitter. Shortly before getting to the star barrel, you'll find two Spinies. Past them (to the left of them), you'll barely be able to see a hook up above, next to a tall area above you. Team throw a monkey up to the hook, then, climb up the sticky wall to find Squitter. Now go past the star barrel a bit, and you'll find a Krook and a DK barrel. Past that are Spinies and a Zinger over a gap. Kill the Zinger, then, drop into the gap. Go left to find many bananas and the Hero Coin higher up.

#18: Target Terror

After the star barrel, you'll see the N in plain sight. Then, after that is a wooden area you'll pass through. Jump in the wooden area for a Hero Coin hidden by the wood.

#19: Bramble Scramble

From the platform below the star barrel, jump through the bramble wall to the right to get to a platform. Roll jump to get over to a Squitter barrel to become Squiter. Use webs to go up a bit, and you'll see a single banana on a leafy part of the bramble on the left side. Go through that part to find the Hero Coin.

#20: Rickety Race

In this level, you are in tenth place, and you need to get to first for the Hero Coin. (It may help you to hold left when you first get on the cart, so that you can go backwards into something that makes you go extra fast.)

#21: Mudhole Marsh

After the G, you'll have to cross some barrels shot by a Kannon. Then, you'll get to a Kannon that is shooting barrels to the right. Don't kill him. Instead, jump to the hook nearby and jump to the right of the Kannon. To the right is the end target. After it shows a banana bunch coin, it'll show the Hero Coin. You need to bounce on one of the Kannon's barrels and land on the target at the right time for the Hero Coin. You kind of have to bounce off a barrel when the banana bunch coin is showing, and you should land on the target as the Hero Coin is showing. (You can bounce on a barrel and land to the left to get a feel for how long it takes to land. Then, you can use this to time your jump right.)

#22: Rambli Rumble

Past the star barrel is a hole in the wall, but don't go in. Jump up for a hidden hook. Jump up to another hidden hook, then, go right across the area up here. The Hero Coin is over here in plain sight.

GLOOMY GULCH

#23: Ghostly Grove

You'll find a ledge with the O above it. Go to the ledge directly to the right of here, then, fly left as Dixie to get under the ledge you were just on. You'll get to a barrel kannon that blasts you to the Hero Coin.

#24: Haunted Hall

At the end target, go to the area to the left of it (below where you came in) to find a hidden Hero Coin.

#25: Gusty Glade

A bit after the star barrel, you'll cross some hooks, and then you'll find a DK barrel. Switch to Dixie here, then, cross the barrel kannons here. (Blast to the next kannon when the wind blows right). Then, you'll get to a ledge with a Kannon below it. Don't drop down. Instead, fly right and you'll find a Hero Coin up in the air. (It's okay if you go a little bit past it. You should still be able to fly back to it.)

#26: Parrot Chute Panic

At the very beginning, at the first gap, fly down the gap as Dixie and go left when you can to find the Hero Coin in an alcove.

#27: Web Woods

At the end target, you can get the Hero Coin. It appears very quickly after a single banana shows. Get into the barrel and wait for the right time to shoot. Shoot when you see the single banana, but not right away. Wait a few moments after the one banana appears before shooting out of the barrel, and you should hit the target when the Hero Coin appears.

K. ROOL'S KEEP

#28: Arctic Abyss

After the star barrel, you'll swim up past some Puftups and then some Shuris. At the top, you can go right. You have to charge right to get the Hero Coin, since the water lowers faster than you can ordinarily swim that way. (But, don't be too high up either, or you may just pass right over the Hero Coin.)

#29: Windy Well

Go to the ledge right after the second DK barrel after the star barrel. Go right and jump. As you float, quickly go right and hold down on the control pad as you hold right so you don't rise as fast. You'll get past these Zingers, where you'll get the Hero Coin.

#30: Castle Crush

Go through the wall to the left of the first DK barrel after the star barrel to find a Squawks barrel. As Squawks, quickly fly up past some Krooks. Then, fly up past some Zingers. To the right of here, you'll find a gap. Fly down in the gap to find the Hero Coin.

#31: Clapper's Cavern

(There's a DK barrel at the beginning if you need it.) At the very beginning, team throw a monkey up to a hook, then, jump up to a higher ledge. Get past some Spinies and a Klampon, then, go into the hole in the wall for a bonus level. After the bonus level, team throw a monkey up again to another hook. Jump up to the Hero Coin.

#32: Chainlink Chamber

A bit after the star barrel, you'll have to climb up two vertical chains. As you go up, kannonballs are shooting down, starting on the left, then, the right, and so on. As you go up, you'll see a banana between the two chains. At it, jump through the wall to the right to find the N. Continue right and jump over to the Hero Coin.

#33: Toxic Tower

(This is just before the only Kannon in the level.) The first time a super jump is required to get up to a ledge, you'll have to cross some small ledges. There's a Zinger here, between two of the small ledges. Jump on it, then, drop down in the gap it was blocking. Hold right on the control pad to get the Hero Coin.

THE FLYING KROCK

#34: Screech's Sprint

During the race, not long after the O are Zingers. Past them is a down arrow. Go right instead, and go along here to find a DK barrel and the Hero Coin.

LOST WORLD

#35: Jungle Jinx

Right before the star barrel was a Flitter. At the Flitter, but to its left, you can roll jump or fly left under the area you crossed not long before. You'll get to a bonus barrel. (There's a DK barrel in this bonus level.) You have 15 seconds to kill all the Flitters. You don't have to kill the Zingers, which are circling most of the Flitters. Just team throw a monkey at each Flitter to kill it, then, you'll get the Hero Coin.

#36: Black Ice Battle

After the star barrel, somewhere in the next section or two, you'll find the N on the right side. Then, at the first gap after the N, drop down and hold right to get to a ledge. Use the Klobber to kill the Zingers, then, break the chest for a kannonball. (Or team throw a monkey over the Zingers to get to the chest.) Now bring the kannonball with you. I forgot which one exactly, but another gap has a ledge on the right side. Keep falling on the right side of gaps, and you'll easily find it. Kill the Zingers here with the kannonball to get to a kannon. It will blast you to a bonus area. You have 20 seconds to cross this area and avoid Zingers to find the Hero Coin at the end. Dixie does well here, since she can fly over the Zingers.

#37: Klobber Karnage

At the end is the end target and a Diddy barrel. Go into the Diddy barrel to be blasted to another barrel. Blast up and to the right to get to a banana where there is a hidden barrel, so that you can get to a bonus level. In this bonus level, you have 15 seconds to kill all the Zingers. To do this, get the exclamation point barrel to be invincible, then, run across the spikes and kill all the Zingers by touching them (don't forget to get the other exclamation point barrel along the way so you don't run out of invincibly). After you kill all the Zingers, the Hero Coin will appear.

#38: Fiery Furnace

Later on, you'll find the G over some Cat-O'-9-Tails. At the next Cat, you'll see a steerable barrel above it. Kill it and team throw a monkey up into the barrel. Follow the trail of bananas to find a bonus barrel. Blast into it for an annoying bonus level. You have 40 seconds to steer the barrel through this bramble area while avoiding Zingers to get to the Hero Coin at the end. (When it looks like you can get past a Zinger, you should probably just go for it. When I did, the timing seemed to work right with other Zingers, so I barely had to wait for them to get out of the way. Of course, be careful or you may just hit the Zinger instead.) Unfortunately, you only get one chance to finish the bonus level, since afterwards you'll end up in a blast barrel facing the end target.

#39: Animal Antics

In the Squitter area, you'll cross a long gap with Zingers flying horizontally from the right. Then, you'll get to a barrel kannon, but don't go in yet. Use your webs to go up and to the right, and cross the ledge at the top of the screen to get to a bonus barrel. You have 35 seconds to kill all the Zingers in this bramble area. Go up through here and kill the Zingers, then, go in the Squawks barrel you get to. Continue upwards and kill the rest of the

Zingers, and the Hero Coin will appear near a Squitter barrel.

#40: Krocodile Kore

Defeat Kaptain K. Rool here for the final Hero Coin.

9. COPYRIGHT STUFF

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