

# Donkey Kong Country 3 FAQ/Walkthrough

by Karpah Queen

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DONKEY KONG COUNTRY 3 FULL FAQ/WALKTHROUGH
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1. INTRODUCTION  
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Hey y'all, and welcome to another Karpah FAQ! This one's for Donkey Kong Country 3 (betcha already knew that from the title, eh?), which makes a nice change from my RPG schedule. You'll have to bear with me, it's my first FAQ for a platform game, so we'll see if my RPG walkthrough style transfers well. Or not. You be the judge, you're the person using the guide, I just wrote the thing.

One might be prompted to ask why I am writing for a game such as this, that's the better part of ten years old. Well, for starters, I wanted to prove to myself that I could write for something other than RPGs. Secondly, there are no actual walkthroughs out for this game. There's several coin guides, that direct you to all the bonuses and such, that are incorrectly labelled as walkthroughs. But no full and complete walkthroughs. Well, here's the first one of those.

Writing for this type of game is totally different for me. I've included story sections, controls, and the like, stuff I've never had to include before. Hope it all turns out well. If it's good, I might write another sometime in the near future...

\*eyes copy of Bubsy sitting in the corner\*

Ahem. On with the guide. Enjoy it!

- Bec AKA Karpah

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1a. Copyright and Contact Info

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Boring legal mumbo jumbo. I'll try and keep it short and sweet.

This guide is (c) 2003 Rebecca Skinner, AKA Karpah. It took a LOT of hard work on my part to write it, and I don't want anyone stealing on it on me! I'm flexible enough when it comes to people using it; you can download it, print it for your own personal use, hell, even e-mail it to your friends unaltered, I don't care. But if you want to post it on your own website, or submit it to another website, you sure as shootin' better e-mail me and ask permission to do so, or you will be in trouble. My e-mail address is:

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1b. Revision History

Version 1.0

- Started 10/09/03, completed 01/10/03
- Guide COMPLETE! Argh... walkthrough done, characters done, game basics done, important stuff done, lists done, everything. I feel like I've achieved something. Whew.

2. GAME BASICS

Kinda important, eh.

2a. Story

I seem to have misplaced my original game manual. I had one, somewhere. But not anymore, so I'll have to make up my own story section.

Donkey and Diddy Kong were secretly making plans to go on a fishing trip. One night, they snuck out of their beachside home to go on their trip, to avoid the accusing eyes of Dixie, whom they knew would not approve. The next morning, Dixie woke up to find a note on the bench. "Gone fishing. Back tomorrow." Dixie was furious, and threatened to throttle those monkeys when they came home the next day.

The next day, and the Kongs did not return. Dixie's anger turned to fear. What could have possibly happened?

After several days with no news, she knew that something had gone wrong. She decided to go and find them herself, to rescue them from whatever predicament they had gotten themselves in. Enlisting the help of Funky Kong, and her baby cousin Kiddy, Dixie sets off to discover just what happened to Donkey and Kiddy.

I suck at telling stories.

2b. Controls

Always important.

Dixie and Kiddy's Controls

- Left: Move left
- Right: Move right
- Up: Look up
- Down: Crouch down

X: Dismount from any animal friend  
Y: Pick up/put down barrel, run, throw character, spin (Dixie), or roll (Kiddy)  
A: Pick the other character up on their shoulders  
B: Jump  
L: no action  
R: no action  
Start: Pause  
Select: Switch control to other character

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#### Ellie's Controls (either riding or playing as her)

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Left: Move left  
Right: Move right  
X: Dismount (if riding)  
Y: Pick up/put down barrel, run  
A: Shoot water  
B: Jump  
L: Suck up water, from ponds or waterfalls  
R: Shoot water  
Start: Pause

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#### Squitter's Controls

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Left: Move left  
Right: Move right  
X: Dismount (if riding)  
Y: Shoot web weapons  
A: Shoot web platforms (once to start, once to stop)  
B: Jump  
L/R: Shoot web platforms (once to start, once to stop)  
Start: Pause

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#### Enguarde's Controls

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Left: Swim left  
Right: Swim right  
Up: Swim up  
Down: Swim down  
X: Dismount (if riding)  
Y: Stab forwards  
A: Hold and release to shoot forwards  
Start: Pause

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#### Squawks' Controls

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Left: Move left  
Right: Move right  
Down: Fly down  
X: Dismount (if riding)  
Y: Shoot seeds (green Squawks), pick up barrel (purple Squawks)  
B: Fly up

Start: Pause

-----  
Parry's Controls  
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You don't control Parry, duh, he just flies overhead. =P

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2c. Hints and Tips  
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-> Swanky's can be fun to play at. But it's really unnecessary, you'll get all the bear coins you need by touring through the levels.

-> If you collect all the bonus barrels on your first time through a level, you will sometimes miss letters of KONG. Nothing you can do about that, unless you want to backtrack every time.

-> Saving after every level isn't necessary, because the game just isn't that hard until the very late stages.

-> You do need to collect every bonus coin and DK coin to beat this game. If you've completed all the bonuses in a level, the level flag will fly fully; if not, it will just hang there limply. If you've collected the DK coin, there will be an additional yellow flag for that level on the world map. This is how you can see what you've collected so far.

-> There are two bonuses on each level, except for Krematoa in which there are three, and Rocket Rush (Krematoa) in which there are none.

If I can think of any more important stuff, I'll add it here.

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3. CHARACTERS  
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So many characters. So little time.

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3a. Dixie Kong  
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One of your two main characters. A little cute girly monkey with a fondness for the colour pink, and blowing bubblegum. With her long blonde hair, she can perform a Helicopter Spin, jumping up and spinning slowly to the ground. Useful for getting across gaps too big to jump. Also, being light, she can travel high if Kiddy throws her in the air.

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3b. Kiddy Kong  
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Kiddy is Dixie's lovable little baby cousin. (Okay, not so little, he's a big





on to the roof right there at the start of the level. On the roof is a red balloon, an extra life, so take it. Jump across to the next roof, take another red balloon, then go underneath to pick up the bananas. Continue down the path, jumping on the Sneek and collecting the K.

Like every Donkey Kong game, the letters of KONG are scattered around the level, in order. Collect them all, and you get a free life. There are things you should collect in every level:

- a) KONG
- b) two bonus coins
- c) the DK coin.

I'll point them out in each level, no need to worry about that. For now, continue on. Pick up the barrel, roll it along to your right to knock out another Sneek, then stomp on a third Sneek. You'll find a DK barrel just here, should you have been foolish enough to lose either Dixie or Kiddy already.

After jumping on the Kobble, big green guy, you'll spot a crack in the floor and a B (bonus) barrel. To reach the Bonus barrel, have Dixie throw Kiddy up so he smashes through the walkway and into the barrel.

-----  
Bonus! Collect 50 Stars - 20 seconds  
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They sure do start these bonuses off easy. This will be the first time you've used a rope, so get used to that. Dropping down off a rope is as simple as pressing down+B. So collect all 50 stars, not too difficult, and make sure to collect the bonus coin on the right at the end.

-----  
And you drop down onto another rope. See the guy bottom right of screen, holding a DK shield? He's Koin, and he's holding the DK coin of the level. Because of his armour, he can only be killed with a steel barrel, so there will always be one nearby. The trick is to hit him from behind with the barrel, to kill him.

So drop down near the steel barrel on the right, collecting the O on the way. Seeing as you have to hit Koin from behind, pick up the barrel (by holding X) then throw it up and over his head. It'll bounce back off the wall, hitting him and killing him. If by chance you miss, the steel barrel will regenerate (as most steel barrels do). So keep attempting until you lob the thing over his head, and collect the DK coin.

Continuing on. Keep going until you get to the rope with the two Kobbles underneath, collect the 13 bananas and bounce on the goons if you wish. On the next shelter, there are some hidden goodies, so throw your partner up there to collect two silver bear coins and another red balloon. (Free life smorgasbord!)

Just right of the shelter is the continue barrel, the halfway point of the level. Booya! (Having fun yet? I am ^\_^) Hit the DK barrel if you need a partner, then jump in the water, as you have no other choice. Controls for swimming is a little different, press left and right to steer, down to go down, and B to go up (and B to jump out, if you're at the surface).

Collect the bananas, and jump up the other side, ignoring the Kobble. Collect the N on your travels, and note that there's a bonus barrel below the walkway. Can't get to it by smashing through this time. How to get to it? Go back a tad, to the jump where you picked up the N. Go down into the water, and you



can swim to your right. Before jumping in the bonus barrel however, keep heading right and jump around out of the water to find a green balloon, worth two free lives. Then enter the bonus barrel.

-----  
Bonus! Grab 15 Bananas - 30 seconds  
-----

This is different to the collect 50 stars. The bananas appear one at a time, either on the ground, just above or below the rope, or way up in the air. Each banana stays for a few seconds, then disappears if you don't collect it. So pick them up one at a time in the 30 second time limit, then collect the bonus coin at the end.

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No sooner do you finish the bonus, but you're dumped back on the walkway, straight on a Kobble. (Woo.) What's that down there on the right, a crate with an elephant? Bwaha. We get to ride Ellie! So jump on the crate, and your main character will jump on Ellie the elephant's back. It's pretty simple, the controls are basically the same. Kill the booty bird (either by jumping on it or picking up the barrel and throwing it) to get the G, spelling out the word KONG, giving you ANOTHER free life! (Yay.) Just keep going until you get to the "no Ellies" sign =( When you pass it, Ellie will disappear, and you will be given a bear coin for keeping her up to that point.

+++ Note: should you run into a bad guy while riding Ellie, your character won't die, Ellie will simply run off howling. (As elephants do.) If she's blocked in by ledges in the walkway, she'll simply run back and forth, and you can jump back on her back and keep going.

And you're at the end of the level. Before you grab the flag to signal it's over, though, head under the shelter to pick up 10 invisible bananas, and throw a character onto the roof of the shelter for a bear coin and another 10 invisible bananas. Then end the level.

One level down, several to go ^\_^

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4a.ii. Doorstop Dash  
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In this level, you'll need to get the hang of holding X to roll/spin then run.

We're in some sort of mine, for the second level of the game. Grab the K, below the first lever, and your character will grab onto the lever. They pull the lever, and like magic, the door opens. Oooh, so it's gonna be like that, is it? Fine, fine. Let go of the lever, and go through the door before it closes again. Collect your partner from the DK barrel if you don't already have them, then grab the next lever. Jump up and taken the bananas, roll through the four rats, and through the next door before it too closes.

As Kiddy, throw up Dixie to get the bear coin, then keep going. Next lever, same deal. Yank it all the way down, then jump onto the platform and up to the next floor. Collect the O, jumping over the trapdoor, and head through the door. Grab the next lever, but don't jump down until the first green Buzz has just started going up. Then jump down and RUN under them all, through the next door.

When you get to the rope, if you have two characters, go left. Have Dixie throw Kiddy up to grab onto the lever, and Dixie will follow him up. Then jump

and spin through the door on the left to grab the red balloon, and enter the bonus barrel.

-----  
Bonus! Collect 60 Stars - 30 seconds  
-----

This is really easy, as the stars are just clumped together in two rooms with a lever-operated door in between. Grab them all in the first room, pull on the lever to open the door, then collect them all in the next room. Pull the lever again to head back and collect the coin when you're done.

-----  
Once you're done there, or if you only have one character, head up the rope. Grab the lever, and wait until the first Buzz is heading up, then jump down and run under all six of the Buzzs and through the door. Getting the hang of this lever thing yet? Eh, it's not too hard.

Grab the next lever, and hang on until you see the moving platform coming down. Then drop, jump on it, and go up, collecting your partner from the DK barrel at the top if you don't have them. Watch out for the trapdoor, of course.

Now we've got another new idea - rotating barrels. Jump in the barrel, and it will start to spin. The idea is to press B and be fired from the barrel, when it's pointing upwards - so you can grab the lever in the gap. It takes a little bit of practice with timing, but not too much. Once you're fired up, grab the lever, then jump down. If you jump into the barrel, it doesn't matter, although I like jumping down into the barrel and firing myself through the door ^\_^

Head up the rope, taking care to avoid the Buzz. At the top, natural instinct says follow the bananas to the left, but there's a bonus to the right. Jump to the right, avoiding the Buzz, and grab the lever. Quickly jump down (you don't have to wait till the door's fully open), and run through it to the bonus.

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Bonus! Find the Coin - 15 seconds  
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These find the coin bonuses are easy. This one just involves jumping from lever to lever to get across the great divide, avoiding the bees along the way. The first bee can be tricky, so I always use Dixie, jump to the second lever, then jump and spin over the bee to the fourth. From there, it's simple, head to the end and collect the coin.

-----  
Okay, now you're back on the left side of the rope. Jump on the Sneek, then collect the bear coin. Then grab the next lever, head up the rope, grab the bunch of bananas, and through the door. (That one can be tricky, before it closes.) Take the N, stomp on the Sneek, then glance at the two rotating barrels. You've gotta time it to get sent from one, to the other, to the lever. Again, not too tricky.

Head through the door once you've gotten it open, and grab the next one. Go up the rope, grab the G, spelling out Kong, and through the door. Jump high on the next lever, jump over the Buzz's head, and through that door.

Now you're faced with a very long fall. I suggest using Dixie for this jump, if you have her, because she can spin all the way down and collect all the goodies. Either way, jump down, follow the trail of bananas, then land on the ledge on the left. (Difficult if you're falling fast, I know.) But you haven't

gotten the DK coin yet so far, because he's hiding in here.

The trick to this one is, to grab the lever, then pick up the barrel and throw it through the open door. I would use Kiddy, as he throws his barrels underarm and has a better chance of making it through the door. But it's still possible with Dixie. Either way, kill Koin, grab the coin, then head back to the right and down some more. Follow the bananas, then head to the right side of the chute for a green balloon, then land as gracefully as you can.

You're at the end of the level. Grab the flag, and head out of there.

Save your game at Wrinkly's save cave, then head into the water and up to the next level.

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4a.iii. Tidal Trouble  
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First thing you notice when you enter Tidal Trouble - Koin's there right in front of you. And the steel barrel is on the roof above you. Well, okay. If you've got two characters, throw Dixie up there to get it. Pick up the barrel, jump down, and make sure to throw the barrel up (by holding up as you throw) instead of just across. Koin isn't too hard to get, this time, so kill him and take his coin. Three now! 38 to go...

Jump over the Kobble's head, and head down into the water. Take the ten bananas, jump up to collect the K, then just keep swimming underneath, unless you need that DK barrel. Jump over the barrier, then note a new type of enemy in the walkway above - a green barrel with a face. It's a Knocka. Right... What do Knockas do? Come to life, waves their hands wildly, and bump you back into the water, that's what. Jump on him to turn him back into a barrel, and then you can pick him up and throw him just like a normal barrel. Using an enemy as a weapon, heh. I like it.

Once you've jumped back into the water, head to the left, under the walkway. There you will find an Enguarde barrel, so break it and you'll get to play as Enguarde. Go the swordfish!

The cool thing about Enguarde is, if you press and hold B, then release it, he'll just shoot off in the direction he's facing, and keep swimming until he hits a wall (or you make him change direction), killing everything in his way. So set him facing right, press/hold A, then let go. He'll swim through a few fish, before finding a bonus barrel.

-----  
Bonus! Collect 30 Stars - 15 seconds  
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Hehe, we get to do a bonus as Enguarde. You can just swim and get the stars, ignoring the Lurchin in the middle, or you can be a real smartass and try to kill him, using the X button to stab forwards. The only problem is, you can only stab him when his pink middle is exposed - you miss and get the spiky interior, you lose. Just ignore him and collect the coins, it's not that hard.

-----  
What's the first thing you see when you get back from the bonus? A "no Enguardes" sign =( So pass the sign and Enguarde disappears, leaving you with a bunch of bananas. (Wahh, I'd prefer Enguarde.) But take the bananas, and keep swimming, cos you can't have Enguarde, the sign said NO ENGUARDES.

Jump over the Kocos (the fish), and the barrier, and hit the continue barrel. (Woo, halfway.) Play some Buzz poison-ball for a while, avoiding them all (you can take the bear coin if you've got two characters, that's what the DK barrel is for =P) I'd recommend using Dixie to just jump and spin around here, because you need Kiddy to be alive shortly.

See the two knick-knacks leading up to the platform? Bounce on them, and jump up to the platform. Hit the booty bird with Knocka, take the N, then look at the bananas positioned over the edge. You've only got one attempt at what you're going to do now. As Kiddy, you have to roll off (not jump off, ROLL off) the edge of this platform, skip along the water twice, up to another platform with a bonus barrel. The platform can't be reached by jumping, this is the only way to get there. If you muck it up, you've gotta go through the level again =(

If you do make it, you'll get to another platform with a bonus on it. Celebrate!

-----  
Bonus! Bash the Baddies - 10 seconds  
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After all the drama it took to get here (I reckon I tried twenty times, I kept bouncing over the darned platform), they better have given us an easy bonus. And they have. Just go along the rope, and bounce on the knick-knacks on the way, collecting the coin at the end. Phew.

-----  
If not, when you complete the level, you'll have to come through and complete it again.

Keep swimming through the water, avoiding Buzzs, Kocos, and other related things. There's a DK barrel, in case the encounter with the Buzz and the barrier hurt. Past the second Buzz/Koco combo, take the G to complete the word Kong. Keep going through, (those red fish are annoying) collecting all the bananas until you get to another walkway. Jump up, squishing Knocka, then travel to the flag. Notice the gap in the walkway before the flag, throw Kiddy up and through the planks for a red balloon. Then grab the flag to end the level.

Quick tip: If you've completed a level, and are repeating it for any reason (i.e. to get that bonus), you can press start then select to go back to the area screen at any time.

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4a.iv. Skidda's Row  
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Wahhhhh, snow! No-one prepared us for SNOW! As you'd expect, when Dixie or Kiddy run on the snow, they slip and slide, making it hard for them to come to a sudden stop. Keep that in mind.

Run along, down into the hollow to collect the bananas. Note that there's big ugly purple guys named Skiddas that run on roofs now. Kill the first one, then use the roof to jump up and get the K. There's a DK barrel on the second roof, along with a little purple ankle-biter, a Krimp. So grab your partner if you need them, then continue on.

Jump on the next Skidda, and the next one in the next hollow. Follow the path up, being careful not to fall in the gaps, and keep going along until you

spot a bonus barrel. You can just jump into this one, it's not hard to reach.

-----  
Bonus! Bash the Baddies - 10 seconds  
-----

This one can be hard, cos you only get 10 seconds. Just run and jump on them, as quickly as you can, then grab the bonus coin at the end if you make it in time. They're hard to get because they're always on the move, so if you can get two at once, it's a bonus.

-----  
When you land, you'll get the O and a bear coin. (Yay!) Travel along, killing the next Skidda, to shortly get to the continue barrel. And, of course, the snow intensity picks up, making it a bit tricky to see. Argh. Jump on the next roof, kill the goon, and break the DK barrel if need be.

And there's Koin. Koin's easy to get here, just turf the barrel up over his head to say bye bye to him. Collect the coin, and move on. Down the hill, watch your speed cos you don't wanna be slipping straight into the ravine. Jump to get the N, then go up the hill, being careful of the Skiddas. And the snow calms down, thank the Lord.

When you see the two Skiddas on the roof, your first instinct might be to run straight past them. Don't do it, get up there, killing at least one of them, because there's a bonus barrel on the right side of the roof.

-----  
Bonus! Find the Coin - 15 seconds  
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Eeeeeeeasy! Simply run along, bouncing on all the knick-knacks and Skiddas, until you get to the end, you should make it with ample time to spare.

-----  
In the next gully, jump on the knick-knack for a red balloon. (Where was it hiding that one?) Use the barrel to kill one of the Skiddas on the next roof, then jump over and keep going. Over the next hill, you can jump for the G, but beware the ankle-biting Krimp at the bottom. Keep going, and you're at the end, grab the flag, say bye bye snow.

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4a.v. Murky Mill  
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Oh, it's not a mine, it's a mill. Duh. We're in the mill again, and it's DARK in here!

Follow the bananas when they say to go up on the platform. As it shoots upwards, try to collect as many of the bananas as you can, but if you miss a few, eh who cares. At the top there's a DK barrel, if you need your partner, and an Ellie barrel. Oh cool!

The thing in this level, with Ellie is, she hates Sneeks. If she can see them, she will be scared of them. That's also why this level's dark. You can easily jump on them when it's dim, but when there's lanterns around, keep Ellie away from Sneeks.

Kill the first two, then collect the K under the light. The third one's also no problem, as is the Recoil, orange thing bouncing happily. Head down on the platform, collect the bananas, and here you can test Ellie's reaction to the

Sneek under the light. She'll squeak and run away if both she and it are under the light, so throw a barrel at it from the darkness. Good ol' regenerating barrel, you can take another one forward to kill another Recoil. If you want what's on the platform with the Sneek, and you already used the nearby barrel like I just did, go back and get the other barrel (jumping high from the single-barrel platform to collect a bear coin as you do so.) Kill the Sneek, and what's up there on the platform? A green balloon! (Ooh.)

Bounce on the Recoil to get the O, then go down on the platform. If you're lucky, you can safely kill the Sneek without it being under the light. Keep going to get the continue barrel, then look at the green Buzz buzzing over a trapdoor. What the? Take the steel barrel just ahead, kill the Buzz with it, then go through the trapdoor for a bonus.

-----  
Bonus! Bash the Baddies - 25 seconds  
-----

There's four green Buzzs flying around in a semi-circle overhead, and we've got to kill them with barrels. Okay, fair enough. Pick up a barrel, and don't even throw it, just jump with it, and you should knock out a Buzz if you're positioned right. Repeat the process, just jumping with barrels and letting Buzzs fly into them. You've got ample time, so don't worry. Kill them all, and collect the coin.

-----  
And we're back down in the mill. Kill the Sneek, then go down on the platform. Hey looky, there's a steel barrel there, and to the right is Koin. Okay, let's kill Koin. Pick up the steel barrel, and throw it up over the wall, and it should bounce back and hit Koin. Yay. 5 DK coins to us. Take a steel barrel with you when you go up on the platform, because there's a Sneek at the top. A red Buzz too, but you can only kill them with TNT barrels and I don't have any of them handy right now ;P

Switch platforms all the way down on the right, making sure to collect the bear coin in the bottom right corner. Kill the Recoil, and the next one, then grab the wooden barrel to kill the Sneek. Take the N, and the Y-shaped bananas, then look at what we've got. A Sneek, a light, and a barrel. But we can't reach the barrel, to get the Sneek. Argh. What we CAN do, however, is suck the barrel towards us using Ellie's fabulous trunk. So stay just out of the path of the light, and hold Y, and Ellie will suck the barrel in. Then use it on the Sneek. Yay us.

At the bottom of the platform, smart money says go left. In the corner, there's an invisible arrow barrel, so jump in and it will propel you up to a ledge. Two green Buzzs, and a steel barrel. We can use the sucking-in process again here, to kill the two Buzzs, so do so. Now jump in the gap, to find a bonus barrel.

-----  
Bonus! Find the Coin - 15 seconds  
-----

Oh, more Buzzs flying around. (Bloody things.) We've got to get past them, to find the bonus coin. Only four of them, so jump in to the centre when one's at top and one's at the bottom, then jump out again. Pretty simple. Take the coin at the end.

-----  
Now we're back to where we were before. Head right, ignoring the red Buzz (still no TNT barrels around), and look at the two Sneeks. One we can jump on when it's out of the light on the close side, and we have to sneak a barrel



Supposedly every level has a Warp barrel. But this is one of the few I've been able to find. It's not much use though, because you NEED the bonuses and the DK coin, so you have to do the whole level anyways.

Go up the rope, avoiding more Minkeys. At the top, you'll find a TNT barrel on the right, use it on the wall on the left (just where the banana on the outside is). And there's a bonus barrel.

-----  
Bonus! Find the Coin - 15 seconds  
-----

No prizes for guessing what this bonus is full of. Minkeys. Argh, I hate them. They alternate sides up the tree, so they're not too hard to avoid. Once you get up the top, head out to the right and just jump down to the coin.

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When you land, you break the continue barrel. Enter the tree on the right, kill the Sneek, and grab your partner if need be. Then keep heading upwards. Past the Minkeys, the ledge on the right houses a bear coin, so pick it up then go up on the left. Head out and switch trees again. (This is becoming tedious...) Past about fifteen sets of Minkeys, you can grab the N at the top of the rope. Outside, at the DK barrel, note that the branch overhead doesn't extend all the way across. Kiddy could throw Dixie up there, so do so.

And looky who, it's Koin. An easy Koin, too. Just stand above him, or to his right, and throw the barrel. The hard part with this Koin is actually finding him, not killing him. Then use the TNT barrel outside to get back into the tree on the right.

We have there what looks like a purple spider with a platform on it's head. Funny, that's exactly what it is. It's name is Nid, and it helps you because if you stand on the platform, Nid will jump. So jump on Nid, then jump off Nid when Nid is in the air to get the G.

Back in the tree on the right, keep heading up, now just ignoring Minkeys. At the top, is a TNT barrel. Wha? Use it right there, on the wall next to it, to make a hole. There's a DK barrel up the top, for good reason. Switch to Dixie, jump out, and spin through all the holes to get to the bonus.

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Bonus! Grab 15 Bananas - 35 seconds  
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You've GOT to be kidding me! Grab 15 monkeys with Minkeys around? Argh. Not fun. But we'll try our best. There's three Minkeys, two on the right and one of the left, with enough space to hover in between them. And that's where the bananas appear, in the gaps between two Minkeys. It's a tough bonus, but it's okay.

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Once you're done there, grab the flag and head on out.

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4b.ii. Riverside Race  
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As the name of the level would suggest, there's a timer on you for this level. The aim of the game is to complete this level as quickly as possible. But, if we complete it quickly, will we be able to get all the bonuses...? The answer



is no. So we'll have to go through this level twice, one to beat the top time of 1:15:00, and one to collect all the good stuff.

My walkthrough will be the slow way, to get all the good stuff. Do this way first, then RACE the second time through.

In case the timer wasn't enough motivation, there's a pack of butterflies chasing you around as well. Of course, butterflies aren't generally dangerous, but these ones will kill you. So run, to outrun them. Roll/spin straight through the Sneeks, spin over the water or jump in and get the bananas, before going out the other side. Head along the path, bouncing off the Rekoil to get the K.

Here's the first tricky bit. Across the patch of water, and up high, is the first bonus barrel. So, as Kiddy, roll and bounce across exactly the same as you did in Tidal Trouble. If you should miss, you can try again, you'll just have to head back up the path a bit, jump over the butterflies, and try again. Either way, get to that bonus barrel.

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Bonus! Grab 15 Bananas - 30 seconds  
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Lucky it's an easy bonus. You're in a shallow pond, with only a green Koco to get in your way of swimming around for the bananas. The bananas can appear in the water either side of the Koco, or in the air either side, or above the Koco. Grab the bananas, then the coin, and head out.

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Once you've got it, jump and spin across the next patch away. (Cos for some reason I'm having a really hard time jumping out of ponds here =()) Grab the O, and start running again, cos the flies are back. Jump on a few Rekoils, before landing in the next patch of water. In the underwater tunnel, hit the continue barrel, and keep going. Notice above the next pond, there's a red knick-knack? Get out of the water and bounce on it, back that way, for a free life, then continue on.

Keep running, cos the flies are still there, kill the two Rekoils, and either spin over or go into the next patch of water. In the second pond, you'll notice a few red bees leading up out of the water. But we can't jump on red bees... in the pond, in the bottom left corner, is an invisibility barrel, marked with a !. Ahh, now we CAN jump on red bees! So break the barrel, head out of the pond, then bounce on the red bees across the pond to reach another bonus barrel.

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Bonus! Bash the Baddies - 15 seconds  
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I find that this bonus is easiest to do with Dixie, just make her spin through all the Rekoils. If you try to jump on them all, you'll have a REALLY tough time. And for some reason, rolling as Kiddy sometimes gets you killed as well. So spin through the four of them, and take the coin at the end.

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And you fall back down onto a DK barrel, just in case you were one character short. Good-o. Get out of the pond, and hopefully successfully navigate your way through the patches with the Rekoils. Again, spin or roll through them, cos jumping on them is damn near impossible when they jump so high. Then, back in the water and through the underwater tunnel.

Collect the G, then note who is on the piece of land above your head. It's

Koin. And you, unfortunately, need Kiddy to get to him, so if you're like me and stuck with only Dixie, you might have to sacrifice a life to get back to the continue barrel. If you've got Kiddy, get out of the pond on the other side, trick the butterflies by going down the path a little bit, then head back left and jump over their heads. Then roll and bounce across to get to Koin, I'm sure you're getting the hang of it by now. So go across there and kill Koin, then head back to the right to grab the flag. Easy!

Of course, now you've gotta go through the whole level again, but don't worry about the bonuses this time. Just go for speed. 1:15:00 is the time to beat.

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4b.iii. Squeals on Wheels  
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I bet you're really sick of racing by now, eh? Good thing is, you don't have to do it anymore. (YAY!) In Squeals on Wheels, we're back in a mill, with lots and lots of Sneeks in those little exercise wheels. Approach the first one, and note that there's a little gauge next to the wheel. It's mostly green, with only a little bit of red. Kill the Sneek, using the barrel, and the red line goes up, and the door opens! (Ooh...) That's how it is in this level, you have to kill all the Sneeks in the wheels before you can proceed. Got it?

Use the DK barrel to hit the next non-caged Sneek. Ignore the door going off to the right for a sec, because it's kinda closed, and go up the rope. At the top, kill the Recoil, as well as the next Sneek. Keep going, to get the K, then take careful aim with the next barrel, to kill the Sneek in between the Buzz.

Roll through the next Recoil, and go up on the platform. The next Sneek has two red Buzzs guarding it, so use Kiddy and jump and throw the barrel upwards to kill it. Jump up on the next platform, grab the barrel, and kill the Sneek. Now, the trick here is, we have to jump on the cage and across, following the trail of bananas, without hitting the Buzz. Argh...

Kill the Recoil bouncing over the trap door, but the trap door is locked. So just keep going. Collect the O, then ignore the misleading trail of bananas up the rope, and head left. Grab the barrel, then jump on the platform heading up. Kill the Sneek, jump on its cage, then across to get to a Bonus.

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Bonus! Collect 20 Stars - 20 seconds  
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The only remotely interesting thing about this bonus is the fact we have only Sneek cages to stand on. So if we fall down, it's the end, try again. And fall you will, while trying to get the star down below in between the two cages. My only advice is, run across it and try and jump at the last second. Having Dixie helps here ^\_^

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Once you're done, now go up the rope, and kill the last Sneek to open the door. Break the continue barrel, then use the steel barrel to kill the two Sneeks. You might notice, above the second Sneek cage, is a platform. So, with two characters, throw Dixie from the first Sneek cage to the second, and then jump up to find another bonus.  
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Bonus! Grab 15 Bananas - 30 seconds  
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Similar to the last bonus, we've got only Sneek cages to stand on. Keeping your base as the left one, you can see both of them, to get the bananas. It's not that tricky to grab 15, then the bonus coin at the end.

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Once you're done there, grab the barrel and head up on the platform. It might take a few tries to get the Sneek, as he's protected by two red Buzzs. (Red Buzzs are evil.) At the top, you'll find another Sneek, but protected by green Buzzs this time. (Why green ones?) So use the barrel to take out both the Sneek and the Buzzs, and use the cage to jump up on the right. Ah, that's why they were green, because Koin is up there. Kill Koin, and grab the DK coin. (Eight now!!)

Grab the N, back down on the ground, then sneak a steel barrel past the two red Buzzs to kill another Sneek. Again, the trapdoor there is locked, so keep going. Kill the next Sneek, and run along to find a arrow barrel. Well, jump in that to be shot straight upwards, onto a platform with yet ANOTHER Sneek overhead.

Follow the line of bananas to grab a barrel, to kill the Sneek. Then run right and climb the rope. Jump on the Sneek's cage and across... just for letting us jump on you, Sneek, we're gonna hit you with a barrel, bye bye. Kill the two Rekoils (use the barrel if need be), then go ahead and kill the next Sneek. (We're allllllllmost done here...) You can leave that other barrel, just jump up on the platform to find the last Sneek. Take it out, and the door opens. MAGIC!

The bananas, they're a sign! Collect them all, then follow their direction through the trapdoor down, down, down. Don't worry about left and right, just go straight down until you get to the bottom.

When you get to the bottom, do you recognize where you are? Right on, you're at the door right at the start of the level, that was closed before. But now it's open, and the bananas are a SIGN again! Follow them off to the right. Make sure to jump and hit the Parry crate, to meet your little parrot friend for the first time.

See, Parry can get all those high-up bananas that you can't reach. He can kill the booty bird too, so do it and get the G to get a free life. Take out the Sneek, then make sure to jump at the red Buzz, so Parry doesn't get wiped out. (Follow the bananas!) Once you're past it, however, you get to the "no Parrys" sign =( So pass it, and take the blue balloon, then go along and grab the flag to finish up.

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4b.iv. Springin' Spiders  
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This level really bugged me, first time I played the game. I could never find Koin =(

Aaaaaaaaand we're back in a pink-tinged forest. With lots and lots of Nid's friends jumping around to help us. Cool.

Jump on the yellow Nid to grab the bananas and/or your partner, then head inside the tree. Again, go up on the Nid, where you'll meet a new type of creature - aptly named Bristles. Steamroll over them from the front, because from behind will hurt you not it. Behind the Bristles is a bear coin, so pick it up and keep heading up.

Jump over the red Buzz, then on the yellow Nid outside. From there you can jump on the next tree branch up, and head back inside the tree. If you want a bear coin, take the barrel there and jump on the Nid, and use it on the green Buzz. You only get one chance, so don't muck it up! After grabbing the coin, keep going up, to find Nid bouncing over a hole.

If you jump on Nid's back, you'll then be able to jump through a hole at the top, to go up and get the K. Head out on the left, jump over the gap and grab the bananas, but then go down the gap. Ignore the bouncing Nid, and note that there's a Squawks barrel on your left. Woo! Enter it, and you get to play as Squawks.

Fly around for a bit to get used to Squawks' controls, they're not that hard really. Then, instead of heading into the tree on your left, head straight up. At the top right, there's an entrance into a secret(ish) section with lots of bananas, so pick em up. On the very top stop are two bear coins, so make sure to take those too, before heading out on the right and back in. Shoot the green Buzz, then head out on your left to the bonus barrel.

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Bonus! Collect 15 Bananas - 45 seconds

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Sounds simple, right? 45 seconds to collect 15 bananas? But it's not. Head up in the tree past the first red Buzz to find where the bananas are, at various positions around another red Buzz. This will test your skills a bit, just remember to press down to get to some a bit quicker. Once you've collected them all, head down past the other red Buzz to collect the coin.

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And you come out right near a "no Squawks" sign. Of course. Shoot the green Buzz, and grab the bananas, before passing the sign. Take the bear coin for keeping Squawks alive to that point. Jump over the two Buzzs outside on Nid, before going into the tree on the left and starting the arduous journey upwards again.

Keep jumping on Nids, avoiding the Buzzs. At the top, you'll find the continue barrel, so break it. If you jump on the Nid outside, and jump up on the left, you'll grab a bear coin, so do that before going right. Inside the tree, hear right across on the bottom level for a bunch of invisible bananas, then go up and use the DK barrel to kill the green Buzz two platforms up.

We've got two members now for a reason. If you jump on the next Nid, the one bouncing vertically on the right, you might see a platform on the left, way up high. Jumping won't get you there, so pick Dixie up, then jump on the Nid. When Nid's at the top of his jump, throw Dixie up onto the platform.

Know why we're going up there? Look who's up there, on the outside. Koin. Use Dixie to jump and throw a barrel straight through the hole, to kill him, then throw Dixie up through the hole to go get the coin. Once you're out, you can use the TNT barrel to get back in, on the other side.

Now continue your trek up the tree. Out on the left at the top, and back in. Jump over the red Buzz to land on the Nid, and he will spring up twice. From there you can easily go outside and jump down, to collect a red balloon. Then head down again, to get the N.

In the tree on the right, keep jumping on Nids, avoiding Buzzs. The green moving one might be a bit tricky, but you can get past it by timing your jumps right. At the top, head out and kill the Bristles, then up and in on the left.

Grab the barrel, and keep it with you for a sec. Jump on the Nid and collect the bananas, then jump up, using the barrel to kill the green Buzz patrolling up and down in the middle of the platforms. That will be a load off your mind, trust me.

Keep heading up, and onto the next Nid. The tricky bit here is to jump up on the right, avoiding the other patrolling Buzz. You can go back and grab the barrel if you want, but it's not necessary. Once you're up, head out on the right.

There's something hiding behind the tree branches, there on the outside. Jump up amongst the branches, and Swoopy will fly down and implant himself in the tree. Wha? You can use Swoopy as a stepping-stone, so do so and go up and get the G. (Bet you thought it was gonna be a bonus, didn't you?) No, the bonus is just up ahead. Where you see the next Nid, there's a gap on the right. Jump down it to enter the barrel.

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Bonus! Collect 30 Stars - 15 seconds  
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This is actually kinda a tricky one. Jump on Nid, collect the stars, then up on the platform. Jumping down on the outside, grab two columns of the stars if you can, then head back inside and up again. On the second trip down, grab the final column, and grab the coin at the bottom.

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Back in the tree, head up on the Nids, jumping over the red Buzzs. At the top, head outside, then back in at the top, grabbing the flag.

Make sure to visit Brash in his cabin before heading to the next level, if you beat his top time in Riverside Race.

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4b.v. Bobbing Barrel Brawl  
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Now we're in a rather orange outside environment. Oh well. No hassle. Grab the DK barrel, and hit the booty bird with it. The THT barrel will kill the red Buzz, allowing you to grab the K. Then jump in the arrow barrel, getting fired upwards and into the Ellie barrel.

Head down the path, jumping on the Krimps. Note that in the water we have barrels, and we have piranhas, otherwise known as Nibblas. Obviously, jumping in the water would not be a good idea with Nibblas. How can we get past the green Buzz, then? Use Ellie's trunk to suck up some water from the pond, with the L button, then shoot it at the Buzz with the R button. Then jump across the barrels and out of the pond, collecting the O on the landing.

On the next pond, shoot water upwards (up+R) to get the booty bird, dropping the next barrel for you to jump on. Jump out, avoiding the Nibbla, then jump in the arrow barrel to be fired across. Wait, what did we miss on the left? Head back left, and see the booty bird, and red Buzz, and the bonus barrel. Oooh... so shoot the bird, watch as the buzz gets destroyed, then head down into the barrel.

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Bonus! Find the Coin - 25 seconds  
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The idea with this one is throwing barrels into the water, to get across the

pond. So throw the first one up and in, grab the second one, and jump on the first. Throw the second one up and in, jump across, and grab the coin.

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And we're back on dry land. (But not for long.) The barrels on the next pond are being patrolled by a green Buzz, but unfortunately, Ellie's trunk is devoid of water. So jump on the first barrel, over the Buzz to the second barrel, and out. You don't have time to stop and fill up with water =(.

When you get to the two red Buzzs guarding the TNT barrel jealously, you should know what to do. Stand close by, and suck it towards you. It's regenerating, so do it twice to kill both Buzzs, then keep going along the path. Jump on the red knick-knack to get the bear coin, then throw a barrel into the next pond for somewhere to stand. Here you can stop and fill up with water, so do so, then keep going along. (Pity we can't shoot these pesky Nibblas, eh?)

Next up, we have two red Buzzs protecting a steel barrel. Well, jump over their heads, and suck the steel barrel towards you. Because guess who's coming up. Yup, Koin. Throw the barrel straight over his head, take the coin, and move on, breaking the continue barrel.

In the next pond there's actually no Nibblas (shock horror) so jump straight in. Ellie's trunk will refill here, if it wasn't full. Break the DK barrel if need be, then jump up and out. Take the next steel barrel, and throw it up into the water. Then jump on it, grab the N, and jump across the water.

Shoot the green Buzz and jump across, then jump on the barrel in the next pond cautiously. There's two green Buzzs, and a booty bird. Ain for the booty bird, he's got the next barrel. So hit it, jump across, and out. In the next pond, there's no Nibbla, so jump in the water and notice what IS there, at the bottom. It's a bonus barrel! But we can't get to it, cos Ellie floats! Argh... leave it for the time being, and jump out.

Stop on that ledge, right in the corner, and two knick-knacks will fly over your head and position themselves leading up. Say... go up, then use the knick-knacks as springboards going the other way, landing in the water and getting to the bonus.

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Bonus! Collect 10 Stars - 15 seconds

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Very un-scary bonus. We've got three barrels in the water, a Nibbla, and ten stars to collect. Just jump across, getting the stars on the way, and grab the coin.

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I'm sure you know how the next bit works, jump across after you've thrown the barrel. Make sure to fill up on water using L. Break the DK barrel, jump on the Krimp, then head onto the next pond. Shoot the booty bird, jump across, shoot the Buzz, jump across, and head out. Now, the trick here is, to either just shoot the green Buzz, or suck up the barrel and hit it. Either way, kill it and keep going. Jump on the Krimp and collect the G, and head on.

Might be an idea to kill the next Buzz from land, if you can. If not, jump down and across to the third barrel, avoiding it as it patrols. Then shoot the next green Buzz, and head off the pond. And there's the "no Ellies" sign, so pass it and take the bunch of bananas, then head through and grab the flag.

Make sure to head down to the secret cave, to grab the fourth banana bird,

before heading up to take on Arich.

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4b.vi. Arich's Ambush  
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We have one very angry-looking red spider, with a barrel on it's back.  
Oookay...

The legs of Arich are safe to jump on, but the ends of his legs, the white spots, are not. They're poisonous. The aim here is to keep hitting Arich with barrels in his soft spot, which is from underneath. So first we need that barrel.

Bounce around on Arich to grab the barrel on his back. Then jump down and position yourself underneath him. Use Dixie, as she holds her barrels high. Wait for Arich to bounce down on you, and sproing, he's hit. Note: if you stay on the ledge top-right for long, Arich will shoot little green things at you. Never good.

And funnily enough, that's where the next barrel is, on the ledge at the top. So bounce your way up there, grab it, repeat process of smacking Arich with it from below. Once you've hit him twice, he'll stop at the top and shoot lots of green things around. You're safe from all these if you stand in either corner of the screen, at the bottom. He'll only shoot three, so once the third has bounced and disappeared, head up to get the barrel.

Once you're down below with the barrel, he'll shoot again, so hold the barrel in the corner, then SPROING, bean him with the barrel. Next time, he'll shoot six little green things, and to avoid them, you'll need to put the barrel down in the corner and wait. Then sproing again. The fourth time you hit him, he's gone for good, and you'll get a patch for your efforts. Take it, and it's over.

Two areas down, several to go.

With your newly acquired patch, take the motorboat back to Funky's. He'll use it to make a hovercraft for you. Whoa, cool! Use the hovercraft to get over the lines of rocks, and head north from Funky's to find the next area.

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4c. Cotton Top Cove  
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Ooh, Cotton-Top Cove is also all watery and nice. Visit Blue, then go to the first level, Bazza's Blockade.

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4c.i. Bazza's Blockade  
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And we're underwater! WHOA! This is kinda cool ^\_^

You're going to have to be an adept swimmer to make it through here. Maybe practice swimming a bit, then head down and get the DK barrel. You can't throw barrels underwater, so we're relying on avoiding things. Once you head up on the right, you'll notice a new threat - pipes coming out of the walls,

with little fish swimming very purposefully out of them. These are Bazzas, and what the level is named after. So just swim around them.

Swim up and grab the K, then head down on the right. Ignore the Koco as you swim up the funnel, and grab all the bananas between another row of Bazzas. Follow the path along, avoiding all Kocos - up, right, down. Past another row of Bazzas, then you'll notice a faster-swimming row at the bottom. What are they trying to protect?

Make it down past the fast-swimming row of Barras, to get to the bonus barrel.

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Bonus! Find the Coin - 15 seconds  
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We've got a few Lurchins blob-blobbing around (as they do) and random Bazzas swimming around, don't go too fast, just swim cautiously and carefully to the end of the path to get the bonus coin.

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Once you've got the coin, swim up past the row of Bazzas and keep going up on the right. You'll find things like multiple rows of Bazzas, sometimes swimming in time and sometimes alternating time, but eh nothing to worry about, really. Just keep following the path along.

Collect the O, then head down to get the continue barrel. Swim up on the left, opening the DK barrel if need so, then bypassing the row of double Bazzas (two swimming, one immediately after the other). Just keep going along, past the four rows, to the right with the Bazzas, then down and to the right. When you get to the wall and it looks like the path goes up and down, go down to get a bear coin, then head up.

At the top of that chute, the Bazzas are coming along from the left, and the path goes right. Right? Wrong. Sneak to the left, underneath the Bazzas, to find the second bonus barrel.

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Bonus! Bash the Baddies - 30 seconds  
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We get to be Enguarde again! Sweet. When you break out of the barrel, your object is to kill all the Kocos swimming in and out of the pipes at the sides. There's five on each wall, so just keep hammering Y as you swim up and down, to get them all, then up to get the coin.

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Now we're Enguarde, and for once there's NO "no Enguardes" sign around - yay! Follow the path back all the way to the right, sticking any Bazzas you feel like, then down the tunnel. All the way down, there would have been an Enguarde barrel here if you didn't already get him in the bonus, but there's not, so just head right, picking up the N. Then head across and down, poking more Bazzas and opening the DK barrel.

At the bottom, head left. At the top on the left is a new fish - a bounty bass. Similar to a booty bird, these hold good stuff, so stick this one for a bear coin, then head down the tunnel.

At the bottom is a "no Enguardes" sign, so pass it to get the G, then follow the bananas into the tunnel. Above water for the first time, don't just grab the flag, head past it to find one little Koin dude clutching his DK coin. Pick up the barrel, stand on Koin's head, then throw the barrel at the wall to get the coin. Once you've got it, grab the flag.



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4c.ii. Rocket Barrel Ride  
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And we're in a waterfall environment for this level. Cool. First things first, chuck the DK barrel at that annoying Krimp. Along the path you'll meet a new type of guy, Krumple, that is too big and heavy for Dixie to jump on and kill. So switch to Kiddy, and bounce on his head, wiping him out.

Jump in the rocket barrel, to take you up up up. Jump out to the right, grabbing the bananas, and the bunch on the very right. You can go up in the barrel behind the waterfall for more bananas, too. When you're done, head left.

If you go out the rocket barrel there to the left, you'll get a bear coin. Get it, then jump back in and go right. On the next level up, head all the way to the right to grab the bananas telling us to go left (helpful bananas), then go left and jump in the rocket barrel. Out of this one, if you go right to where the bottom banana is, you'll get shot around a bit by a few arrow barrels, picking up a heap of bananas and another bear coin, before being dumped where you would have been had you gone left from the barrel instead.

In the next barrel, you can head left to grab some bananas. Then go up again and go right into the next barrel, then left into the third barrel (collecting the K on the way), then left onto the bank. (So many rocket barrels!) Behind the waterfall is an invisible rocket barrel, leading you to yet another bear coin, so grab it and keep going.

In the next lot of rocket barrels going up, you have to time your shots carefully to avoid green Buzzs. If you're unsure whether or not to go, just let yourself be shot upwards, to fall straight back into the barrel. In the first one, go left on your first attempts; from the second, go left on your second attempt; and same for the third, to land on another bank.

Head along the bank, jumping on the Krumple and collecting the bananas, before entering the rotating barrel. Shoot yourself into the arrow barrel, which will shoot you way way left.

Follow the path, jumping over the Buzz. In the rocket barrel, head left over the Buzz, to bounce on the knick-knacks. Keep bouncing, to get to the bonus barrel.

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Bonus! Collect 20 Stars - 15 seconds  
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This sounds a bit tricky. But it's not. Head up in the rocket barrel, and go right, collecting four stars, then four on the far right side. Next barrel, go left, and collect eight stars that way. Finally collect the four on the right after the next barrel, and grab the coin.

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When you land, you hit the continue barrel. Jump behind the waterfall to grab some bananas, then keep going, killing the Krimp. Jump in the arrow barrel to be shot around a bit, landing on another bank. Jump across behind the waterfall for a bear coin, then jump in the rocket barrel and go up to your left.

In the next rocket barrel, head left on your second shooting (i.e. go straight

up once, then left the second time), and ditto for the next rocket barrel. Out of the arrow barrel, head right to find Parry in a box, then head left. Parry will pick up the N as you jump over the arrow barrel. Now, jump between the two Buzzs when you head up the path, and same going back behind the waterfall.

This can be tricky, but seeing as you have to do it a few more times, you'll get used to it. After another jump, Parry will hit the DK barrel. After two more such jumps, head all the way to your right, killing the Krumples, for a red balloon and some bananas. Then, go back left into the arrow barrel.

After one more jump, you'll get to a "no Parrys" sign, and be rewarded with a blue balloon if you still have him. Keep going, and ignore the rocket barrel for a sec, cos the path keeps going. So jump over it, head down on the right, and you'll find another bonus barrel.

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Bonus! Collect 60 Stars - 35 seconds  
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More rocket barrels, as you would expect. You've got to go left and right out of the barrels, to collect all of the stars, before going to the next rocket barrel. It's not that tricky, and you've got ample time.

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You'll land right next to the G, after the bonus. So collect it, then go up and jump over the Buzz to get to the rocket barrel. Once you get up there, there's a steel barrel to your left. Guess who must be nearby. Grab the steel barrel and head left.

And there he is, Koin. This one can be a bit tricky, because there's no walls to bounce barrels off. The trick is to start right back near the arrow barrel, throw the barrel up (so it travels more slowly along the ground) in the direction of Koin. Then, chase the barrel and jump over Koin's head (so Koin's facing the other way) before it hits. Sounds tricky, eh? It's not, really. Alternately, after you throw the barrel, you can run up behind the waterfall and jump across to make Koin lift his shield.

So take Koin out, grab the coin, then go to the right and grab the flag.

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4c.iii. Creeping Klasps  
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And we're back in the harbour. Use the DK barrel to kill the Rekoil, then you get to do stuff with the both of your characters. Above the shelter you started in, is a red balloon, so take that, then smash Kiddy through the walkway where the break is, for a bear coin. Then proceed on.

Go along the rope, noting that there's a Nibbla underneath you. Collect the bananas, and the K, then jump down on the next platform. Jump and kill the Kobble, then keep going along the rope. There you'll note a new bad guy - Klasp. A red TNT barrel that slides along ropes, it's death to any of your characters should they run into Klasp. Klasp is restrained for his patrolling by the two side-posts of the rope, so you're safe if you stay away, but unfortunately you have to go through.

Jump over the Klasp as he's heading towards you, and keep going. Transfer to the next rope, collect the bananas, jump over the next Klasp, and keep going until you get to the two green Buzzs buzzing around happily. They're guarding a bonus barrel, so jump between them and jump up to get in.

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Bonus! Grab 15 Bananas - 25 seconds  
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It's an easy bonus, no Klasps. Just two ropes, 15 bananas, and a Nibbla circling underneath. Jump from rope to rope, collecting bananas, then head down on the right to get the coin.  
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Land, and grab the bananas, before heading off to your right. Jump on the Kobble, then get on some more ropes. If you jump up on the Klasp's rope, and off to the left above it, you'll find a red balloon, but don't worry about that if you don't want. Just head right, ignoring the Klasp.

Jump over a few more Klasps, then drop down to get the O. Head along to get some bananas, a dead Kobble, and a continue barrel. Just keep going along, until you get to two ropes, with three Klasps, and a barrel in between the two Klasps at the bottom. It's not a bonus down there, but it is a arrow barrel sending you to the bonus. So make your way down there, avoiding all the Klasps. Jump into the barrel, and you'll be sent into the bonus.  
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Bonus! Find the Coin - 15 seconds  
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You can imagine what this is, right. Just make your way along the rope, ignoring and jumping over all the Klasps, to get to the coin.  
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When you get back to the level, run along, jump on the Kobble, and collect the N. Bounce on the Rekoil and grab the next rope. Jump over the Klasp, avoiding the Buzz, and keep going. Now, you've got a tricky bit ahead of you. You've got to jump to another rope that has a Klasp traversing the short length of it, grab the G, then transfer to another rope that has a Klasp in the first section, and then get past it! Aye.

Once you get past that, it's all smooth sailing, just more Klasps and Buzzs above the ropes. Get past them, bounce on three Rekoils, and pass some more Klasps, until you get to a sturdy platform (hallelujah) and Koin. The steel barrel to kill Koin is hidden in the shelter past the flag, so head there, get it, come back, and kill Koin. You can kill him by jumping on his head, and over to the next platform, then turfing the barrel over his head. Once you've done that, go through and get the flag.  
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4c.iv. Tracker Barrel Trek  
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And we're back in the waterfall again. Woo. Roll through the two Bristles behind the waterfall, then get Kiddy to bounce on the Krumple. See the Tracker barrel. Tracker barrels are cool because, when you get shot out of them automatically, they'll follow you left and right (to a certain extent, each barrel has a particular range). Practise on this one, collecting the K on the way.

Kill the two Krumples and get the bear coin (or just go behind the waterfall if you're a wuss), and then keep heading right and kill the two Bristles. Walk up behind the waterfall and get in the next tracker barrel. Leap over the Buzz, then get in the arrow barrel, shooting you safely to the next platform. If you have Dixie here, you can jump and spin off to the right of screen, to find the first bonus of the level.

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Bonus! Collect 70 Stars - 25 seconds  
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It sounds hard, but not that hard when you've got tracker barrels to help you. Just keep shooting up in the air, moving slowly right as you grab the columns of stars, then transfer to the next barrel, and repeat the process, before heading down and grabbing the coin.

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If you want the O behind the waterfall, you'd better grab it and fall to the right, otherwise you'll fall all the way down, land on nothing, and die. I would personally just ignore it, cos free lives are not that essential. Kill the Bristles, then jump in the tracker barrel, bypass the Buzz, and land safely on terra firma again. Break the continue barrel. (Halfway there!)

In the next tracker barrel, if you can manage to keep heading left past the arrow barrel (without getting in it), you will find a blue balloon. Then go up in the arrow barrel, and use the DK barrel to kill a Krumple. Jump in the Ellie barrel, and get some water from just to your left to kill the two Krumples on your right. Then, behind the waterfall, jump in the tracker barrel, and kill the two green Buzzs to get to the second bonus.

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Bonus! Bash the Baddies - 25 seconds  
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This is really easy, cos they're just a bunch of red knick-knacks. Bounce on one or two of them at a time, always returning to the tracker barrel, until you get to the end. And don't do what I just did, and run into the last red knick-knack on the last bank >\_<

-----

Head back a bit to refill on water, once you land, then use the water to kill the two Rekoils in front of the next waterfall. If you head behind the waterfall, jump to get a bear coin, then enter the arrow barrel. Follow the path along, jumping on the Krumple, until you get to the next tracker barrel.

Either shoot the two Buzzs, or jump straight over the top. Land safely, and kill the Krumple. Stock up on water, enter the tracker barrel, and kill the two green Buzzs right at the top, before entering the next barrel and heading back to the right. Next barrel, kill the Buzz, take the bear coin, and proceed.

Koin is just up ahead. But, we have no steel barrel. Kill the two Krumples behind the waterfall, and pass the "no Ellies" sign. And we get a steel barrel. So you've got only one shot at this. Take the steel barrel, and head back behind the waterfall. Stand over Koin, facing the left, make sure you can see the reflecting wall. And throw the barrel. Take the DK coin, hopefully your 14th one by now. Then do some nifty tracking in between green Buzzs, to get to the platform and the flag.

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4c.v. Fish Food Frenzy  
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Who's fish food!? Not us... hopefully...

In this level, we get to keep a pet (blue) Nibbla. (Oh cool!) But, being a piranha, he needs to stay fed. If you hover around near fish, Nibbla will eat

them. Keep an eye on Nibbla's colour. Blue is good. If he doesn't eat for a while, or eats the wrong type of fish, he will change colours, from blue to purple to pink to red, if he gets to red he'll come and eat YOU!

So, what type of fish are good for Nibbla? Kocos are good for him, but Lurchins (the spiky things) are not, they'll make him cough, gag, and change one shade closer to red. Try and keep him blue at all times.

Okay, now for the walkthrough. Just follow the path along for starters, getting the hang of feeding Nibbla. Break the DK barrel if you need to, then you'll come out at a open area with some Lurchins. Uh-oh... keep Nibbla away from them, swim right at the top, collect the K, then spin and swim to the right backwards (with your momentum) so Nibbla doesn't spot the Lurchin. You can actually get pretty good at drifting backwards, if you use your momentum.

Once you're through there, the chute you're swimming through will take a downwards turn. Drift facing the right, so Nibbla doesn't spot and eat the Lurchin on the right. At the bottom, swim along, feeding the Kocos to Nibbla, then head up. To the right is a Lurchin, but we'll have to ignore him, because to the right of him is a bonus barrel.

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Bonus! Collect 15 Bananas - 35 seconds  
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No Nibbla here, just a wide open area to swim in, and 15 bananas. Press up as you press B to swim up faster, and press down to drift down faster. This will prove pretty useful.  
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Back with Nibbla... don't let him eat the Lurchin, swim left quickly to avoid it. Zigzag around the Lurchins on the path leading left. If he eats one or two, it's okay, cos there's a few Kocos swimming up ahead to turn him blue again. Head down the chute, facing right again, and grab the O. Then right, ignoring the Lurchins blooping up and down.

Either swim down on the right when the two Lurchins are right at the top or right at the bottom. Break the continue barrel, then head up to feed Nibbla some nice Kocos, will make a good change from all the Lurchins. Then head down, and to the right.

Break the DK barrel, then down on the right. Grab the N if you want, but you'll probably sacrifice a shade of Nibbla's colour to get it. At the bottom, go left, where there's two Kocos to remedy the situation. If you're daring enough, grab the bear coin from down below the Lurchin, and keep going. Ignore the Lurchins blooping, and you'll come out in a clearing (well, an underwater clearing), Lurchin-free.

Up the chute, and around, keep feeding Nibbla. Down on the left, facing right again. Grab the G from behind the Lurchin if you want, when you go down on the right, or leave it. At the bottom, there's a few more Kocos. This level is kinda boring and straight-forward if it isn't for the feeding of Nibbla, really. So just keep going until you enter a narrow horizontal chute, and find three Lurchins bloop-blooping up and down rapidly. Let Nibbla eat the third one, then go up the chute it was blooping in.

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Bonus! Bash the Baddies - 40 seconds  
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We get to utilize Nibbla in this one, and make him eat all the Kocos. There's ten in all - two right there, two down below, two off to the far left, and



Kill the two Bristles, and head up, on the platform and onto the rope. Now we've got to head left, back past all the Karbines again.

When Karbines are in the air, it's generally safe to pass when their fireballs are below the level of the rope you're holding. So test that here, and you'll find it works. Pass the Karbines, jump up on the left, and kill another Bristle. Karbines aren't really scary, but they're the focus of this level.

Pass the three Karbines, and then the one close to the Buzz. Grab the O, then jump back down on the rope. Jump on the platform at far left of screen, and now you have to traverse, back and forth past this one Karbine, while you head up. It's not that hard really, if you time your crosses well.

At the top, kill the Bristle, or jump over it. Break the continue barrel, the DK barrel, and follow the line of bananas down on the right. If you head to the top-right platform, you'll get a bear coin, then head down slowly.

See, there's bananas going off to the left, while the path continues right, Interesting. If you've got two characters, throw your character up on the platform on the left, being verrrry careful to avoid the Karbine, then use Dixie to jump and spin across to your left to get to the bonus.

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Bonus! Bash the Baddies - 20 seconds  
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We get to use Squitter for the first time here. When you break out of the Squitter barrel, shooting the Buzzs is not that easy if you keep hammering the Y button. You might need to jump and shoot upwards to get the one up high at the very start.

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If you fail the bonus, you'll have to use Squitter to head back up on your left, and you can use his platforms to walk across the divide by just repeatedly pressing A as you walk slowly along.

Once you've got the coin, head past the "no Squitters" sign for a bear coin. Up on the rope, jump up on the left for another bear coin, then pass all the Karbine/Buzz combinations. Jump on the platform at the end of the rope.

The idea here is to either stand on the very edge of the platform where the Karbines can't get you, as you travel up, or to keep moving left and right as they shoot alternately. Either way works, though the second is proolly easier. At the top, pass the Karbine that shoots three times repeatedly, then notice the banana way up high, on a platform. Can you get up there? If you have two characters, you can. Throw Dixie up onto the platform, then at the top of it's rise, jump to the right to find a bonus.

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Bonus! Grab 15 Bananas - 40 seconds  
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There's two Karbines guarding the open area here, that you're going to be collecting bananas in. Apart from that, it's completely unremarkable. Keep your base as the middle of the two Karbines, and head out left and right to grab the bananas, before getting the coin at the very end.

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After you're finished there, grab the N as you jump down on the platform. Avoiding the Karbine, jump across and onto the next platform going up. You'll notice Koin on your top right of screen, so head up there and kill him, the Karbine won't affect you much.

Make the long trek left, noting all the different shooting patterns of multiple Karbines. One after the other, alternating, all at once, etc. At the very left, you'll have to grab the rope and head right, passing them all again (kinda boring, eh). At the end, grab the G, and kill the Bristles, before passing a few more sets of Karbines and grabbing the flag.

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4d.ii. Demolition Drain-Pipe  
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This level is reminiscent of "Mine Cart Madness" in DKC1. (I never played much of that game, but this level reminds me of that one.) You're in a little cart, travelling at high speeds, can't slow down. Well, you're in the mine cart once you jump down into it.

After that, it's on for young and old. Try and follow the bananas, the bananas know where to go. So when the arrow points down, follow it down, same way you drop off ropes - down and B.

You can jump on green Buzzs in the cart, so do so. Jump on the knick-knack to grab hold of the top rail and get the K, keep going along the rail until you drop off at the end. The little brown metal hydrants will knock you out of your car and kill you, so you have to jump over all those. Keep going until you spot some Buzzs leading upwards, into a chute upwards with a banana in it. Grab the banana to enter the hidden bonus.

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Bonus! Bash the Baddies - 10 seconds  
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This one is really easy, you just have to jump on all the knick-knacks. You'll need to know how to drop from rails at the right times to get them all, but apart from that, it's simple, just rip straight through it and grab the coin at the end.

If you missed the coin, there's no going back for it, you'll have to repeat the level again and get it. After the bonus, you'll be dropped down into a cart, and you'll keep going on your merry little way at a hundred miles an hour.

There isn't much that can be given in terms of walkthrough. Just jump over obstacles, on enemies, follow the path along. Getting the KONG letters is optional. You'll pass the continue barrel after jumping on a knick-knack, which is good. Keep going, jumping on as many Buzzs as you feel like, until you bounce on a knick-knack and wind up on a long rail heading upwards. At the bottom is a small pit, with a chute above it leading up. As soon as you grab on the rail, drop down right into the centre of the pit for another hidden bonus.

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Bonus! Collect 20 Stars - 10 seconds  
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You'll be shot up into another cart for this bonus. Just follow the rail, bouncing on the two Buzzs. Drop down for the half dozen stars at the end and you'll grab the bonus coin on the way out.

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And we're back in the cart. There's nothing else notable, so just drive along,



avoiding pitfalls (hah not as easy as it sounds) until you get to the end of the level, and an arrow barrel pointing upwards. Jump in the barrel and head up, noting Koin on the left. Grab the steel barrel on the right, jump across to the left (tricky but do-able, even with Dixie), and kill Koin. Then head right and grab the flag.

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#### 4d.iii. Ripsaw Rage

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I don't like this level :( It's a nice woodsy level, with one difference - a giant saw slicing the level in half from below you, that you have to outrun.

Start off, heading up on the platforms. Out to your right, grab the K, and in the other tree. You'll spend half of this level basically out of screen, to keep ahead of the saw, so following my directions might be wise ;P

Break the DK barrel and keep heading up on the right. Out on the left, up and into the left tree. Kill the Sneek, and basically just keep heading up on the platforms, switching trees every so often. There's a few Sneeks that you'll need to jump on, but nothing too scary. Grab the O on your way up too. When you find a wooden barrel in between the trees, pick it up, jump up, and kill the green Buzz in the doorway. Head through to find the first bonus.

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#### Bonus! Find the Coin - 15 seconds

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Of course, the saw isn't going to leave us alone even in bonuses. Not only is it not going to leave us alone, it moves FASTER. So, you've really gotta be running here. The bonus isn't that hard, you've just gotta keep heading up, up, up, to get the coin. Follow the bananas, always a good tip.

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If you miss the bonus, you'll have time to run down and grab the barrel to try again if you're REALLY quick. Wouldn't recommend it, though. Keep heading up, following the path along. It's not like you can get lost, there's only one way to go. (And I'm sorry the walkthrough for this level isn't better, but the level is not that hard once you get over the saw.) Break the continue barrel in the tree on the left, break the DK barrel a few branches up, and keep on going up.

It's just a simple matter of climbing up wedges in the sides of trees, running back and forth between trees, and jumping on Sneeks. Collect the N on your travels, break another DK barrel if need be. When you see the steel barrel, grab it, and use it on the green Buzz in the doorway out, next branch up. Head through the doorway to find the bonus.

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#### Bonus! Grab 15 Bananas - 25 seconds

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This is an unusual bonus. We enter it out on an invisibility barrel, so the saw can't hurt us. In the bonus, we're running back and forth across the saw itself, collecting bananas. Weird, eh? Of course, when the saw pulls left, you will be pushed left, and same for right, so it can be hard getting to the bananas. But not that hard.

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That is a bonus you only get to attempt once. If you don't make it, you will be doing this whole level again. Once you're done there, you'll be dumped back

in the tree, so keep heading up. Just below the G, you'll spot a lone banana under a platform, go down and get it. It's masking an invisible arrow barrel, which will shoot you upwards. You'll get the K, enter an automatic barrel, break an invisibility barrow, and collect a truckload of bananas.

Why have we done this, you ask? Because at the top of that section, you'll find another steel barrel. Yes, Koin is ahead. So grab the barrel, and head out to the right. Just stand on the branch above Koin's head, and throw the barrel to kill him. Take the coin, then down on your right to get the flag.

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4d.iv. Blazing Bazukas  
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Seems every new level lately introduces a new type of bad guy. Blazing Bazukas is no exception, it introduces Bazuka, a little orange creature holding a big cannon, firing barrels in a particular direction at regular intervals. Aye. Sometimes they're normal barrels, and you can bounce on them, other times they're steel barrels, or sometimes TNT barrels so watch out. Fun eh?

You'll meet the first Bazuka shortly after you enter the level. Jump over his barrels, and jump on him to enter the barrel above his head. You'll be shot up to grab onto a rope. Head left to get a bear coin and a DK barrel, otherwise, head right.

Kill the Krimp, then use the barrels from the next Bazuka to bounce over the vat of acid. See, they do come in handy sometimes. Once you're past him, grab the K, then jump in the next barrel heading upwards. And now wait.

As the Bazuka overhead is shooting TNT barrels, you've gotta time this well, to grab the rope in between barrels. So do it, then head right as quick as you can to jump in the next barrel. On the platform, kill the two Krims, and pass a "no Squitters" sign. (Squitter's here? Where?) There's a TNT barrel just ahead, you can use this to blow up one of the Bazuka on the left's TNT barrels so you have a chance of getting through there.

And oh, theeeere's Squitter's barrel... hiding behind the Bazuka! Jump in it, then play around as Squitter for a while. First things first, once you've got him. Squitter can shoot TNT barrels, so head a little to your right and up the tunnel. At the top, shoot all the TNT barrels being fired by the Bazuka, and enter the bonus barrel.

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Bonus! Find the Coin - 20 seconds  
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There's Buzzs flying all around, but it's not Bash the Baddies, it's Find the Coin. So simple make a nice little path with Squitter's platforms all the way across the acid to the right, to find the coin.

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Grab the O, but ignore the barrel ready to shoot you upwards. Instead, head underneath it and across to the left, using Squitter's webs to get across the acid. Once you hit the wall, head up, to find a Bazuka, and a weird S barrel. (S for Switch!) If you hit it, the barrel will change from wooden to steel, and the Bazuka below you will start spitting out steel barrels instead. Nifty, eh?

Leave the Bazuka spitting steel, then head right on some webs. Guess who's to your right? Koin. See why we wanted steel barrels now? As you get over Koin's

head, he'll lift his shield and promptly be wiped out by some steel barrels. (Hah.) Collect the coin, then keep heading right, going up the chute with your webs.

To the left at the top is the continue barrel, and another switch barrel, protected by a Buzz. This one toggles between TNT and normal wooden, and is only really necessary if you don't have Squitter. Because, when you go right, you'll find a big divide and some barrels to bounce across on - these were controlled by the switch barrel. But we have Squitter, so create your own platforms and just walk across.

On the next platform is another "no Squitters" sign, so dump Squitter and take the bear coin. Kill the Krimp, then go to the next rope. Unfortunately, there's a Bazuka at the other end firing TNT, so you've gotta make your way across, jumping over the TNT barrels. Jump in the barrel, which will shoot you up and to the left to land on a Bazuka. He's also firing TNT to the left, so jump over all those and head left.

Kill the two Krimps, take the N, and jump in the next barrel. Again, more TNT. Time your firing well to grab the rope between TNT barrels, and head left. Drop down, break the DK barrel, and repeat process with next barrel. That will fire you into another barrel, to see a Bazuka firing normal barrels. The bananas point right, but I want to know what's on the left. So head up on the right, then jump and spin as Dixie to the left. Ooh, a bonus.

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Bonus! Find the Coin - 25 seconds  
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Okay, Bazuka over head, arrow barrel to the right. Jump in the barrel, and the trick here is to time your firing so you can bounce across to the right on the barrels it fires, to collect the coin.  
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Once you've got the coin, keep heading right. Bounce across the gap on the barrels (all wooden, no fears) and then drop down, killing two Krimps. Next, another guy firing TNT, so jump down carefully and make your way right. Jump in the barrel, and again time your upwards throw carefully. Once you're on the rope, jump over the TNT, head right, then grab the flag and you're done.

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4d.v. Low-G Labyrinth  
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Labyrinth? Fun. And it's not just a normal labyrinth, it's a sloooooow-motion labyrinth. Everything moves in slow motion, as if there's some sort of green substance in the pipe slowing everything down. Oh, funny about that, there is, cos the pipes are green ^\_^

The good thing is, with this, you can for some reason jump really high, and drift down slowly. Use this to your advantage - with the slow falling, and Dixie's spinning, you can cover a large distance sideways while only falling a short distance. Keep this in mind \*winks\*

Anyways, grab the DK barrel if you need it, then start jumping up on the right. Here you'll see your true new jumping power. Up on the left, grab the K and jump over the red Buzz, then you'll have to time your next three jumps up so as to not hit the green Buzzs. Once you're safely at the top of that oogle climb, you'll have to jump over three green Buzzs as they patrol side to side, lucky there's a gap at the top to do it in, and Bananas to show you where

exactly to do it. (God bless bananas.)

Quick tip - the longer you hold B, the higher you'll jump.

Once you get past them, drop down on the right. There's only bananas to your right, so no need to go through there if you want, head left instead. Have fun making your way around all the red Buzzs, drop down on the left, and continue the process. Drop down on the right, past the green Buzz, all the way to the right to get the O. Drop down again, to the left.

Again you have to jump over three green Buzzs. But what's that up there? A bonus? We can't jump THAT high!! So keep going, breaking the continue barrel, and you'll come to a purple Squawks barrel. Break it, and you'll become Squawks. Now you can go back and fly up to the bonus.

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Bonus! Collect 80 Stars - 25 seconds  
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If the stars were all spread out, this might be a problem. But they're not, they're just in a big group in one pipe. So fly back and forth, collecting them all. Easy.

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When you're finished there, you'll break the continue barrel again (even if you did it already.) So head right, be veery careful flying in between the two red Buzzs, and head up. Now, because you're purple Squawks not green Squawks, you have the power to carry barrels, using the Y button as always. So pick up the barrel and drop it on the first green Buzz, making your way past the rest on your way down the pipe.

Grab the next barrel, and use it to wipe out one of the trio of Buzzs, to get past. Then make your way up the pipe while the Buzzs are at the bottom. The bananas have been placed at intervals up the pipe for good reason, there are Buzzs patrolling up and down so if you stay where the bananas are, you'll be safe. Grab the N, and keep heading up.

Now, on the left, we have a slow-flying green Buzz, and a fast flying one. No prizes for guessing what the fast one's guarding. Yeah, a bonus. Sneak past it, and around to the bonus.

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Bonus! Bash the Baddies - 40 seconds  
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We're green Squawks now, so we have the power to spit seeds instead of pick up barrels. And spit seeds we shall, at a lot of Buzzs flying around. There's three on the way up the pipe, and two right at the top, left and right of screen. Down the other pipe, there's a moving one, then two stationary ones in the first section, then another two in the next. Kill them all, and grab the coin at the bottom.

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Follow the direction the bananas are pointing. Grab the steel barrel and use it to kill the Buzz in the pipe, so you can take the bear coin and the red balloon. Then keep heading up, into the barrel. Again, follow the bananas, and use the wooden barrel to hit the fast-moving Buzzs on the left. Koin is up there, and we wanna get him. On the left, pass the "no Squawks" sign to get the steel barrel, grab it, jump, take aim, and fire. If you miss, you can head up on the left to grab another one, but that's no fun, so kill him with this one.



Now we find the first of the Klasps. The trick to getting past these buggers is to start on one side of the rope, head to the other side and jump up as you do so. They'll be busy tracking to catch up, and won't be able to hit you. They are, after all, only human (er, barrels) and they don't move faster than you.

So jump up past the first one, collecting the K, and past the second to get to a gap. On the bottom right is a couple of ropes leading down to a bear coin, but the coin is guarded by a Kasp. On the top left, you can jump to grab some bananas, then head to the top right of screen.

Past two more ropes, and you'll get to another gap, with the top rope being guarded by a Kasp on the left. So continue the trend of heading up on the right, jump up and onto the platform. When the Kasp is below you, jump over it and head left along that same rope, to find an arrow barrel and a bonus.

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Bonus! Collect 30 Stars - 25 seconds

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This one can actually be pretty tricky. There's 30 stars, but they're on and around ropes patrolled by a Klasps. Just jump over it to start, and keep jumping along, collecting as many bananas as you can, before doing the same heading back the other way. Keep heading back and forth until you've collect them all.

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You'll land back near the platform you were on before. So grab the barrel, beat up the Sneek on the next platform with it, and head up. Catch the red balloon if you can, before it drifts away. I can never seem to manage that. Then follow the path along to the top left, rolling straight through the Sneek on the way.

More Klasps to get past, then another gap. Jump up to the rope, and head to your left and up. You'll have to get past three Klasps in a row here, so follow the line of bananas and just keep jumping up until you get to the vertical rope. Head up that, to the next one, over the Kasp, and belt along that one to the right to jump to the next rope, collecting the O as you do so.

Once you get to the platform, don't just follow the ropes up blindly, head left and find Koin. He can be a bit tricky, but I find a good method to use is to grab the barrel, and head as far right as you can with him still facing right. Basically, directly underneath him, but a smidge to the right. Use Dixie, and throw the barrel straight upwards, and you should knock him from behind, to get the coin. Grab it, and continue on.

Head up the next set of ropes, standard fare with Klasps. Break the continue barrel on the next platform. Break the DK barrel too, before jumping into the arrow barrel. The rope it will fire you towards is guarded by a Kasp, so as soon as you grab on, jump up to the left to jump over it, then continue, jumping onto the platform at the end (follow the bananas! The bananas know the way!)

Keep going up, past another set of three Klasps, and to the right to get the N. If you've got two characters here, throw Dixie up to the right of the gap where you got the N, to find another bonus.

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Bonus! Find the Coin - 20 seconds

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You've got to make it up a few ropes guarded by super-fast Klasps here. These ones move a slight bit faster than you, so you will have to use angles here and jump up on angles to get past them. Once you get to the top, there's the coin. You only get one shot at this one, or you'll have to repeat the level to get to it again.

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Whether or not you got the coin here (I didn't, so I'll have to go through again), you'll land on a platform. Jump in the barrel, which again shoots you to a rope with a Kasp, so head right quickly, and drop down once you get past the Buzz. Now you'll have to go down a few ropes guarded by Klasps, which work the same way but can be a bit tougher. Sneak past the first, then head right on the rope guarded by the second, before jumping up again.

At the top, head left and up. More Klasps. Ho hum, we can wipe the floor with these guys by now. Into another barrel to a guarded rope, so jump and run. Keep heading up, then at the top, head down on the right past more Klasps, collecting the G on the way. Grab the flag and you're done.

(Are the levels getting longer, or my walkthroughs more elaborate?)

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#### 4e.ii. Tearaway Toboggan

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I love tobogganning. Like Demolition Drainpipe, you're riding a toboggan that you can't stop. Once you jump into it, that is. First, jump into the rotating barrel. Avoid the Buzz, and shoot yourself diagonally down to the right to find a bonus.

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#### Bonus! Bash the Baddies - 15 seconds

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You get a DK barrel in the bonus, so you obviously need both characters. The trick here is to throw Dixie upwards into each of the three knick-knacks, to wipe them out. Not that tricky.

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Again, that's a bonus you can only do once each time through, because when you're done, you land in the toboggan, and off you go.

There's not a lot you can do here, just enjoy the ride and jump whenever necessary. Try to jump over most of the houses, because you never know which are solid and which you can pass in front of. Bounce on a few green Buzzs, jump on a few Skiddas, jump over some gaps (you can follow the bananas, but they're misleading sometimes, telling you to jump on your way down hills when there's a gap at the bottom that you'll more likely than not fall into.)

Eventually, you'll get to the continue barrel. Break it, and keep going, breaking the DK barrel. When the snow clears up, and you see bananas shaped into an arrow facing right, do NOT jump over the next house. Hold left as you travel in front of it, to bounce on the Buzz and (hopefully) enter the second bonus. This one will take you a few attempts to get to, I can assure you.

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#### Bonus! Collect 50 Stars - 10 seconds

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Because it was such a bitch to get to, they gave us a nice easy bonus. Thank the lord. Just sit in your toboggan, and follow the line of stars. Onve the

first two hours, in front of the third, over the fourth, and to the coin at the end.

---

Again, you only get one shot. Back in the toboggan, keep going until you pass the ! sign and jump into the barrel, losing the toboggan. When you land, there's your steel barrel. Take it, kill the booty bird first of all, then take another one past the flag to find Koin. It's simple to kill him here, so do it then go back and get the flag.

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#### 4e.iii. Barrel Drop Bounce

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Again, we're at a waterfall, similar to Tracker Barrel Trek or Rocket Barrel Ride. (See the alliteration thing there?) But now, we've got barrel drops, nice little barrels just drifting down the waterfall that we can jump on to go upwards. Nice, eh?

Jump on the first one, and up to get the bear coin, then keep going, killing the Krimp. Now we kinda have to jump on the barrel to keep going, but you'll find these barrel drops are pretty simple enough to understand and get the hang of.

Aim the DK barrel at the Krimp, then head upwards in the arrow barrel. On the next land mass, use Dixie to jump out to your right and spin. (Yeah, right, you heard me.) This is why there was a DK barrel there. When you land on the right, you'll find a steel barrel. (Ooh.) Pick it up, and head right. Past the waterfall, you'll find a little wall. Throw the barrel up at the wall, then as it bounces back, jump on it. Just balance on it until you approach Koin, then jump at the last second so he lifts his shield and gets beamed by the barrel. Easy. Take the coin, then jump and spin back to the left.

Back up the arrow barrel, jump on the barrels to head left across the divide. Once you get to the other side, jump up on the closest barrel when it's above you, then jump and spin right for the first bonus.

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#### Bonus! Grab 15 Bananas - 35 seconds

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Your platforms for this level are barrel drops, alternating left and right, and the bananas hover in the air. Oh, this is fun. Not. Keep jumping up on the barrels, collecting the bananas whenever they appear. It will take a few tries, most likely, but never fear.

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Once you're done there, heel heading left. Throw the wooden box at the Krimp, then jump up and start heading right. Collect the O, jumping on the Krimp, then either kill or avoid the tow Bistles, to get to the continue barrel. Break it, and go on.

Once you get to the very right, you'll notice a big gap and barrels dropping in a row, leading back up to the left. So jump on the first one, and keep jumping to head up and left on them. After the fourth one, jump up and to your right to get to the barrel, shooting you to solid ground. Kill the Krimp with the DK barrel, then keep heading left. Ignore the three Buzzs floating off-shore, they're a decoy! Jump up and start running right again. When you get to the end, jump and spin out to your right again, to find the second bonus.



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Bonus! Find the Coin - 20 seconds  
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This one is easy, you just have to keep going up on the dropping barrels until you get to the top, then jump up to the right to find the coin.  
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Once you're done, jump up into the barrel. You'll have to fire yourself up to land on the dropping barrel, so you can jump up on the left .Eh. Once you've made it, break Parry's box, and continue on. Now, you've got to time your jumps from tracker barrels, so as not to kill Parry on the green Buzzs. Ack. Tough. I keep killing him, but oh well, he's not important as you've already got the goodies from this level.

Head left, then when you get to the end of screen, turn and keep heading right. Very scientific, this stuff. Jump across on the next set of four dropping barrels to pass "no Parrys", and get a green balloon if you kept the poor bugger alive. Then, head up behind the waterfall to grab the barrel, or just roll straight through the Bristles in front of it. Go through and grab the flag. Yay.

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4e.iv. Krack-Shot Croc  
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They've got some imaginative spelling, these people. Shouldn't Croc be spelt with a 'K'? Anyhows, once you get to the level, you've got no choice but to jump down into a Squitter barrel, so you get to play Squitter. Grab the K on the left, then head off to the right.

You'll kill a Bristle, then see a steel plate. These steel plates come in hanbdy, as they protect you from the Croc (as you'll see shortly.) When you get to the ! sign, head past it to find the Croc, the target that chases you everywhere. When it locks on to red, as it does at set intervalls, it will shoot fireballs, and if you're in the way, too bad. The steel plates protect you from the fireballs, so you'll be doing a lot of stop-starting between plates.

So head right, basically ignoring Croc. When he locks on to red, the target stops moving, so if you keep moving, you'll be pretty safe from it anyways. When you get to the wall, use platforms to head up and to your left.

Stop behind the plate, then keep heading left across the acid. Kill the two Bristles, then when you see the small gap in the roof, use platforms to go up it and get to a bonus.

-----  
Bonus! Grab 15 Bananas - 35 seconds  
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Big open space, lots of bananas. No Croc. So just keep making a couple of platforms in the center on the room, and use them to jump around and grab some bananas. I think the challenge with this bonus was just finding the thing.  
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And you'll be dumped just below the bonus. Head left, killing the Rekoil, then up and left over the vat of acid. Kill the two Rekoils at the top, then stop behind the steel plate.

Again, we're heading up, then right across the vats. Go high to avoid the red Buzz. Over the next set of vats, you can go high to get the bear coin, or low to collect the O. (It's safe to walk on the join between two vats, just tricky.) Then up and to the continue barrel, and a steel plate.

Break the barrel, then wait behind the plate, killing the Recoil from your protected spot. Then slowly head down over the next two vats (if you hold up or down while you shoot platforms, you can create paths sloping up or down), killing the two green Buzzs at the bottom. Head up the tunnel at the right, ignoring the Buzzs, then left at the top. Across the acid, then kill the Recoil to hide behind the plate. Break the DK barrel if need be.

I think getting the N is a suicide mission, but by all means try, before making your way across the vat. Here Croc starts to get annoying. Kill the Rekoils on the other side, before heading high above another couple of vats, then up the tunnel.

At the top, make sure to break the DK barrel at the top right, before we start dealing with the red Buzz. The trick is to make it past it, and keep going up.

So approach the tunnel at the very top, then as soon as the Buzz has gone past, head up, to find a bonus.

There is a method to my madness, you know.

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Bonus! Bash the Baddies - 45 seconds  
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In this bonus, we actually ARE Croc! And we've got unlimited shooting abilities, to kill all the Rekoils. Use the D-pad to steer Croc, and B to shoot. Aim above the steel plates, to get them when they're bouncing up. There's four Rekoils on the bottom (left and right) four at the top, and two green Buzzs in the middle. When you've got them all, shoot the bonus coin the middle to end it.

-----  
And you'll be left back under the red Buzz. Head to your right, taking the DK barrel up high if you need it, kill the Bristles, then head up the tunnel. It's not necessary to kill the Buzzs, you know. At the top, grab the G hidden behind the steel plate on the left, then to your right. Go up high, across the vats, to get to a "no Crocs" sign! (Woohoo!) Down the tunnel, and on your left to pass the "no Squitters" sign, and get a steel barrel. Koin is just on the left, and he's easy to kill, so do it, grab the coin, and head right to get the flag.

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4e.v. Lemguin Lunge  
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This is the one and only level in which you will see Lemguins. They jump out of their holes and just slide along, getting really annoying as they can either be sliding in your direction, or with your direction. Argh.

At the start of the level, it's a bit snowy, but that shouldn't stop you from seeing the bonus above the red Buzz. If you've got two characters, throw Dixie up there to hop in the bonus.

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Bonus! Find the Coin - 15 seconds  
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As soon as you jump past the gap in this level, you'll see some Lemguins for the first time. See them just sliding along... but you can just run along bouncing on them, to get to the end, to the coin.

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When you land, jump on the Skidda, then keep going. Break the DK barrel, jump to collect the K, then you'll see more Lemguins, coming out more slowly. Just jump over or on them, and keep going. Up the hill, jump and follow the line of bananas, to bounce on a Lemguin, these move a lot faster, so just bounce along on them, to land on the house and get the O.

Next is Koin, just grab the barrel, stand on his head, and throw the barrel left to get him. Grab the coin (25 now!) and keep heading right. Over the gap, you'll find another line of Lemguins coming towards you, but by now you should be realizing that they're not that big a deal. The next hole sends Lemguins in the same direction that you're running, so pick a spot between two of them and run to the right. At the top of the next hill, break the continue barrel, and run down the other side to grab the N.

Break the DK barrel when jumping on the next Skidda, then run between a few more Lemguins. In the next valley, get the G and jump on the Skidda, then jump on the next line leading up the hill. You'll notice a bonus in front of the house you end up taking refuge on, but don't try to get to it from the front. From the right side, pick a gap between Lemguins, and run in to get it.

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Bonus! Collect 30 Stars - 20 seconds

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So the stars are just clumped around, but there's Lemguins sliding towards you too. Just keep bouncing on them along, collecting as many stars as you can, until you get to the end, then turn and run the other way, collecting more. Repeat process until you've got them all, then get the coin on the right.

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Break the DK barrel and jump on the Skidda on your way down the hill, then don't try to jump up the next one, bounce on the Lemguins, otherwise you will lose a character. At the top, grab the flag, and you're outta there.

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4e.vi. Bleak's House  
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And we arrive at the boss of K3, one very angry snowman who enjoys throwing snowballs at our poor Kongs. This guy is really easy if you've been practicing at Swanky's. He's easy regardless, if you know the basics of throwing balls and stuff.

He appears and disappears at will, and he can appear on either the top platform or the bottom one. The aim here is to hit him with snowballs, while avoiding his. You can select which platform to aim at by using up and down on the D-pad, whichever platform has the blue ball on the left is the one you're aiming for. Position yourself in front of him, and fire!

You need to hit the red and yellow flashing circle of his tie. Once you've hit him twice in this fashion, he'll stop and start shooting snowballs out of his hat in a regular pattern. While he does this, you just avoid. He'll track them from left to right, then back to left, to right, and when he's done, he'll stop right there in the centre and laugh. Bean him again.

Now he does it again, shooting quicker, but following his rounds up with shooting of three snowballs spread out, then two, then three again, before laughing. Hit him again.

Now we're back to the first stage, him ducking around quickly throwing balls. Hit him once more, and he'll revert back to shooting from his hat. He shoots even quicker, and when he's done tracking them around, he'll shoot two to each side at once, then three in the center, two on each side, three spread out, then three in the center again (in that order). After he's done shooting, you shoot him one time, and he's dead.

After you beat Bleak, the Kongs will slide down the chute back to the world map, and you're on to Razor Ridge.

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4f. Razor Ridge  
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Razor Ridge is set in the side of a mountain, complete with chairlifts going up. We can't get to the chairlifts yet, so just stop on the first level, Buzzer Barrage.

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4f.i. Buzzer Barrage  
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First off, break the DK barrel. We need two characters here, to get into the purple Squawks barrel. Once you've got two, get in the barrel, and fly up.

Avoid the booty bird at the top of the tunnel. You can kill it with the barrel at the right, for a bear coin. Then grab another barrel and kill the Buzz down on the right, blocking your path though. Here we meet a new bad guy - Kopter. As the name would suggest, he's like a helicopter, spinning up, then dropping down. You can't kill Kopters, just avoid them. Fly above/beneath it, and fly above and up past the next one when it's dropped down low.

If you risk flying down past the booty bird, you can pick up a barrel to kill it with, netting you the K. Then keep heading right. Fly above the next Kopter when it's down low, then up past the next one to find two Buzzs, red and green. Take the barrel and drop it to kill the green one, then fly down for a bonus.

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Bonus! Bash the Baddies - 55 seconds  
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Well, we're Squawks, we have a barrel, and we have a lot of green Buzzs flying around. Kill the three in gaps on the ground, going back for a new barrel each time. There's three flying around in a circle, top-left corner of screen, and there's one semi-hidden one flying top-right. Once you've got them all, fly down to the bottom-right for the coin.

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Once you've got the coin, head left. The bananas coming down from up above are the way you would have come had you not gone for the bonus, so ignore them and go down on the left, avoiding the two Kopters. You can take the steel barrel and roll it into the booty bird for the 0, so collect it and keep going. You'll need to avoid the next Kopter, grab the wooden barrel, carry it past the next Kopter and roll it under the two red Buzzs, to kill the green Buzz

and have a path to continue. Once you've got a path, head down and to the left. If you go right, you can pick up some invisible bananas top and bottom in the corners, so take 'em and go left.

Time going down the next chute well, because there's two Kopters you need to travel in between. At the bottom, sneak past the Buzz, then grab the barrel and head up past the Kopter. You'll need the barrel to kill the green Buzz at the top, so do it. Make your way past the three Kopters, then up and break the continue barrel.

Break the DK barrel, and then you'll be in a wide open area with a hell of a lot of Buzzs around. Just fly across the very top to the right corner, pick up a bear coin, then drop down. Now, we have a Koin on the bottom right of screen, and no barrel in sight. Up above, fly up on the left between the Kopters. You'll have to time it well, because they fly close together and fast. Up the top, you can take a steel barrel, so fly down on the right, killing the Buzzs, then grab another barrel. Once you've got the barrel and a clear path to Koin, I'm sure you can work out how to kill him, right?

Get the DK coin, then follow Kopter down the tunnel on the right. Stop in the alcove to get the N, then when he flies up past you, keep going down. Pass the two Kopters on the left, then grab the barrel at the top right. Use it on the left to kill one of the green Buzzs, and go through. The next bit is kinda tricky - you need to take the barrel with the bananas on top, past the Kopter, who only flies low, and drop it on the green Buzz so you can go down.

At the bottom of the tunnel, take the barrel and take it up the next tunnel between the Kopters. (Kopters suck.) Drop it on the green Buzz below the next Kopter, then avoid it on your way down. Grab the bananas and keep going, because this Kopter moves in a U formation, and will get you if you stop at the bottom.

Past the red Buzzs, grab the steel barrel, and drop it in between them to kill the green Buzz hanging down below. Then go down the tunnel. At the very bottom grab the barrel, sneak it past the Kopter, and kill the top Buzz to get the G.

Once you're through there, make it past the next three Kopters. Break the DK barrel if you need it, then head past the next U bend with two Kopters. Take the steel barrel and toss it between the red Buzzs again, and go down.

And finally, finally, no more Squawks. Pass the sign, and grab the bear coin. When you see the Kopter coming towards you, bounce on its head, all the way UP the tunnel. At the top of the tunnel is the second bonus.

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Bonus! Collect 40 Stars - 40 seconds  
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We have to bounce around on Kopter to get this one. Jump on his head, and keep bouncing all the way to the top, then bounce to one side and collect as many stars as you can on the way down. Repeat the process until you've got all the coins, then end it.  
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Once you're done, just grab the flag and you're through there. Thank GOD!

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4f.ii. Kong-Fused Cliffs  
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Another one of those levels where it's a race - not against the clock, but

against the rope that's burning out from underneath you. You're heading up, up, up, as the rope burns away and disintegrates. It gets to you, you fall, you die.

Break the DK barrel, first of all. You'll need to be adept at sneaking past Buzzs, and Kopters, and other related bad guys, here. Jump in the arrow barrel for the K, then keep heading up. Head left (left side of the rope) to avoid the Buzz, then straight away right side to avoid the Kopter. Two Buzzs, then right for another Kopter, then jump across to the the next rope, on the left.

Left then right for two Kopters, ignoring the Buzzs. Also ignore the lone banana to the right, and keep going up. Past the two Buzzs in a semi-circle, you'll notice a line of bananas, so as Dixie, spin towards them and past them to find a bonus.

Note: If you're Kiddy, you'll have to go get that lone banana, then jump all the way up the side of the cliff to find the bonus.

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Bonus! Find the Coin - 15 seconds  
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This bonus is on like, turbo speed! The rope burns fast, so the trick is to keep jumping in arrow barrels, over bees, back to the rope. Over five Buzzs and you're at the top, so grab the coin on the right. Eek.

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Back on the rope, head up, and jump over the Buzz to the next rope. Jump in the arrow barrel for a bear coin, and you'll be shot back onto the rope. Break the continue barrel, and the DK barrel if you need it.

Jump into the arrow barrel on the right for some bananas and a bear coin if you wish. Sneak past the four or five Buzzs, then when you get to the arrow barrel, jump in it. When it shoots you out, land in it again, cos there's a Kopter coming down that you can't avoid if you're on the rope. When it's gone, jump back on and keep going up.

If you want the N, you can jump out and get it, because there's an invisible arrow barrel there to shoot you back to the rope. Keep heading up, when you get to the big open gap you'll have to duck and weave around three Buzzs, then when you see the lone banana on the right, jump to get it. You'll be shot into the second bonus barrel.

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Bonus! Find the Coin - 15 seconds  
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This one has to do with avoiding Kopters. The rope moves fast, so so must you. Start on the left, because the first Kopter comes down on the right, then alternate right, left, right, left as you shimmy up the rope. When you get to the top, jump to the right to get the coin.

-----  
Now you've got to deal with Kopters coming down on angles. Stick to the right side of the rope, low to the burn, and avoid them as best you can as the first two come from top left, and the next two from top-right. Now we've got normal Kopters, so head right to avoid the first one, then jump in the barrel on the left to get the G and avoid the next two.

Keep on the rope till you get to the very top, then jump left. Grab the steel barrel, and aim it left, and you'll kill Koin, in the tunnel beneath you. Head down and grab the DK coin, before running right, jumping across, and grabbing

the flag.

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#### 4f.iii. Floodlit Fish

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This level is a pain in the ass because it's so damn dark! Break the DK barrel, then follow the line of barely-visible bananas down into an Enguarde barrel. Once you've got Enguarde, you can stick your swordy nose into gleamin' breams to get some light, and there's one at the top right of screen.

Now we can SEE! Yay! Head down the tunnel, and stick the bounty bass on the left for the K. Poke the next gleamin' bream on the right, on the way down, then follow the tunnels along, killing as many of the Kocos on the way as you wish.

When you get to the area of Lurchins, stab the bream on the left, before heading down past it. Keeping on heading down on the left, past the Kocos, will give you the O, then head right. Down the tunnel past the maze of Lurchins, head left and take out the two bloop-blooping up and down the tunnel.

Now, in the tunnel, head down. Ignore the first two Kocos, or poke them if you want. At the third one, head right, for a bonus barrel.

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Bonus! Collect 90 Stars - 30 seconds

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This would be hard if they weren't all clumped together. Even though it's dark, we can still see them all. So get them all, then get the bonus in the middle. Simple.

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You'll be dumped right next to a bream, so stab it for some vision. Then follow the path to the left, down into another sea of Lurchins. The trick is to head across to the right, then down until you find the exit tunnel. Break the continue barrel, then head down.

Poke the bream, then make your way down, taking refuge at the sides of the tunnel with the bananas when the Lurchins come bloop-blooping. At the very left at the bottom, you'll find a bream, so stab it then follow the newly-revealed path up.

You can head past the Kocos to the very top for a bounty bass and a bear coin, before heading down on the left. At the bottom, head right, stab a few Lurchins, then continue along. On the very left is a bream, so poke that one too. (This is so annoying.) At the bottom, choose left or right, doesn't matter which, then follow the path down. Stab some more Lurchins. Poke the bream on the left.

Continue all the way down. When you see the paths left and right, keep going down to find the second bonus.

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Bonus! Collect 40 Stars - 20 seconds

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This one is also really easy, they're just in one line around the level. So follow the line and collect them all, and you'll get the bonus at the end.

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When you're done, you won't be able to see a thing in the normal level. Collect the G, then head down. Stab the bream on the right, then make your way through the Lurchins to the bottom left corner. Follow down, and pass the "no Enguardes" sign for a bunch of bananas.

Back on solid land, shoot yourself out of the barrel to the left to get the steel barrel, then whack Koin with it on the right. Grab the coin, then the flag, and you're done.

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4f.iv. Pot Hole Panic  
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We're in the same environment here as Buzzer Barrage. And we get to use Squawks in this one, too. Jump down the chute to land on a Squawks crate, and to grab hold of Squawks' feet. Break the DK barrel, and shoot the booty bird for the K.

Meet a new enemy on the top-right - Kuchuka. He just throws bombs around, nothing to worry about. So fly over the two of them, ignore the Kopters flying around down the gaps, and the next two flying around. Head down on the right, killing each of the booty bird for a banana bird, before heading down to find some water. Uh-oh.

Collect the O, then fly across and drop the characters on the very right of the water. There you'll find an Enguarde crate, so break it and jump on his back. Plough straight through the Kocos, then head down and to the right. Kill the bounty bass for a bunch of bananas, and avoid the Lurchins completely.

Follow the path around, killing each of the bounty bass for a banana each. (Hardly worth the effort, really.) Keep heading right, passing the four blooming Lurchins, and continue along until you reach some more open water. On the left you can jump off Enguarde for some bananas, then jump up on the right. And now you find an Ellie crate! (I bet I know who we get to be after we lose Ellie...)

Ignore the Kuchuka dropping bombs from above, and continue along to break the DK barrel. Jump ovr a few Kopters, nothing to be particularly worried about, then jump down into the water. Head across to the left, jump out of the water, and off Ellie to reach the bonus.

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Bonus! Collect 20 Stars - 20 seconds  
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We have Ellie in this one, and we have to repeat the process of jumping off her back when she's in the air, to collect the stars. It's not that hard, press B to jump, X to dismount in the air, then jump back on and keep going. Collect the stars, then the coin at the end.

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When you're done, you're back in the water, sans Ellie. Head right, break the DK barrel if you need it, then throw Dixie into the barrel. You'll be shot up, to land on a, you guessed it, Squitter crate. (I was RIGHT!)

As Squitter, pass the Kopters, no sweat. Take the G from above the red Buzz, then kill the booty bird for a bunch of bananas. When you get to the Kuchuka dropping bombs, head up there on some platforms. Just above its head, you'll find the second bonus.



-----  
Bonus! Grab 15 Bananas - 30 seconds  
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There's a Kuchuka in this one, but it's not scary, really. As soon as the bombs have dropped and detonated, run from your starting point to the other side, then back again. You'll pick up two, maybe three bananas. Repeat process next time bombs drop, keep going till you get all 15 bananas. Not tricky at all.

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Once you're done, pass the "no Squitters" sign for a bunch of bananas. Then if you have two characters, throw Dixie up onto the platform up high just past the sign. Throw her up again to get the barrel, then take the barrel down and throw it up over Koin's head to grab the DK coin. Once you've got it, head down and get the flag.

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4f.v. Ropey Rumpus  
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As you could have guessed in this one, lots of ropes. Head through to find the first one, and head across, hitting the green Buzz with the DK barrel to get a bunch of bananas. Lots of Buzzs fling around the ropes that you need to make your way past, in this level, but it's not that hard. Pass through the loop of the first one, then on the next rope, pass above the second one when it's down low, jump over the next one, then between the next two.

You might be very observant and notice the bonus on the far right of the set of ropes leading upwards. But we can't get to it yet, so head up, avoiding Buzzs of all colours. At the top of the left is the K, and a TNT. Grab the TNT barrel, then jump, holding it, out to the right as far as you can. Hopefully you miss all Buzzs on the way to the bottom, and you'll land on the platform and blow the wall, creating a path to the bonus.

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Bonus! Find the Coin - 15 seconds  
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In this one, you just need to make your way past a couple of sets of Buzzs circling around the rope. You even get bananas in this one, too. Three sets of Buzzs, and the coin at the end is yours.

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And you're back on that first platform. Head left, in between the two Buzzs bouncing up and down, then follow the ropes along. Again, the bananas are a good judge of where to go, so when jumping up to the next rope, follow their advice. Simply keep following the ropes along, avoiding the Buzzs, heading up, and ignoring the rope leading left past the two Buzzs.

When you get to the very right, and see the ropes leading up, head up on the very right to bypass the Buzzs. Break the continue barrel, and the DK barrel. Pass the next lot of Buzzes, then in the next section, as soon as you see the two Buzzs going up, follow them up as fast as you can before they complete their circle and come up this way again.

At the top, head left. When you get to the green Buzzs with bananas in between, drop down, and you'll land right near Koin. So kill him, take the coin, then jump in the barrel to get back to the rope.

Keep heading left, taking the N when you get back to land. Between the two Buzzs circling, and break the DK barrel at the top. On the next rope, you'll see Parry's crate, break it and keep Parry with you, he is mucho importante.

When you see the one banana floating in the air, jump to get it, and you'll be fired up high to a smorgasbord of goodies. Use Parry to help get them all, then follow the arrow of bananas back down to the rope. Head right, avoiding the Buzzs, collect the G and pass the "no Parrys" sign to get the second bonus.

-----  
Bonus! Grab 15 Bananas - 40 seconds  
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There's two Buzzs circling the rope in this one, as you try to collect bananas. The good news is, they move slowly, and if you move fast, it's not too hard to jump over and around them to collect the mall, before taking the coin at the right.

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If you missed the bonus, like I just did, you'll have to repeat the level again. Grab the flag when you're done.

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4f.vi. Barbos' Barrier  
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The boss of Razor Ridge. Finally. I hate this area, it's my least favorite of the game.

In this level, you get to be Enguarde, once you swim into the barrel, and you're fighting a giant Lurchin. Remember about Lurchins, you can only stab them in their pink middle, not in the hard exterior.

In the first section, the boss will stay down below, with two purple Lurchins either side. Your job, as he sends normal Lurchins upwards, is to stab them so they float down and kill the purple Lurchins. Once you've killed the two purple ones, you can swim down and stab him while he's all mad and blooping.

Next section, he'll send little purple sea shells at you. They swim around for a few seconds before turning yellow, and when they turn yellow, they CHARGE! Again, you've got to swim around so they charge at the two protective purple Lurchins. I would do this by staying on the bottom right side, when you see the shells coming, swim up and around them, to the left, so they charge at the Lurchin on the right. Can be tricky, but doable. Kill them both, then stab while he's blooping.

Last section. This is where the little spines on his bottom half come in. He'll bloop up and down, shooting spines at you every time he bloops. Pick a spot alongside one wall, and move up and down to avoid the spines. After four spines, he'll bloop around giving you the chance to stab him so do so.

He'll repeat this spine process twice more, shooting spines five times on the second time and six on the third, so stab him twice more. After that, he's done, and he'll spit a bonus coin at you. Take it, and you're done.

After the level, you'll be sucked down a pipe back to the world map, and a new area will have opened up. A giant purple castle, named Kaos Kore. Get back in your Turbo Ski, and head there.

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4g. Kaos Kore

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This is the home of King K. Rool, kidnapper of the Kongs extraordinaire. See that big building with the purple light shining on top? That's our destination.

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4g.i. Konveyor Rope Klash

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Ropes like con... oops, sorry, konveyor belts! Cool...

Jupm over the Bristles, as you can't kill the rolling ones, then marvel at the conveyor rope. Awesome, isn't it? Jump in the centre of the first one for a bear coin, then use the second one to get over the divide, breaking the DK barrel along the way. Head along the next one, jumping over the Buzzs, to collect the K, and avoid the two Bristles when you land.

Keep heading along conveyor ropes, using the Knocka to kill a Buzz or two. A couple of ropes later, you'll see a divide, with a path from the other side leading down, with bananas. Head down the path to find the first bonus.

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Bonus! Collect 30 Stars - 15 seconds

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They're all just scattered along a conveyor rope. So jump around a lot, collecting them all, even the ones half-hidden behind the treetops, before getting the coin at the end.

-----

At the end of the next rope, collect the O, and jump over the two Bristles. If you have two characters, throw Kiddy up and land him where the little egg in the ground is there, for a bear coin. Pass the next rope, and break the continue barrel.

Break the DK barrel on the next rope, and do some fancy footwork on the next two ropes. Drop down to avoid the two Buzzs, then drop down again. Use the barrel to kill the booty bird on the next rope for the N, then bounce on the two Knockas. More fancy ropework there, avoiding Buzzs while switching between the two ropes.

Just left of the next rope, you'll notice a banana glinting in the treetop. Jump there from the rope, to find the second bonus.

-----

Bonus! Grab 15 Bananas - 30 seconds

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We have two conveyor ropes, speeding in different directions. The bonus isn't that hard, just a lot of switching between ropes, take care not to drop off the second rope ;) When you're done going back and forth, get the coin at the end.

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More fancy ropework required next, working with and against the direction of the ropes. Wait at the end, for the Bristle to roll, before you jump, then continue on, along another rope with more Buzzs getting in your way. Just

keeeeee motoring on, until you get to the very end of the level. Don't grab the flag just yet, start heading backwards until we find our familiar steel barrel.

Grab the barrel, and throw it up and to your right. When it comes back, jump on the rope above Koin's head so he lifts his shield. Drop down, take the coin, and move on to grab the flag.

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4g.ii. Creepy Caverns  
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Okay, what's so creepy about these caverns? We shall soon see...

If you don't have Kiddy, jump over the Krumple, and break the DK barrel on the booty bird for a bunch of bananas. Jump on Knocka, and just further on you'll see why these caverns are creepy. Ghost barrels. Sometimes they're there, sometimes they're not. If you jump in them while they're there, you'll be fired in the direction they face at the time. Some have a constant direction, others turn every time they appear.

Jump in that ghost barrel to be fired up and get the K. Then head right, passing under the Buzz when the ghost barrel isn't there (otherwise you'll be fired into it). Jump into the next barrel when it's facing upwards, to collect some bananas and continue along the path.

Pass the three Krumples (avoiding them if you only have Dixie, like I do) then jump in the arrow barrel. You need to be fired into the ghost barrel when it's pointing the way of the bananas, top-left, so wait. Once you've been fired up, pass the next Krumple, then pass under the red Buzz when the barrel doesn't exist. Jump in the next ghost barrel when it's pointing upwards, to get the O.

Bounce on the two Krumples, then follow the path down. Collect all the bananas, then (tricky) jump in the ghost barrel when it's there, to be fired upwards. (You miss, red Buzz, you die.) At the top, collect the bananas, same thing. Jump when it's facing upwards. At the top, you'll be fired to the right. If you can somehow get across to the left, you'll find another bonus barrel.

-----  
Bonus! Collect 50 Stars - 40 seconds  
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I cheated for this one, I went forwards in the level, got Squitter, and brought him back. Without Squitter, you're relying on the ghost barrel to send you in the right direction to grab the stars. Tricky. I prefer to have Squitter, it makes it much easier. So either way, collect all the stars, then the bonus coin on the right.

-----  
Once you're done, you'll be dumped back on the right side of the barrel. So keep heading right, avoiding the ghost barrel, bouncing on a few Knockas, and breaking the continue barrel. Use the DK barrel to kill the green Buzz up ahead, then get fired upwards from the arrow barrel to find a Squitter crate. Go Squitter!

Once you've got Squitter, kill the green Buzz on your right, then jump in the arrow barrel. Again, you need to wait until the ghost barrel points upwards. Once at the top, bounce on Knocka, then Krumple, then make your way up the tunnel with all the bananas and ghost barrels. You kinda need Squitter for

this one. At the top, you'll find the second bonus.

-----  
Bonus! Find the Coin - 20 seconds  
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It looks simple enough, right. Just make your way across the ravines. Wrong. There's three ravines, four Buzzs, three ghost barrels. You can make your way low to avoid the first one, but for the second one, you have to time your run well. The third one you can also go underneath, to get to the coin at the end.

-----  
When you've got the bonus, jump down the hole. Pass the "no Squitters" sign back at the bottom, and get a bear coin. Then roll on a few Knockas, bypass a red Buzz, and drop down the hole. Bounce on the two Krumples, and head left. Again, jump in the barrel to avoid the Buzz, and at the top, do the same thing, jump when it's pointing upwards.

There you'll find our good friend the steel barrel. Throw it up over the Buzz, then jump in the ghost barrel to be fired towards Koin. You'll get there before the barrel does, so just jump on Koin's head and the barrel will come hurtling along and kill him. Easy. Take the coin.

After that, fire yourself along the line of bananas, between the Buzzs. The next Buzz doesn't have a ghost barrel below it, but I'll bet you stand there for a few moments waiting for one to appear, lol. The next two do, however, so time your runs carefully. Fall all the way down the next hole to get the G, then shoot yourself back up to get the flag.

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4g.iii. Lightning Look-Out  
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This level is evil. Pure and simple. Not as evil as the next two, but still very very evil. These three coming up are the hardest in the whole game.

We're back outside, on a dark night. And it's storming, there's thunder everywhere. Every few seconds, thunder will drop down to the ground, and if you're underneath, say bye-bye. Of course, if you're underneath something, like a Buzz, you can use it as protection. You get maybe a second's warning, with a little thunderbolt coming down, before the big one. Argh.

Run along, using the Buzzs as protection from the thunderbolts. Ignore all the knick-knacks, everything, just go hell for leather. Jump down to get the K, and notice that there's water around. Of course, water conducts electricity. If you're in the water, and lightning touches any part of the water, Kong go bzzt.

Keep running along until you get to the pond beneath the O. Jump in the water and head down to find the first bonus.

-----  
Bonus! Bash the Baddies - 15 seconds  
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This one's pretty easy, and there's not even any lightning. Just bounce on the two knick-knacks, jump out of the water to hit the third, jump again and hit the next three in a row, then the last one on shore, to get the coin.

-----  
Jump over the next pond, being careful not to be struck. On shore, wait under

the red Buzzs until they go high enough for you to jump under, before proceeding. Make the lightning get the first booty bird, which gives you a barrel to kill thr second. The second gives you a steel barrel, so take it forwards to kill Koin. And just over the next hill is the continue barrel.

Wait till the lightning kills the two green Buzzs, then keep going. You kinda have to go in the water to get past the three red Buzzs, so hope you don't get fried while you're in there. Keep going along, until you get to the next bonus, you kinda can't miss it, over three barrels on a pond.

You'll need two characters and a lot of luck to get to it though. Two methods - throw a character up to it, or jump as lightning strikes to kill one character, and your second will continue the jump and enter. Your choice.

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Bonus! Grab 15 Bananas - 30 seconds  
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Okay, so there's a little area to run and collect the bananas in. What's the catch? Lightning. It comes down every so often, and you better hope you aren't underneath it when it strikes. This bonus may take a few tries to do, but once you get over the lightning, it's pretty simple.  
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You'll land on the other side of the pond, when you're done. Just keep heading along at full-tilt, not worrying about collecting anything. When you get to the pond with the green Buzz on the other side, turf the barrel at it. Keep running, jumping between Buzzs, bouncing on or over knick-knacks, until you get to the end and the flag.

I swear the game cheats in that level. Not as much as in the next level, though.

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4g.iv. Koindozer Klamber  
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Meet Koindozer. An evil purple version of Koin that runs around trying to bump you around with its big shield. And bump you it will, straight over the edge of cliffs. This level is full of the suckers.

I'm not gonna be the best at offering advice for this level, unfortunately. I hate this freakin' level. It's the hardest in the game, IMHO, the only one I will quite (un)happily sit and waste fifty lives on.

It's safe to stand on Koindozer's heads, just like Koin. Once you move left or right, however, they'll knock you down and bump you, following you as they bump you. My general tactic is to simply avoid them as much as possible, jump over them when necessary, as there's only one or two places that you actually need to jump on them for.

Collect the DK barrel at the start, if you need it, then run to your right. Jump over the gap, jump over the next Koindozer, jump on the Krimp. I'd completely ignore getting KONG for this one, you'll lose a lot more lives trying to get it than you will from actually getting it, should you succeed. So ignore the Koindozer guarding the K, and run on.

Run until you get to the rope, then stop and take a breath. The O is hidden in the middle of the rope, behind the treetop, and don't even THINK about dropping down and getting the bear coin. Keep running, and jumping, using

Dixie to spin a lot. Eventually, you'll get to a gap with a Bazuka on the other side, so jump, and spin, then bounce on a few barrels to get across.

From Bazuka's head, jump to the rope, then backwards off the rope to find the first bonus.

-----  
Bonus! Collect 30 Stars - 15 seconds  
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Bonus with Koindozer! This is one place that you do have to jump on their heads, however. Use Dixie to jump around and spin around collecting stars on one Koindozer, always coming to rest perfectly vertical. Once you've got them all, jump to the next one. I swear, this one requires a lot of luck, not a lot of skill.

-----  
You'll break the continue barrel when you land on the rope. Head right, and the second jump is one you actually to have to use the Koindozer for. Jump over it, then on it when it rushes towards you. From it's head, you can jump across, no problems.

Keep running along, bouncing on Koindozer. When you get to the Koindozer running up to your right, don't stop, the key is to jump, jump, jump across, no stopping. (Will take a few attempts.) Bounce on the Krimp to get the N, then head along, bouncing on the Rekoil and up to get the bonus.

-----  
Bonus! Grab 15 Bananas - 40 seconds  
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More Koindozer. Aye. These ones don't move, but they still do bump. The bananas will appear either in the air above them, or in the air between them. Whenever you balance on the head of one, always face the other, so you've got them both in view shot. Use Dixie, as she can spin and give you a better chance of balancing properly without getting knocked off.

-----  
And you'll land straight on a Koindozer. Again, you need him to jump up, so jump to the right, then on his head when he rushes towards you, before jumping up. Up ahead is Koin, but he's not being hurt by the wooden barrels being shot by the Bazuka. So bounce across on the barrels, and grab the rope above his head. Left of the rope is the switch barrel, so switch it and then head back. Once you stand on Koin, he'll be killed, so grab the Koin then head back to the right again.

From there, having Dixie would be rather helpful as the Koindozer now have room to move, on their little ledges. Jumping and spinning will enable you to just jump across like you have been previously. Collect the G if you wish, then head up the path, jumping often. As soon as you stand still, the Koindozer will rush you, so just keep jumping.

At the top, just run along, and the flag is yours. FINALLY! We're through!

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4g.v. Poisonous Pipeline  
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This level is amazing. Once you're in the purple muck, all the buttons of your controller work back-to-front! Meaning, pressing left will swim you right! Luckily, you still press B to swim up. But it gets frustrating, I'll assure

you.

(Note: good thing about playing this and writing it with an emulator, I can just switch the buttons over. Mwaha.)

At the first gap upwards, jump up and get the K. Break the DK barrel, then carefully swim in between the Lurchins. Follow the bananas down the pipe, ignoring the next gap up the top, and simply follow the pipe along.

Once the pipe gives you a tunnel downwards, keep heading left. If you can manage to sneak between the two Lurchins and the Kocos, you'll get to the first bonus.

-----  
Bonus! Bash the Baddies - 25 seconds  
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You get to be Enguarde for this bonus, and there's a lot of Kocos you need to kill. Y still works to stab forwards, so head all the way left, then up the pipe, and all the way back to the right, killing all the Kocos to get the coin.

-----  
This level will get a tad easier, with Enguarde now. Follow the pipe along, heading down at the bananas (heading right will only get you the empty space where the Enguarde barrel would have been.) Collect the O on the way down, then go right, and up the tunnel.

Manuevre between the Lurchins at the top (easier with Enguarde than without) and head down on the right, breaking the continue barrel. Just follow the pipes here, stabbing constantly like I do to make sure nothing gets you.

When you get to the "no Enguardes", take the red balloon. Now it gets a bit harder, working your way through Lurchins. When you get to Lurchins and a Koco, I find it works best to stay up high near the top Lurchin, then when the Koco swims towards you, drop down and glide through. Just my tactic.

Head up on the right at top speed, because there's three Kocos swimming back and forth quickly. Then head to the left, and up on the left, following the trail of bananas. Past the two Lurchins and two Kocos, keep heading left, and down past the two Lurchins, to get to the second bonus.

-----  
Bonus! Collect 30 Stars - 25 seconds  
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You need to be a good swimmer for this one. The stars are all in a line, so just follow the line around the place to the end to get the coin.

-----  
You'll wind up near the G, so take it and head up to find a steel barrel and Koin. Head out of the water, readjust yourself to normal controls. Then take the barrel, stand on Koin's head, jump and throw it right, you should wipe out the sucker with the throw so take the coin and run.

Back in the water, head right and jump out to grab the flag.

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4g.vi. Kastle Kaos  
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Beating this guy is one ending to the game. Hear that? We're at the end!! This description will be a little elaborate, seeing as it is like one of the final bosses for the game.

The guy from Mekanos is back, sans his big shooty head. Same as then, he travels left and right, spitting fire from underneath. There's silver balls, left and right corners of screen, that are safe to stand on (for the time being) so stand on them to avoid when he comes near you.

The barrel you want to hit him with, is on the right side of screen. So run underneath him, grab it, and bean his little head with it. Once you've done that, a new little head appears, one that likes to shoot bombs. The barrel's on the left this time, so when you've snuck underneath his bombs, grab the barrel and hit him with it again.

A chain comes from the roof, lifting the big machina away. The big master King K. Rool appears from behind the curtain, he's angry you cast his machine away like a stack of empty tins (but that's exactly what he was!) He would have gotten away with his plan for world domination if it wasn't for you meddling kids... eh, where have we heard THAT line before?

Now we've gotta fight K.Rool. Two levers drop from the roof, we can use those to grab a hold of and jump over K.Rool. Grabbing the left lever twice will drop a barrel from the roof, so you can grab that and hopefully hit K.Rool's backpack with it, which is what we want to do. Using Dixie is good for this, grab it, run right to the corner, and just wait for him to approach, he'll do the rest.

Once you've got him, he'll bounce around all angry, so just avoid him. The barrel's on the right now, in case you hadn't worked it out, the new barrel alternates sides, left and right. Again, take the barrel, and smack his backpack with it.

After he's finished going berserk, the level changes. A platform appears, on the right side of screen; more levers appear; and the silver balls you were standing on become electrified and shoot out electricity. The idea is still the same, though.

Jump across on the levers to the left, and grab the left one to drop a barrel down on the right. Make your way back to the right, avoiding the patrolling K.Rool. Again, take the barrel and smack him in the back with it. He'll drop into the crackling electricity at the bottom, and get a nasty shock.

Repeat the process one more time. And that will trigger him to change the level one more time.

The platform you're on shifts to left of screen. Another moving one is introduced, travelling from left to right. And the lever triggering the barrel is now on the very right of screen. So travel to the right on the moving platform, crouching under K.Rool, grab the lever, then travel back to the left. Once you're back there, grab the barrel and, you know the drill, throw it at his back. Once he's gotten a nice surprise, do it again.

Almost there... just one more level change...

Your little platform moves further to the left, and a matching one is introduced on the right. A matching lever to the one on the right appears on the left. And the electricity disappears... temporarily. It now only appears to fire a short burst at regular intervals.

So, how do we do it NOW? Grab the lever on the left, releasing the barrel. Pick it up and retreat back to your platform, before the electricity zaps it and you. If the barrel gets smashed, you'll have to run to the right side to get another one. Once you've got a barrel, simply throw it at his back again.

Repeat this process two more times, and victory and jubilation is yours. Congratulations! Take the bonus coin, and watch one ending of the game. This is the first ending, and not the true one.

Once the ending's finished, your game will save automatically, and you'll be dumped back to the title screen. But you're not done yet. Boot your save up again.

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4h. Krematoa (The Lost World)  
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Did you even know there was a Lost World? Eh, maybe only because Blunder told you. So you've completed the seven areas there are, seen the first "ending" to the game (if it could be called that), and there's nothing else to do. You might have noticed the four rocks in the water near Mekanos previously, with the shallows in the centre.

Drive around for a while in your ski, confused as to what to do next. Do laps of the outside of the rocks, steering as best as you can. Keep circling the rocks until they disappear, and a volcano appears in the centre, where the shallows where. It's got a K flag on top, so it's your next target. Enter Krematoa, the lost world.

Quickly, you'll find that you can't exactly do a lot, as the level is blocked off by a cairn of rocks. So enter the only place you can, Boomer's bomb shelter.

Boomer likes bonus coins. He's got a detonator on the bench, ready to blow away some of those rocks if you only pay his price. He wants 15 coins for every time he detonates a bomb, and you should be able to give him 60 coins, with a few left over. So give him as many as you can, and he will blow away a couple of the cairns. Leave him there, and head to the first level, Stampede Sprint.

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4h.i. Stampede Sprint  
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Another one of those sprinty levels where everything is out of control. Oh joy.

Right at the start of the level, as soon as you break the DK barrel, you'll note a "no Squawks" and "no Squitters" sign. But... we don't have any of these creatures... above your head, to your left, you might notice something behind the top of the tree. If you head right back to the start, you might notice TWO somethings in the tree. Two bonuses. I'll do the left one first.

-----  
Bonus! Grab 15 Bananas - 40 seconds  
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This is the bonus with Squitter. Jump on his crate, then head out over the canyon on some platforms. The bananas will all appear in the middle of the

canyon, so you've got to keep a few platforms created there. Then just jump around and collect them all without falling, then grab the coin on the right to finish off.

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Pass the "no Squitters" sign when you're done, to get the K. Then enter the second bonus barrel.

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Bonus! Grab 15 Bananas - 45 seconds

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As you may have guessed, we're Squawks for this one. Jump on the crate, to grab a hold of Squawks. The bananas will appear all around the two red Buzzs, above, below, in between, so control Squawks well and fly around to get the bananas, one at a time.

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When you're done, pass the "no Squawks" sign for some bananas. Then use Dixie to follow the trail of bananas from the edge of the land, right into a Ellie barrel. Break Parry's crate. Parry's important in this level. Keep him alive at ALL COSTS. Once you've got Parry, jump into the barrel, to be fired near a set of Sneeks. Yup, the Sneeks scare Ellie, and she turns and runs. Here's the sprint part, cos she's running like there's no tomorrow.

Parry will collect the O, right near the start of the sprint. Then jump over the two Bristles, because you can't kill them. Keep jumping, following the bananas to save Parry from the red Buzz, and jump some more Bristles. Jump over the twins (Kuff and Klout) as they march towards you, too. Bounce on or over the two Krimps, and continue on your merry way.

You'll be doing some more fancy jumping, over gaps and the like, but they're not too hard to see coming. Bounce over a few more Bristles, then just ignore the green Buzz. I'm not gonna go through the whole level detailing everything, but hold your finger on the B button, and you'll be jumping pretty much constantly. If in doubt whether or not Parry will make it over/under a Buzz situated up high, jump. The level isn't that hard, and you'll make it through fairly easily.

Eventually, you'll jump into another barrel, and stop sprinting. Stop and catch your breath, and hope Parry is still with you. FOr when you pass the "no Parrys" sign, you'll be rewarded with another bonus barrel.

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Bonus! Grab 15 Bananas - 40 seconds

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I am so sick of collecting sets of 15 bananas by now. This bonus uses Parry, so break the box. You'll have to do some fancy jumping, as the bananas will appear all around the red Buzz. Should Parry die, the bonus is over, and you'll have to repeat the whole level to try it again.

---

Then pass the "no Ellies" sign, for a steel barrel. Take it, because obviously Koin is coming up. Past the flag, throw the barrel and kill him. Take the coin, and grab the flag. You'll also be rewarded with a cog for completing the level.

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4h.ii. Criss Kross Cliffs

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Another example of spelling gone mad. Anyways, throw one of your characters up at the start to get the K. Then note a never-ending firing of barrels upwards. There's a Bazuka down there, firing them upwards as fast as he can, and that's how we're going to get up, to the end of the level. Start bouncing upwards on the barrels.

At the first gap, head to the left and break the DK barrel. Now, take a deep breath, run, jump on a barrel and over the two red Buzzs on the right, to find the first bonus.

-----  
Bonus! Grab 15 Bananas - 40 seconds  
-----

I just said I was sick of collecting sets of 15 bananas! Grrr.... there's a Bazuka in the middle, firing TNT barrels upwards sloooooowly, and we're to collect bananas just either side of the Bazuka, avoiding the barrels. Not too hard, collect 'em all and head out.  
-----

Keep heading up on the barrels, once you've gotten the bonus. In the next gap, follow the bananas right. There's a red Buzz up above, and they ain't killed by steel barrels, so flick the switch barrel to change them to TNT. Once the red Buzz is gone, switch back to steel, then keep going up.

Up in the next gap on the left, you have to do the same thing, jump up the platforms past the Rekoils and switch. Switch back to steel, keep going up.

In the next gap on the left, kill the Recoil then jump in the barrel. You'll be fired past a switch barrel, into another barrel, and out. The Buzz will be gone, but the TNT still remains. Follow the bananas over the barrels, and head up on the right, past the Rekoils. Collect the O at the top, jump back over the TNT, then switch back to steel and head up.

Just keep going up past the next big gap, and in the next alcove on the left you will find a Recoil, a DK barrel, and a continue barrel. Break them, then keep going up. In the next gap, pick left or right, I'll say left. Make your way left, past the twins, by standing in the middle of their jump. In the barrel, you'll be fired to get a bear coin and the N (that's why I said left), then at the top if your switch barrel, you know what to do. Keep going up.

Grab the G from the tiny alcove on the right, and keep going. Once you get to the next gap, head left, and up the platforms past the Rekoils. Once you get to the top, jump down, on the right side of the barrels, and hold right. You'll end up in a secret little alcove with, you guessed it, Koin. Kill him, then keep going up.

In the next gap, head to the very right of screen. If you have two characters, throw Dixie up to find the second bonus of the level.

-----  
Bonus! Bash the Baddies - 25 seconds  
-----

Of course, we're using a Bazuka for this bonus. Bounce up on the barrels, and over to bounce on the knick-knacks. There's five in all, four on the left, one on the right. Get them all, then grab the coin.  
-----

You're dumped near a barrel, so jump in it to be fired to some ropes with a few Kласps. At the top, jump over to find the switch on the right, with the

twins. Do the necessary triggers, and keep going.

In the next gap on the right, you'll either have to be really crafty, or sacrifice a character. The switch is above the second rope, but the second rope is also home to a Klasp. So jump up, trigger the switch, then get down fast. When the Buzz is gone, go up and trigger it again, being real fast to avoid the Klasp, before dropping and continuing up. At the very top, you can risk going left for a green balloon, or go right for the flag. You'll get another cog when you win.

\*checks walkthrough\* Wha? Only two bonuses? \*is confused\*

-----  
4h.iii. Tyrant Twin Tussle  
-----

A whole level filled with sets of twins, Kuff and Klout! This should be fun fun fun.

Grab the bananas, at the start, and notice the twins charging left and right. Jump over them when they're running towards you, no big deal, and keep going. Grab the DK barrel, then you must wait for the next set where the lines of bananas are, they're there for a reason. This set plays leapfrog, and you're safe if you wait where the bananas are, so proceed past the cautiously.

If you've still got two characters, you'll spot a banana way up high. Throw Dixie up there, to find a booty bird with a bear coin, and a Squitter barrel. Jump in it.

You can kill the twins with Squitter. Kill one, and the other won't move, so you can kill it. So kill the next two, grab the K. Make platforms up, and kill the green Buzz. All the way up, kill the twins, grab the bear coin and the bananas, then head back down. (I bet you're thinking bonuses are in all these gaps up high, right? Heh.)

Kill the next two twins, then run through and grab the O. In the next gap up high, go up to find Koin, and a Bazuka. Note that the steel barrels he fires ricochet off the back wall, and fall down the gap you just came up. Steel barrels roll along Squitter's platforms. Stand on Koin's head, and fire two platforms left to create a semi-bridge. Voila, DK coin for you.

Over Bazuka's head you can go, or down and around. You'll notice a Bonus barrel up high, so get in it.

-----  
Bonus! Collect 40 Stars - 20 seconds  
-----

Seeing as you've still got Squitter, kill the twins, then simply run along and collect the stars. Piece of cake.

-----  
Pass the "no Squitters" sign to get a bear coin. Break the continue barrel, then follow the bananas to get past the next two sets of twins. The first plays leapfrog so you have to stop, the second plays leapfrog so close that you have to follow the bananas between them when they jump.

In the next gap leading up, throw Dixie into the rotating barrel. You'll notice there's some twins jumping overhead, so when they're at the right, head up and to the left. Grab the TNT barrel, and wait for them to come back over,

and kill them. Then jump across to the right, where you'll see a bonus barrel guarded by two Buzzs. Throw a character in.

-----  
Bonus! Find the Coin - 35 seconds  
-----

This one can be tricky. Note that a set of twins has just charged off to the right, so follow them down. In the first gap you get to, stop, then jump when they charge back. In the next gap, jump when the two sets of twins approach, then in the next gap, jump when they charge at you again. At the end, grab the coin.

Might be an idea to use Dixie for this one, cos she can SPIN!

-----  
When you fall, grab the N. Then wait on the edge before the red Buzz, till you see the twins jumping back the other way. When they go right, follow them, stop at the bananas, then when they jump overhead, keep going.

Break the DK barrel, then pick a direction, up or down. I'll say up, so head up and collect the two bear coins between two sets of twins. Then head down the other side, and kill the Krimp. Make your way cautiously past the twins by jumping in between them, then don't grab the flag just get, grab the 'banana' behind it for the third bonus.

-----  
Bonus! Grab 15 Bananas - 50 seconds  
-----

You've got to grab bananas, between a set of twins. Argh. Luckily, they jump fast, and there's only two safe places to stand. You'll be doing a lot of running backwards and forwards, and missing of bananas, which is okay cos you've got a long time to get them in.

-----  
Then grab the flag when you're done there, collecting a third cog.

=====  
4h.iv. Swoopy Salvo  
=====

This level bugged me for the LONGEST time. I couldn't find the last bonus barrel, #25. But I eventually did, and now I can tell you where it is too!

Remember Swoopys, those little things that darted into trees to give you a leg up? Well, they make a return here. Some are friendly, others like to fly in a line between holes in a tree, poking everything in sight. Not fun.

Jump on the first one, then enter the green Squawks barrel. We can spit now, so spit a seed to wipe out the green Buzz blocking our way. Make your way up, past the red Buzz, and out, killing the booty bird for a bunch of bananas.

Inside the next tree, you'll see the first line of Swoopys. The trick is to start high on the side they fly in from, then fly straight across in between birds. Still, it's good to have a lot of spare lives in your pocket, cos you'll need them here. Fly up, between the two lines, and out to get the K.

Kill the green Buzz to get back into the tree, and down to find the first bonus barrel.

-----  
Bonus! Find the Coin - 15 seconds  
-----

Okay, no Squawks for this one. Use Dixie, if you have her, to trigger each Swoopy, then jump and spin across to it implanted in the tree. Continue the process all the way up, to get the coin.  
-----

You get another Squawks barrel, so never fear. Make your way up, past the three red Buzzs, and out into the next tree. Simply fly up and out, and now you've got four lines of Swoopys to make your way past. If you manage, congratulations, and head into the tree on the left.

Did you know that you could shoot Swoopys flying in the lines? Well, you can. Once out of that tree, ignore the green Buzz leading into the other tree, and fly straight up. You'll either need to shoot well, or sacrifice a character, to get into the tree on the left up high. Once you're in, fly between the two red Buzzs to find a bonus.  
-----

-----  
Bonus! Grab 15 Bananas - 45 seconds  
-----

You've got to collect 15 bananas, in and around two lines of Swoopys flying alternately. Aye. Luckily, the Swoopys fly veeery slowly, and very infrequently, so the bonus isn't that hard. Collect them all, then head out at the bottom.  
-----

And looky who we have here. Koin! You only get one shot at this, so pass the "no Squawks" sign and get the steel barrel. Stand on Koin's head, aim, and fire. Take the coin (#39!) and head out to your right. You can bounce on Swoopys too, so take a few out on your way down, following the bananas. Collect the O, and break the continue barrel in the tree on your right.

Now you've got to make it past lines of Swoopys while climbing a rope. This is actually easier than passing them the other way, as Squawks. At the top, head out, kill the two Bristles, then head in on the left between the line, jumping on a Swoopy to enter the barrel. Jump up on a few Swoopys the normal way, then head out on the right.

The trick here is to bounce back on the Swoopys to the left, and up. Cos you see, the branch doesn't extend all the way across on the top, so there's a bonus up there. Bounce up on the Swoopys, and enter it.  
-----

-----  
Bonus! Collect 20 Stars - 15 seconds  
-----

There's a DK barrel in here, so if you don't have two characters, you'll have to break it and start throwing Dixie up to get the stars. Not that hard, grab them all, and take the coin.  
-----

Head up the rope, past three more lines of Swoopys. Take the N, then head out in between birds. Bounce on one to get the height needed to reach the platform, then head up the side of the tree on normal Swoopys.

In the left tree, head up the platforms, breaking the DK barrel if need be. Use Dixie outside, to jump and spin across the great divide (I wouldn't risk bouncing on Swoopys to do it). Up the other tree, but out the next tree you'll have to bounce on a Swoopy to make it out, then up. Roll through a Bristle,

then head up and grab the flag and a cog.

If you're missing a few bonus coins in any other levels, now is the time to go back and get them. You can't proceed any further without every single bonus coin so far in the game. You need all 25 of them to give Boomer, to detonate the last bomb to reach the last level. Once you've got them, visit him for access to Rocket Rush. You'll also find out what the cogs are for, they're for Boomer's machine, in his shelter. And you need one more.

-----  
4h.v. Rocket Rush  
-----

This level is definitely unique. Break the DK barrel, then climb in the "Rocket" barrel. A meter will fill up on the side, with the fuel you have in your rocket. Your goal, in this half, is to make it down to the bottom, without running out of fuel.

Control the rocket by pressing left to go right, and right to go left. Similar to Poisonous Pipeline, the controls are sorta backwards. That's all you can do in this level, steer.

I can't exactly write a top-notch walkthrough for it, either. Most of it is just instinct, though there are a few pick-ups I want to mention.

-> Try and hit as many Buzzs as you can. They give you a little altitude, and slow you down a little, without noticeably dropping your fuel level.

-> Collect as much fuel as you can. You'll need it.

-> There are no bonuses, so don't worry about those.

-> If you crash onto solid ground, you will die. No buts about it.

Once you get to the continue barrel, and break it, it becomes a whole new ball game. You'll get a couple of barrels of fuel, and a flame barrel, meaning you're now going up, out of control, instead of down.

-> Now, you don't want to hit anything. Just straight up, because that's all you've got fuel for.

-> You're allowed two bumps on the way up, and that's it. Anything else, and you won't make it up to the end of the level.

-> Follow those bananas, they know the way to go.

When you get up to the top (if you get up to the top), you'll see Koin on the left, so grab the barrel from the right and throw it over his head. Take the DK coin, #40, and then grab the flag, and the last cog.

Take the last cog to Boomer. He'll set his machine in motion, and reveal the REAL last boss of the game.

-----  
4h.vi. Knautilus  
-----



The last boss of the whole game. Has it been fun so far? I love this game.

King K.Rool is back again, seems like we didn't kill him last time. This time we're gonna bash him good, not the other way around!

To start, I'll describe our playing area. Instead of one line of electricity like in Kaos Castle, we have two. The top one is electrified at the moment, so we're running around underneath it. There's also a machine spitting out fireballs, to the right of K.Rool. So we've got to run around avoiding those, for now.

When it's done, and the electricity disappears, take the barrel from towards the left and throw it up into the machine that looks like it's sucking air in.

Time it right, as K.Rool is moving towards it, and it'll drop the barrel (hopefully) on his backpack. If you miss, there's time to throw one more in before the electricity comes back.

Once you've got him, get the hell out of the way fast, because he'll move onto your running zone for stage two. He moves backwards and forwards, not unlike Kaos Castle, and we've gotta hit him in the back with barrels that alternate left and right. (This all sounds very familiar.) Hit him twice in this stage, to move on to #3.

Stage three - same as stage one. Avoid the fireballs, then throw the barrel in the machine at the right time to bop him on the back. Hit him twice, next stage.

Now K.Rool presses a button, and the floor starts moving! To and fro, it moves, really making your fireball dodging and barrel-throwing difficult. Hit him once, and we move on.

Next, K.Rool appears above us, in our playing area. When he presses a button, one of the electric baubles left and right of us spit out two balls of electricity. The goal is to get out of it's way, to let the electricity hit the steel barrel. When it does, the top line of power disappears, and we can hit K.Rool with the barrel like we've done so many times before. Twice, we have to do this.

Now he makes the floor move again. Argh, that makes things tricky. We have to hit him twice like this, and then it's all over.

King K.Rool gives it up, hugs his steering wheel crying, and throws us a DK coin. Woot! The 41st and last DK coin! And we've beaten Krematoa!

Now, Funky was talking about a secret vehicle, right? Take your 41 DK coins to Funky, and he will make you a Gyrocopter. Use your Gyrocopter to fly around, collect the last few banana birds, then fly it to the top-left corner of the world map, beyond the clouds. Watch the scene, the REAL ending of the game. It's funny :P

=====  
5. OTHER IMPORTANT STUFF  
=====

The following section is kinda important. You need to know where all the banana birds are to win the game, for example. I've also included tidbits on Swanky's Sideshow, not necessary to play but quite fun, and each of the Brothers' Bear. Ready? Get set? Go!

-----

### 5a. Swanky's Sideshow

-----

Swanky has a carnival tent that can be found in each area. It's a simple game of throwing balls at targets, and costs two bear coins each time to play. Cranky Kong is your opponent here, and he can be one tough cookie to beat.

#### Controls:

Left/right to move your character

B to throw a ball at the target

There's several different ways to play:

-----

#### Head to Head

-----

This is your basic throwing game with a difference. There's a	(Dixie)
happiness meter on the side - every time you hit a target, the	0
meter moves one step towards your character, every time you miss,	0
it moves one step towards Cranky. Same for Cranky, every time he	-0-
hits a target, it steps towards him, every time he misses, it	0
comes closer to you. Whoever get the meter to their character	0
first, wins.	(Cranky)

-----

#### Race to 25

-----

As the name suggests, it's a race between you and Cranky to see who can hit 25 targets first, with a 60 second time limit. First to 25, or whoever has the most hits after 60 seconds.

-----

#### Endurance

-----

It's a test of how accurate you both are, both you and Cranky. Keep aiming for targets - whoever misses a target first, loses.

If Cranky beats you, you will get a consolation prize - either a bunch of bananas and a bear coin, or two bunches of bananas. However, should you beat Cranky, you'll get a better prize - four bunches of bananas and four bear coins.

It's not necessary to play Swanky's sideshow, it's easy enough to beat the game without it. But if you haven't been finding the bear coins, you might want to play here to stock up. Plus, it's fun ^\_^

-----

### 5b. Brothers' Bear

-----

There's a lot of Brother's Bear scattered through the game. What follows is a brief introduction of where they all are, and what they're about. This list is in the order you meet them.

-----  
Bazaar  
-----

Bazaar is found on the world map, near Funky's shop. Like the name suggests, he has items for sale for you.

-----  
Barnacle  
-----

Barnacle is the bear that lives on the island in the middle of Lake Orangatanga. He's a big shell collector.

-----  
Brash  
-----

Brash lives in Kremwood Forest. He's very proud of his time in the Riverside Race, can you imagine how mad he'd be if you beat it?

-----  
Blunder  
-----

Blunder lives just past Kremwood Forest, on the world map. He's confident that the Kongs won't make it through the game. After all, they didn't even know there was a Lost World, did they?

-----  
Bramble  
-----

Bramble lives near Cotton-Top Cove, on the world map. He loves flowers, however he can't find that particular type of red flower he so adores anywhere.

-----  
Blue  
-----

Blue lives in Cotton-Top Cove, and he is sad. You're a little early for the party, if anyone's going to come at all. A very depressed bear =(

-----  
Bazooka  
-----

Bazooka's an old retired war general, living in Mekanos. He really wants to fire his favorite cannon, "Big Bessie", but he has no ammunition for it.

-----  
Blizzard  
-----

Blizzard lives in the snowy hills of K3. (He's kinda hidden, get to him by pressing up after completing Lemguin Lunge.) He's there in his attempt to scale the mountain, but in doing so, will miss his best friend Blue's birthday.

-----  
Barter  
-----

Barter lives just west of K3. He will trade items with you - he thinks he must be an awful sight, but isn't sure because he can't see his reflection.

-----  
Benny and Bjorn  
-----

These two bears run the chairlifts at Razor Ridge. They're helpful and all, but Bjorn's chairlift is in need of repairs.

-----  
Baffle  
-----

Baffle lives in Kaos Kore. Like the name suggests, he's baffled by this code he has, he can't read it because the writing's all weird.

-----  
Boomer  
-----

This bear, located in a bomb shelter in Krematoa, likes bonus coins. He'll blow away obstructions in the area for you - for a price.

-----  
-\*  
5c. Banana Birds  
-----

Fifteen of 'em to collect. Here goes!

-----  
#1 - Bounty Beach  
-----

When you begin the game, and get the motorboat, there's a beach north of the entrance to Lake Orangatanga. Drive the boat up to the beach and press B, to enter it. Once on, you'll have to see the random sequence of buttons performed, and duplicate it exactly. If you do, you will get the first Banana Bird.

-----  
#2 - Smuggler's Cove  
-----

In Lake Orangatanga, when travelling in the water between the save cave and Tidal Trouble, you can swim under the walkway to the beach at the back. Press A to enter it, then perform another sequence test. Succeed in duplicating the sequence, and the second Banana Bird is yours.

-----  
#3 - The Shell  
-----

Once you've collected a few bear coins, you can travel back to Bazaar and buy

the shell he's holding. You can take this shell to Barnacle, and he wants it for his collection! He'll trade you, your shell for his Banana Bird. Accept the deal, give him the shell, and you get the third Banana Bird.

---

#4 - Arich's Hoard

---

The fastest time for Riverside Race is set as 1:15:00. If you can beat that time, go and tell Brash, who had the fastest time until you beat it. He'll start banging his hands around, and his hands are so strong that he dislodged a log outside his cabin with the vibrations. Follow the path across the log, and press B to enter the cave. Pass another sequence test and that's Banana Bird #4.

---

#5 - Kong Cave

---

Once you've got the hovercraft, ride it around left from Funky's, to the beach there. Press B to enter the cave, and pass another sequence test for the fifth Banana Bird.

---

#6 - Bounty Bay

---

In Cotton-Top Cove, swim to the beach straight up from Blue's hut. Pass another sequence test and another Banana Bird is yours.

---

#7 - Undercover Cove

---

Once you've gotten the turbo ski, ride it around left from Funky's to the cove above the waterfall. Press B to enter, then pass another sequence test for the seventh Banana Bird.

---

#8 - Sky High Secret

---

This one takes a little bit of work. Visit Blizzard's base camp in K3, and he's remembered that it's Blue's birthday! He gives you a present, so take it to Blue, in Cotton-Top Cove. Blue is excited, and he opens it - but it's a bowling ball. He doesn't want it, so he gives it to you. Now, remember that Bazooka wanted some ammunition for his big cannon? I think this bowling ball would do the trick nicely. So visit him, in Mekanos, and he'll use it as ammo, and fire your characters up to the floating area of the level. Pass another sequence test for another Banana Bird.

---

#9 - Glacial Grotto

---

Head left from Blizzard's basecamp to find a secret cave, the Glacial Grotto. Pass another sequence test for the ninth Banana Bird.

---

#10 - Sewer Stockpile



-----  
In alphabetic order. If I find a new item in the game, I'll list it here.

-----  
Banana                    Collect 100 of these for a free life  
-----  
Bear Coin                Used for Swanky's sideshow, or buying some things  
-----  
Blue Balloon            Gives you three free lives  
-----  
Bonus Coin              You'll soon find out what these are for...  
-----  
Bunch of Bananas        Gives you 10 bananas  
-----  
Cog                      Are these to be used in some sort of machine?  
-----  
DK Coin                 Rumour has it, if you collect enough of these, you can  
                         get the ultimate transport  
-----  
Ellie Crate             Lets your characters ride on Ellie's back  
-----  
Enguarde Crate         Lets your characters ride on Enguarde  
-----  
Green Balloon          Gives you two free lives  
-----  
K-O-N-G                 Collect all four letters in each level for a free life  
-----  
Parry Crate             Lets Parry accompany you on your travels  
-----  
Red Balloon             Gives you one free life  
-----  
Squawks Crate          Lets green Squawks carry your characters around  
-----  
Squitter Crate         Lets your characters ride on Squitter's back  
-----  
Wooden Box              Similar to a plain wooden barrel, just pick it up and  
                         turf it at something.  
-----

-----  
6b. Barrels  
-----

There's a LOT of different types of barrels in this game. Here's all the ones I've encountered so far.

-----  
Arrow Barrel            When you jump in this barrel, you'll be shot off in the  
                         direction the arrow points. Some are marked with a large  
                         silver polygon instead, these fire you automatically.  
-----  
Barrel                  This ordinary, brown barrel can be picked up and used as a  
                         weapon.  
-----  
Bonus Barrel            Marked with a B, they allow you to enter a Bonus stage.  
-----  
Continue Barrel        Marked with silver stars, they save your progress through  
                         the level. Should you die in the rest of it, you'll restart

from that point.

-----  
DK Barrel           Missing one of your characters? Use this barrel to get them back.  
-----

Dropping Barrel    These drop down from waterfalls slowly. You can stand on them as they fall, and jump off them to reach higher places.  
-----

Ellie Barrel        Jump in this barrel to become Ellie the elephant.  
-----

Enguarde Barrel    Jump in this barrel to become Enguarde the swordfish.  
-----

Ghost Barrel       Sometimes they're there, sometimes they're not. Jump in them when they exist to be shot in the direction they face.  
-----

Rocket Barrel      This barrel sends you up, then shoots you out in the direction of the arrow.  
-----

"Rocket" Barrel    Used in Rocket Rush, this is a safe place for the Kongs to sit while they shoot through the level.  
-----

Rotating Barrel    You can select which direction you want to be shot in, using a rotating barrel.  
-----

Squawks Barrel     Jump in this barrel to become Squawks the bird.  
-----

Squitter Barrel    Jump in this barrel to become Squitter the spider.  
-----

Steel Barrel       This silver barrel can be picked up and used as a weapon. They bounce off walls, can be used to kill Koin, and also absorb electricity.  
-----

Switch Barrel      Used to change the type of barrel used as ammunition by Bazukas.  
-----

TNT Barrel         This barrel can be used to blow holes in walls, or kill red Buzzs.  
-----

Tracker Barrel     These barrels will shoot you out, then follow you left or right, whichever way you go.  
-----

Warp Barrel        Marked with a W. If you can find them, they Warp you to the end of the level.  
-----

-----  
6c. Bad dudes  
-----

Oooh, lots of bad guys in this game. Here they are, with a bit of info on each of them. This list is in alphabetic order.

-----  
Bazuka  
-----

Bazukas are armed with giant cannons to fire barrels in a particular direction, at regular intervals. Sometimes they can help you, but when the barrels are TNT, beware.



---

Bazza

---

These green fish just swim in straight lines from out of their holes in the wall. You can't hurt them unless you have Enguarde, so just learn to avoid them.

---

Booty Bird

---

These fat red birds are found around the place, and they hold treasures. Kill them with barrels, or by throwing a character into them.

---

Bounty Bass

---

These big red fish are the water equivalent of a booty bird. Stick them with Enguarde's sword for your rewards.

---

Bristles

---

These spiny creatures can be sharp, so don't jump on their backs. If they're rolling towards you, you've got no hope of hurting them, but if they're just walking around, you can roll/spin at them from the front, or hit them with a barrel.

---

Buzz

---

These bee-like creatures come in two types - green and red. You can't jump on them to kill them, so use barrels. Red ones can only be killed with a TNT barrel.

---

Croc

---

A target that follows you around, shooting a fireball at you when the target locks red. Can be avoided by keeping on the move, as it stops moving when it locks red, or you can hide behind a steel plate for protection.

---

Gleamin' Bream

---

Looks like a bounty bass, except yellow. Used in Floodlit Fish, when you stab them, you'll be able to see where you're going.

---

Karbine

---

These little flying things armed with huge cannons are found in Mekanos. Unfortunately, when they shoot at you, you can't hurt them, so just avoid them

by timing your runs well.

---

### Klasp

---

These living red TNT barrels love to just hang around on ropes all day, making life miserable for the Kongs. And you can't hurt them, either.

---

### Knick-knack

---

These little red bugs can be helpful in reaching higher places. There's not a lot of danger from them. The yellow ones are good in that if you jump on them once, you can then pick them up and use them as a weapon.

---

### Knocka

---

These green barrels come to life, wave their arms, and try to bump you around. By themselves, they can't hurt you. You can also use them as weapons if you hit them once to calm them down.

---

### Kobble

---

The big green guys you'll just see pacing backwards and forwards. Boring.

---

### Koco

---

The fish you'll find swimming around every so often. Green Kocos just sit still, while red ones swim back and forth slowly.

---

### Koin

---

A little green creature in armor, using a DK coin as a shield. He's important, so try and find him in every level, and kill him by hitting him from behind with a steel barrel.

---

### Koindozer

---

A cross between a Koin and a Knocka. These purple Koins will run around and bump you places with their shield, including off the edge of cliffs. It's safe to stand on their heads, if you can get to them, but you can't kill them.

---

### Kopter

---

These guys are like little helicopters - with two propellers, they spin from the ground up to the roof, before drifting back down and repeating the

process. You can bounce on their heads, but say bye-bye should you touch any other part of them.

-----  
Krimp  
-----

These little purple ankle-biters have huge jaws to eat unsuspecting Kongs. Don't roll/spin into these guys from the front, or you'll meet your doom.

-----  
Krumple  
-----

These big, tough blue guys will laugh at Dixie if she tries to jump on them. So either jump on them as Kiddy, or use a barrel to kill them.

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Kuchuka  
-----

These purple barrels like to throw bombs around. You can't hurt them, so just avoid their bombs and keep on going.

-----  
Kuff and Klout (Twins)  
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These big yellow... things... always appear together. They like to leapfrog around, over each other, or just charge at anything, usually a Kong or two. Kill them with Squawks and his seeds, you can't jump on them.

-----  
Lemguin  
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Lemguins are little penguins that love to slide along ice and snow. They jump out of lemguin holes at set intervals and just slide, knocking out everything in their way. Kill them by jumping on them.

-----  
Minkey  
-----

These little monkeys hang around the sides of tree hollows and throw rocks at you. Often found in packs, and can be a threat if you don't move fast or in time.

-----  
Nibbla  
-----

These things patrol water, eating anything that should enter. Just stay out of the water at all costs, when they're around.

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Nid  
-----

This little spider is a help rather than a hindrance. Sporting a platform on

his head, he can propel you high into the air to reach higher places.

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### Recoil

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These orange guys like to bounce around high on their springy tails. Not much of a threat, though.

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### Sneek

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Ellie hates Sneeks, these little ratty creatures.

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### Skidda

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These are purple versions of Kobbles that run around on snow. Again, not scary at all.

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### Swoopy

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These birds are also helpful, giving you methods of climbing up otherwise unclimbable trees. They can hurt though, so watch out, and if you meet one in a bonus, it's all over.

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6d. Cheats (OMG OMG how naughty)  
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Lots of cheats in this game. Ones that make the game fun, to ones that make the game tough, to ones that make it a downright joke.

At the main menu screen (where you select your saved game) highlight your save and enter the following combination of keys - L, R, R, L, R, R, L, R, L, R. A box will appear for you to insert a five letter code. These codes are what changes the game.

(in alphabetical order)

- ASAVE - - Automatically saves your game after every level.
- COLOR - - Changes Dixie's pink to purple, and Kiddy's blue to green. Just for looks, really.
- ERASE - - Resets the best time for Riverside Race to 1:15:00.
- HARDR - - Makes the game harder. (Not too sure how.) Completing the whole game with HARDR will give you an overall percentage of 103%.
- LIVES - - Gives you 50 lives.
- MERRY - - Changes all the bonuses to a Christmas theme. Collect 60 bells, collect 15 presents, etc.
- MUSIC - - Lets you listen to all the different music tracks of the game in a screen test.
- TUFST - - Removes all continue barrels from the game, and some DK barrels. Completing the whole game with TUFST will give you an overall percentage of 105%.
- WATER - - Put this code in at the start of the game. Then, at the very

beginning, swim to the waterfall left of Bazaar's. If you pass a sequence test, you will obtain all 85 bonus coins.

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7. CLOSING  
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Well, this guide has certainly been a new experience for me. I've loved writing this guide, for a game I adore, and I hope you've enjoyed reading it and that it's been helpful to you. I try to cover everything in my guides, sometimes I go a bit overboard with detail, I know :P

I have to give a few shout-outs here, because this is where they're due.

-> Steve McFadden

I love you babe. Thank you for supporting me and staying by my side, through thick and thin.

-> Stephen Dobson

For giving me a list of DKC3 cheat codes for my 13th birthday ^\_^

-> Chris Mark

Go Brisbane! Nah, seriously. Thank you for helping me sort out a lot of my shit, even if you do tease me mercilessly as you do so.

-> Everyone who has ever read my work or supported me with my work

Thank you. I wouldn't be here today if it wasn't for all of you.

-> CJayC and GameFAQs

For being, like, the coolest things EVAR.

Okay, I'm gonna shut up now! And I'm gonna go work on another guide! ^\_~

Feel free to check out some of my other guides:

<http://www.gamefaqs.com/features/recognition/22431.html>

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