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[x] = We have started this section, but it isn't finished.

[] = We haven't even started this section.

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1. Prologue dk_pg

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nml4's Introduction

Hello there, and welcome to our Donkey Kong Country 3 FAQ. BSulpher and I present you with an amazing walkthrough to obtain 100% items in this game. I admit I am fortunate to write with such a great FAQer, so I believe that this document will be a special treat for all your readers. If you have any questions or concerns, Brian is the guy to talk to, since he is the more experienced gamer. Of course, our writing styles flowed very nicely, so I hope

you enjoy your time reading this document.

BSulpher's Introduction

Well, it all started WAAAAAAY back in... last month, August 2005. Ole NintendoMaster14 requested a co-author, and I answered the call after a short while. It seemed like it would be a great way to finally finish off the DKC trilogy on SNES for myself, and it came together quite nicely. It was fun, and I hope you enjoy the FAQ/Walkthrough as much as I did in writing it! As for working with Mr. NintendoMaster 14, he was a great guy to chat up about the FAQ, not to mention he was always able to ask for help since I knew the game far better than he (shows he has character). So, I guess you learn something new everyday, and today I learned that NintendoMaster14 is an alright dude after all.

=== 1.1 - Legal Information =====dk_l1===

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2. Game Overview dk_go

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Welcome to the Game Overview portion of this FAQ/Walkthrough. We will basically give you the essentials in completing this game, and a little background information on the characters.

=== 2.1 - Story =====dk_st===

This is straight from the instruction manual and is in no way the intellectual creation/property of nml4 or Brian P. Sulpher.

Trouble Again!

Months after their victory against King K. Rool and his army of baddies, the Kongs were still celebrating. Soaking up the sun in their favorite glade on DK Island, Donkey Kong and Diddy Kong often slung up hammocks, hit the music and spent the day chilling out with banana milkshakes. If she couldn't think of anything better to do, Dixie Kong sometimes joined them.

This morning, though, Dixie was surprised to find Diddy's room deserted. Up and about so early? That wasn't like him. It was only as she turned to leave that she spotted the scribbled note on the table. "Gone exploring the islands with DK," it read. "Back tomorrow!" Dixie could remember at least three times that they'd already tried this plan. Each time, they'd never made it further than the beach. That's where she first went looking for them.

She realized well before she got to the beach that it was far too quiet for Donkey and Diddy to be anywhere near. Surely they hadn't followed one of their hare-brained schemes all the way through for once? The sun moved slowly across the sky and melted on the western horizon. Dixie hoped that her friends were having fun, wherever they were, as she settled into bed with a yawn.

When morning came again, another brief swing through the branches confirmed that Diddy was still off on his little expedition. Dixie found herself starting to worry. She could only imagine what kind of trouble Donkey Kong and Diddy Kong were into. As the day crawled on and the night fell on the jungle, neither of the primates showed up. Again, Dixie could do nothing but head home to bed and hope that they'd be back by dawn.

The next day came, but neither Donkey nor Diddy returned. Dixie had to find out what those two primates were doing! She made her way to the southern part of DK Island and swan to the nearest mainland.

When she got there, she happened upon Wrinkly Kong's home. Wrinkly Kong told Dixie that the boys had passed by, but they hadn't said where they were going.

She suggested that maybe the boys visited Funky Kong at his beach shop. As Dixie was leaving, Wrinkly asked if she'd look for the mysterious Banana Birds. The birds have been seen in the cave across from Funky's Rentals, but no one seems to know how to get them out. Dixie agreed and thanked Wrinkly for her help. She set out to see Funky at his shop.

Funky Kong was busy working on one of his inventions, and his shop was full of unusual items. He can find a use for anything that he gets his hands on. Funky told Dixie that the only visitor he's had all week was Kiddy Kong. Funky pointed across the room to the cuddly toddler who was chewing on an old spare tire. Funky asked Dixie if she wanted to take Kiddy with her. He's strong and can take good care of himself. Dixie agreed and the two were off. Before they left, Funky told them to keep their eyes peeled for some cool junk! He also told them to visit his friendly pals, the Brothers Bear, for help.

Once on their travels, Dixie and Kiddy discover a whole new collection of Kremlings who seem to have a new Master named KAOS.

=== 2.2 - Controls =====dk_co===

Dixie Kong

X -> Jump off Animal Buddy
Y -> (Hold+Right/Left) Run / Pick up a Barrel / (Down) Put down a barrel /
Throw secondary character on shoulders / Spin attack
A -> Place Kiddy Kong on shoulders
B -> Jump
Start -> Pause
Select -> Switch characters
D-Pad -> Move character

Kiddy Kong

X -> Jump off Animal Buddy
Y -> (Hold+Right/Left) Run / Pick up a Barrel / (Down) Put down a barrel /
Throw secondary character on shoulders / Roll attack
A -> Place Dixie Kong on shoulders
B -> Jump
Start -> Pause
Select -> Switch characters
D-Pad -> Move character

Enguarde

X -> Exit Animal Buddy
Y -> Charge Attack
A -> Hold to charge, release to shoot forward
B -> N/A
Start -> Pause
D-Pad -> Move character

Ellie

X -> Exit Animal Buddy
Y -> (Hold) Run / Deal with Barrels
A -> Shoot water
B -> Jump
Start -> Pause
Select -> Suck up water
D-Pad -> Move character

Squitter

X -> Exit Animal Buddy
Y -> Shoots web shots
A -> Shoots web platforms, press again to stabilize platform
B -> Jump
Start -> Pause
D-Pad -> Move character

Squawk

X -> Exit Animal Buddy
Y -> Shoots nuts
A -> N/A
B -> Fly Up
Start -> Pause
D-Pad -> Move character

=== 2.3 - Characters =====dk_ch===

=====
KONG FAMILY
=====

Dixie Kong

This lovable partner of Diddy from Donkey Kong Country 2 returns, this time leading the charge into an unknown area to try and find the missing Konkey Kong and her boyfriend Diddy Kong. She has the unique ability of being able to helicopter spin with her hair, allowing her to descend more slowly than a regular leap as well as crossing wider gaps than even a Roll Jump can span.

Kiddy Kong

The younger cousin of the Kong clan, this battler is by no means a small fry, carrying more weight than even the mighty Donkey Kong! In fact his girth is

so impressive that he can be thrown into the air to break apart planks, but he can also use his momentum to Roll Skip across ponds to reach heights that would be otherwise inaccessible.

Wrinkly Kong

This elderly wife of Cranky Kong is back, but this time she is not saving your game in the classroom, but rather from her very own Save Cave. Inside she will exercise, sleep, and play her Nintendo 64, but no matter the activity, the game can always be saved at a moments notice in her locations.

Funky Kong

Funky is still in the transportation business, but he appears to have given up on the flights game on this island. Instead, he makes use of what can be found lying around, creating faster and more advanced watercraft to increase the areas accessible to the Kongs. However, he might just get off his Monkey behind and go back to a flying machine... if the Kongs can prove they are heroic enough to handle the hot ride!

Swanky Kong

Ever the huckster, Swanky has taken to doing sideshow carnival barking in an attempt to make some money... in this game that would be Silver Bear Coins! He runs three different games of skill, with a ringer working for him against the Kongs!

Cranky Kong

The old advice and abuse giver from the first two games has returned once again, but he now appears to want to take a more active role in showing "those youngin' Kongs" a thing or two! Cranky is the ringer that Swanky has brought into help rob the Kongs of their Bear Coins, but if the Kongs are able to defeat him, they may just get a nasty little surprise from the upset old timer!

=====
ANIMAL BUDDIES
=====

Enguarde The Swordfish

one of the two mainstays for the series, he has appeared in all three games. Enguarde continues to be a great swimmer with a "nose" for getting rid of the troublesome water creatures he may encounter. With short stabs and a full speed charge stab, Enguarde will get the Kongs through troubled waters with ease.

Ellie The Elephant

Ellie is a newcomer to the ranks, but she is called upon with regularity to assist the Kongs. She is able to use her nose to suction Barrels into her reach and to take in water to exhale as projectile attacks that destroy most enemies. Add onto that the ability to throw Barrels into water to create jumpable paths across dangerous water, and you would think you have the perfect animal buddy. Alas, she has one fatal weakness, which is her deadly fear of Sneeks, the small rats that inhabit the island. They have been known to spook her so badly that she takes off running!

Parry The Parrallel Bird

This small animal buddy is the only one the Kongs can not get a ride from, nor can they transform into. Instead, he will fly above the Kongs position, keeping the exact same distance from the Kongs, regardless of what movements they make (hence the name, Parry The Parrallel Bird). He can pick up Items out of the reach of the Kongs as well as take out Booty Birds, but any other enemy will knock him out with one touch. Getting him to the end of his area of use will often result in a fabulous prize!

Squawks The Parrot

The other mainstay through all three Donkey Kong Country games, Squawks has been sued in a variety of ways. Green Squawks return from DKC2 with the same abilities of flight and egg spitting ability that made him a terror to all Kremlings in his path, but the Blue Squawks has also gained the ability to fly, in addition to being able to pick up Barrels/Kegs to drop at enemies like a bomber.

Squitter The Spider

The sneaker wearing, web slinging arachnid has returned after his smash debut in DKC2, still bringing the same web platform and web projectile attacks that made him so versatile and lovable to players all over the world. With Squitter on the job, any place is accessible, while no gap is uncrossable, regardless of width.

=== 2.4 - World Information =====dk_wi===

Level Name

For every level, the name will appear at the bottom of the screen when it is being touched. Now, it will normally show as the level name, like so:

ie Barrel Shield Bust-Up

However, if all Bonus Rooms have been found and successfully completed within the level, the name will appear as follows:

ie. Barrel Shield Bust-Up!

The "!" indicates that the Bonus Rooms have been cleared, meaning that no more Bonus Coins can be located within that level.

Flag Explanations

Now, after a level is completed, a flag will fly in place of the ugly Black & White "K" Kremlin flag. To understand what the flag stats mean, take a look at the following telling signs:

Colour.....: If the flag flying is blue, Kiddy was the Kong who finished the level.

 If the flag flying is pink, Dixie was the Kong who finished the level.

Flag Position.: If the coloured flag is fully blowing in the breeze, then all of the Bonus Rooms have been located and completed for the Bonus Coins that they hold. A good way to check on this is to double check the level name when touching the level.

~~~~~  
|     |  
|~~~~~  
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~                   If the coloured flag is only stirring a bit in the breeze, then at least one Bonus Room within the level remains uncompleted, meaning at least one Bonus Coin remains to be found within that level.

| \  
|~|  
|

Golden Pennant: This additional flapper in the breeze refers to the DK Hero Coin within the level, held onto by the malicious shield wielding Koin. If the DK Coin has been liberated from Koin, the pennant flaps at full breeze, but if Koin holds onto the DK Coin, then the pennant will be lying flat in the wind.

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3. Items dk\_it

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=== 3.1 - Regular Items =====dk\_ri===

-----  
Animal Crate  
-----

These objects contain whichever animal is pictured on the outside of the planks, releasing the Animal Buddy for use bny the Kongs to progress in a

level. If the Animal is present, it is usually needed for reaching Bonus Rooms or to make the level ahead possible/easier to navigate.

-----  
Balloons  
-----

The extra life granting entities that they were in the first two games, they return once more in the same role. A Red Balloon grants one extra life, a Green Balloon grants two extra lives, and a Blue Balloon grants three extra lives.

-----  
Banana  
-----

These yellow fruit are found all over the lush landscapes that Dixie and Kiddy must traverse, collecting 100 will garner an extra life for the two adventurers.

-----  
Banana Bunch  
-----

Much like their single counterparts, these groups of 10 Bananas will get the two Kongs to 100 at a much faster rate, so try to grab these whenever possible.

-----  
Bear Coin  
-----

These silver beauties are found strewn about many of the levels, though many are not visible till they are touched. The Bear Coins can be used to purchase Special Items/Advice from Bazaar as well as compete against Cranky at the Swanky Sideshow tents spread through out the land.

-----  
Bonus Coin  
-----

These golden valuables are found in Bonus Rooms in all of the levels, one per Bonus Room. Once a Bonus Coin has been collected from a Bonus Room, that room will no longer yield a Bonus Coin. Although no one is sure of their use, their must be somewhere, whether it is high in the mountains or submerged deep in the sea, that will take these Bonus Coins in return for a valuable service.

-----  
DK Hero Coin  
-----

In every level in the game, an enemy named Koin makes use of a bucket helmet as well as a garbage can lid as a shield, which he re-inforces with a DK Coin. To get the Coin back from the odd, defensive Kremling, an attack, usually a rebound off of a wall behind the mean greenie, will knock him out and make the coin available for reclaiming. If all of these are found, Funky may just create the ultimate transportation...

-----  
K-O-N-G Letters  
-----

These golden oldies that hark back to the original Donkey Kong Country still serve the same purpose as they did before, which is to grant an extra life upon the pair of Kongs that manage to get all four letters in one level of the game.

=== 3.2 - Special Items =====dk\_si===

-----  
Bowling Ball  
-----

This is the present that Blue Bear recieved from his brother Blizzard, but he decides it is too heavy and bestows it upon the Kongs.

---  
Cog  
---

Every time a Lost World level is completed for the first time, one of these metal moulds will come into possession of the Kongs, which can then be placed into the strange mahcine in Boomer's cabin.

-----  
Flower  
-----

This can grow once Razor Ridge is completed, allowing the Kongs to pluck it to take to Bramble.

-----  
Mirror  
-----

This expensive sale item at Bazaar's (a whopping 50 Bear Coins!) has two uses, but if done out of order, only one can be completed. Baffle Bear in Kaos Kore needs the Mirror first to unscramble a confusing message, then take the Mirror to Barter by K3 to get the No. 6 Wrench.

-----  
No. 6 Wrench  
-----

After getting this from Barter, give it back to Bjorn in Razor Ridge to gain access to a Banana Bird cave.

-----  
Patch  
-----

Won from Arich in Kremwood Forest, Funky will be able to fix his broken Hovercraft, allowing the Kongs to pass over the rocks that block off some portions of the island.

-----  
Present  
-----

Blizzard bear has a rpresent for his Brother Blue, but he is unable to take it to him, so he requests the Kongs do so instead.

-----  
Shell  
-----

Bazaar has this relatively cheap Item for sale (5 measly Bear Coins), which can be traded to Barnacle in Lake Orangatanga for a Banana Bird.

-----  
Water Skis  
-----

When the Kongs defeat Squirt in Cotton Top Cove and KAOS in Mekanos, one ski from each will be won from the enemy. With both skis in hand, go visit Funky to gain access to the Turbo Ski, which can climb up waterfalls!

=== 3.3 - Barrels =====dk\_ba===

-----  
Animal Barrel  
-----

Whichever Animal is pictured on the outside will be the Animal that the Kongs will become when they enter this barrel.

-----  
Arrow Barrel  
-----

This form of the Blast barrel will launch the Kongs in the direction that is shwon by the Arrow on the outside of the Barrel, so try to take note if some timing for the leap into the Barrel is needed to bypass the upcoming obstacles or not.

-----  
Barrel  
-----

A regular, run of the mill Barrel, these frequently appearinf weapons can kill enemies as well as serve as stepping stoned when chucked into a pond.

-----  
Blast Barrel  
-----

This barrel will usually throw the Kongs out in a predetermined direction, BUT sometimes it will rotate around, requiring the Kongs to fire themselves out at their command. The auto balsters are marked with a white explosive picture while the rotating Barrel is devoid of decoration.

-----  
Bonus Barrel  
-----

Decorated with a big, fancy "B", these somewhat tough to reach Barrels will

take the Kongs into Bonus Rooms where the Kongs can compete to get a Bonus Coin by completing the assigned task.

-----  
DK Barrel  
-----

This Barrel (appropriately decorated with a red "DK") will act like a regular Barrel weapon when thrown (though it busts on the ground instead of rolling), releasing the missing Kong, if the second Kong was even missing in the first place!

-----  
Fuel Barrels  
-----

Only found in Rocket Rush, these barrels are used to keep the Rocketship Barrel moving. If the Kongs are unable to grab these needed entities, then the Rocket Barrel will crash, sending the Kongs downwards amongst all the splinters!

-----  
Ghost Barrel  
-----

These appearing/disappearing Barrels try to trick the Kongs, attempting to launch them into enemies or into dead ends. However, each one will give the Kongs the needed direction to shoot at, provided they are required to advance onwards.

-----  
Rocket Barrel  
-----

Once entered, these Blast Barrels will fire off the Kongs while moving upwards, carrying the Kongs through repeated shots to reach heights that they would not otherwise ascertain.

-----  
Rocketship Barrel  
-----

Found in Rocket Rush, this wild contraption can make use of Fuel Barrels strewn about the chasm, making use of his rocket boosters to change direction and to burn red Buzzes that get in the way of the descent of the Rocket.

-----  
Star Barrel  
-----

These once-a-level occurrences serve as a halfway point for the current level, allowing the Kongs to restart from that point if the Kremlings prove to be too powerful for them.

-----  
Steel Keg  
-----

This tough as nails weapon can rebound off walls, which proves useful when trying to rob Koin of the DK Hero Koin he holds. In addition to that fine trait, the Steel Kegb can be thrown off of a wall and jumped onto toride it

along the ground as well as being used to absorb electrical charges when lying on the ground and not in contact with a Kong.

-----  
Switch Barrel  
-----

When Bazuka is firing off his endless rounds, the Barrel type he is firing can be changed by hitting a Switch Barrel, which is usually a requirement for advancing further into the level or for finding a Bonus Barrel.

-----  
TNT Barrel  
-----

This explosive entity has some extra punch behind it, making it strong enough to take down some enemies that are otherwise unbeatable (like a Red Buzz). They explode on contact however, so aim the throw accurately.

-----  
Tracker Barrel  
-----

Once one of these Barrels are entered, moving left or right will cause the Barrel to move along the bottom of the launch area, allowing the Kongs to land back in to get launched up again, meaning they can cross large gaps that they otherwise could not.

-----  
Warp Barrel  
-----

In the first two worlds, each level contains a hidden warp barrel, which will allow the Kongs to skip the rest of the level to reach the end-of-level flagpole.

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#### 4. Walkthrough

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After you have selected to start a new game, entered your name, and watched Dixie fall into the large blue lake, you will get full control. This obviously is a bit different from the other Donkey Kong Country games, seeing that you can move freely in the world map, but that is obviously a positive addition. Anyway, head to the right and you will see a small dirt path. Hop onto this path and the first entrance is Wrinkly's Save Cave. Enter this area and talk to Wrinkly. She is your new saver! She saves your game whenever you enter one of his caves, located all throughout this game.

Bazaar's General Store is to your left. Bazaar is one of the Brothers' Bears who sell items in exchange for Bear Coins. These coins are found in-level, so we will obviously be returning here for purchasing items. Head back out, and

head all the way to the right to Funky's Rentals. Great, you get a new partner this game! This time Dixie is teamed up with Kiddy Kong, her young cousin. Now, the duo shall accept the boat ride, so you can continue exploring this world. Choose to ride the Motorboat.

On the other side, you will notice two areas of interest. The first is to the north, a small beach. The second is to the east, a small dirt path. First, head to the north beach and press the B button to unlock Bounty Beach. This area gives you the opportunity to claim your first Banana Bird!

```
O-----O-----O-----O-----O-----O-----O-----O-----O
|Banana Bird #1| Location: Bounty Beach                                     |
O-----O-----O-----O-----O-----O-----O-----O-----O
|As you enter the cave, entitled "Bounty Beach" you will notice a few things. |
|First of all, there are four crystals, one to the north, south, east, and      |
|west. X is to the north, Y is to the west, B is to th South, and A is to the |
|least. The crystals will light up four times, randomly each time you try.    |
|Memorize the pattern, then press the buttons that correspond to the crystal  |
|lettering, in the correct order, to claim the first Banana Bird!           |
O-----O-----O-----O-----O-----O-----O-----O-----O
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Alright, enter the other path, I mentioned before, to get to the first world of this game, Lake Orangatanga.

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O-----O-----O-----O-----O-----O-----O-----O-----O
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World 1: Lake Orangatanga

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dk\_w1

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O-----O-----O-----O-----O-----O-----O-----O-----O
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=== Level 1 - Lakeside Limbo =====

To begin, head to the right to grab the bunch of bananas. Continue down the slope to find a Sneek, rat enemy. To defeat it, simply jump on top. Just after the Sneek is a golden (K). This letter is part of the entire four letters, K, O, N, G. Collecting all of these tokens within a given level will award you a free life. There is a barrel just in front of you. Grab it and either throw it at the next Sneek, or let the Sneek run into your, while holding the barrel.

Two more Sneeks await you, both directly next to each other. Simply do a jump on one, leading to a jump on the other. At the ledge above, you will notice a new kind of barrel, displaying "DK" in bright red letters. If ever you lose one of your partners, look for these barrels. Breaking them reestablishes one of your characters, acting as a back-up character. Anyway, continue to the right and jump on the green Kobble enemy. If you have any sense of sight, you will notice a barrel marked "B" below. This is what is known as a bonus barrel. Bonus barrels simply lead to bonus levels. Pick up Kiddy Kong, throw him directly up, and he will smash through the crack, just above te bonus barrel. Hop down into the barrel to unlock the first bonus room.

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O-----O-----O-----O-----O-----O-----O-----O-----O
|Bonus Room #1| Location: Lakeside Limbo / Type: Collect 50 Stars       |
O-----O-----O-----O-----O-----O-----O-----O-----O
|The title of this bonus room is "Collect 50 Stars." As you enter the bonus |
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|room, you will notice stars scattered all over. Use the rope just above you |  
|to quickly gather the stars in the top row, then, once you reach the other |  
|side, use Dixie to do her flying move to get the tougher stars in the middle. |  
|If you succeed in collecting all of the stars, quickly head to the right and |  
|collect your first bonus coin. That's the end! |

O-----O

You will be shot back down to the level, landing on a row with a strip of bananas. Grab all of these bananas. Head down a level, to the next rope to grab the (O). Continue down another step to the ground, and you will notice Koin, the enemy holding a shield entitled "DK." This guy awards you the DK coin, but there is only one way to kill him. You cannot use regular jumps or rolls to take this guy out. Instead, Koin is defeated using a steel barrel. Of course, there is a steel barrel right next to you, so grab it, jump and throw the barrel over the enemy. The barrel will deflect against the wall, and hit Koin from behind, rewarding you with the large DK token.

Grab the steel barrel as it appears once again. Take to the right and throw it at the Kobbles below. The barrel will bounce off the edges of the area below, taking out both enemies. Jump on the rope above, and grab the bananas above the rope as well. On the other side, you will notice a Red Balloon above. This immediately indicated a few secrets in the area. Use Dixie to jump, then throw Kiddy up on the roof of this area to claim the Red Balloon and a silver Bear Coin. These are used to buy items from bears such as Bazaar, as we met earlier. Head around to the other side of the structure and do the same as before. You will gain another silver Bear coin.

Continue to the right and pick up the DK barrel if you lost one of your companions. If not, head into the water below. Swim through the bananas, and over to the next ledge. Jump up and jump on the Kobble. Then, grab the (N) above one of the gaps ahead. Head back to the first gap, after the Kobble, and swim through the bananas to the right. You will notice a bonus barrel up ahead, so swim into it.

O-----O-----O

|Bonus Room #2| Location: Lakeside Limbo / Type: Grab 15 Bananas |

O-----O

|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |  
|room, you will notice a rope just above you. This rope is the basis of the |  
|game. You are to collect 15 Green Bananas, which appear one after another. |  
|They will either appear above the rope, which in that case you must jump on |  
|the rope, then jump to the banana, or they will appear below the rope, where |  
|you must press and hold down, while jumping. Collect 15 and grab the token to |  
|your right, on the bottom of the stage. |

O-----O

To your right you will notice a box with an elephant symbol printed. Jump on this box to gain Ellie the elephant. One character will ride on top of Ellie, and if Ellie is hit by an enemy, she will run away. Take out the Booty Bird just ahead, and the (G) will suddenly appear. Grab it, take the barrel here, and throw it at the Kobble just ahead. Notice the rope pulley, just ahead? If you jump on the rope, the level will end. Don't do that just yet. First head passed the rope and collect the bananas and the silver Bear Coin. Now, head back and tug the rope.

=== Level 2 - Doorstop Dash =====

This level is going to be rather hasty, not in the sense that is it short, but you are going to have to move quickly. See, levers are going to be scattered



all along this level, and when you tug on the levers, this opens doors near, or sometimes far, from you. Therefore, you must run quickly in order to make it through one of these doors before the door shuts. Of course, you can have as many tries as you want to complete this.

To begin, collect the bunch of bananas, then head to the right and grab the (K) that appears just below a light blue lever. Pull this lever down to open the door to the right. As you jump off the lever, the door closes, rather slowly I might add, so get through the door before it closes. If for some really odd reason, you do not make it passed the door, you can always try again. Anyway, use the DK barrel ahead if you need it, and pull the next lever. I would roll to KO these Sneeks ahead. There will be one at first, then four more to come after that. Head passed the next door. Now, throw Kiddy Kong up into the silver Bear Coin.

This is a bit different, and thankfully, a tad more challenging. First, pull down the lever ahead. Then, jump to the platform to the right, and over to the ledge on the left. Watch out for the Sneeks here as well. Beware of the trap below you, and make sure you jump over it. This will lead you to the (O) as well. Continue passed the door to safety. Grab the two bananas above, and pull on the next lever. Quickly run (pressing the Roll button) under all the Buzz enemies. They all patrol vertically, and go subsequently. Once the first Buzz begins its upward path, run passed all of them. Head through the door.

Now, ignore the rope with the bananas for now, and head passed it to the left. You will notice a lever way above, unreachable using a normal jump. Instead, throw Kiddy Kong up to the lever, effectively bringing Dixie up there. Wait until the door is cranked open, then fly through the bananas into the hidden area with the Red balloon. Grab it, and head into the bonus barrel here.

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O-----O-----
|Bonus Room #3| Location: Doorstop Dash / Type: Collect 60 Stars |
O-----O-----
|The title of this bonus room is "Collect 60 Stars." As you enter the bonus |
|room, you will notice two rooms, each containing a bunch of stars. There are |
|two levers, obviously purposed to crank open the door in the middle. First, |
|collect all of the stars in the first room. All of them! Then, use the lever |
|to open the door, and grab all of the stars in this room. Now, grab the token|
|and you will complete this level. |
O-----O-----
```

As you reenter the level, head up the rope I mentioned before, and collect the bananas. This area is much similar to the previous with the Buzz enemies. First pull the lever down, then run passed all six of the Buzz enemies. Continue through the door ahead. Here, take out the Sneek and jump on the lever. Stay on this lever until the platform to the right reaches the bottom. Jump to the platform, then jump to the bananas, hitting the DK barrel, and run through the door.

The next room involves a barrel in the middle. First, grab the two bananas near the blocked doorway to your left. Then, jump into the barrel and shoot directly north to cling to the lever. Wait until the door opens, then jump and hover to the left, through the door. Continue to the left and climb the rope, grabbing the bananas. Notice the Buzz patrolling left and right. Wait until it just passes the rope, then quickly climb above the enemy. At the peak of the rope, jump to your right. Pull the lever, dodge the buzz, head through the room and head into the bonus barrel.

```
O-----O-----
|Bonus Room #4| Location: Doorstop Dash / Type: Find the Coin |
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O-----O |  
|The title of this bonus room is "Find the Coin." As you enter the bonus |  
|room, you will notice a few levers lined up to the right. Jump to the first, |  
|and continue to the right. You will eventually notice a Buzz. Jump over this |  
|Buzz as it comes towards you, then make your way passed a few more levers. |  
|You will notice another Buzz going vertically. Wait until it begins moving |  
|downward, and jump passed it. Grab the coin on the ledge to the right. |  
O-----O

You will automatically be shot to the left of the original rope. Jump on the Sneek to the left, and you will gain the silver Bear Coin just above the sacks. Head to the left, pull the lever down, and continue left until you reach a rope. Jump on this rope and avoid the Buzz. Be patient, you have plenty of time. Continue to the top, jump and grab the bananas, and head through the door to your right. Grab the (N) over there, while you are at it. A Sneek will approach you soon enough. Jump into the barrel here, shoot up, do the same for the next barrel, and tug on the lever. Then fall down, clinging next to a wall so you do not fall into the barrel. Then jump through the opening to your right.

Head forward and jump on the lever. Wait until the Buzz starts moving one direction, then hover over to the rope. Quickly climb up the rope, grab the (G), and head through the door. In here, jump to the lever, collecting the bananas in the process. Quickly hold down, and jump to get below the Buzz. Now head through the door on the right. As you head to the right, you will notice a large gap, leading down. Use Dixie and hover down the path, nice and slowly, collecting all the bananas. Head towards the left wall, and land on the ledge here. Head to the right, jump on the lever. Wait until the door completely opens. Then hop down, grab the steel barrel. Jump and chuck the barrel through the door opening. The barrel will deflect against the wall, and hit the Koin enemy, giving you the DK token! Head back to the right and hover down. Collect the Green Balloon in the process. Tug the pulley to complete the level!

You should visit Winky's Save Save as the next destination (not the one way back, but the one that you just earned). Then, head over to the next level going through the water. If you want the Banana Birds, though, do the following steps. First head to the middle island. If you dont' have the shell yet from Bazaar (the first bear you meet) then buy it and trade it to this guy.

O-----O~-----O |  
|Banana Bird #2| Location: Barnacle's Island |  
O-----O |  
|Head into the middle island of the first world and you will meet another Bear|  
|who is willing to trade his Banana Bird for a special shell. This shell can |  
|be purchased from Bazaar, the first Bear you meet in the game. So, once you |  
|have th shell, bring it to Barnacle's and he will give you the Banana Bird. |  
O-----O

O-----O~-----O |  
|Banana Bird #3| Location: Smuggler's Cove |  
O-----O |  
|As you enter the cave, entitled "Smug's Cove" you will notice a few things. |  
|First of all, there are four crystals, one to the north, south, east, and |  
|west. X is to the north, Y is to the west, B is to th South, and A is to the |  
|east. The crystals will light up four times, randomly each time you try. |  
|Memorize the pattern, then press the buttons that correspond to the crystal |  
|lettering, in the correct order, to claim the first Banana Bird! |  
O-----O

=== Level 3 - Tidal Trouble =====

Sweet! As you enter, grab the bananas above, and notice that Koin is right in front of you! Alright, this means you have to throw Dixie to the steel barrel on the roof above you. Then, grab the barrel and bring it down. The same technique applies to kill this Koin. However, you must stand quite a distance away from him, to ensure that when you jump and throw the barrel, it does not land on the high ledge to the right. You want the barrel to land in between the Koin enemy and the wall, so it deflects and kills him. Now, grab the DK Coin! Head to the right and take out the Kobble.

Jump down into the water, and collect the bananas. Notice the K floating above the water? Jump up and grab the (K). If you need a DK barrel, jump to the ledge and grab the barrel, avoiding the Buzz. If you do not, keep on swimming against this painful current. Jump over the structure and grab the bananas. Notice on the high ledge, a green barrel with a face attached. This is a Knocka, and they come to life when they see you. They run and push you, however, they do not hurt you. To KO them, simply jump on top of them, then use them as a normal barrel. There is another Knocka ahead, so take him out, and grab the (O). Head a bit to the left and swim into the barrel with the Shark picture on it. His name is Enguarde. Simply swim to the right, KOing enemies in your path. You will eventually get to a Bonus Barrel.

O-----O-----O-----O-----O-----O-----O-----O-----O  
|Bonus Room #5| Location: Tidal Trouble / Type: Collect 30 Stars |  
O-----O-----O-----O-----O-----O-----O-----O-----O  
|The title of this bonus room is "Collect 30 Stars." As you enter the bonus |  
|room, you will notice that you are Enguarde, and stars are scattered along a |  
|narrow pathway. Also, a Lurchin, a small enemy that shields itself with sharp|  
|spikes, will be standing quite close to you as you start. Take your time, you|  
|have plenty. Just swim, grabbing all the Stars, at a normal speed, and |  
|collect the Bonus Token towards the right of the level. |  
O-----O-----O-----O-----O-----O-----O-----O-----O

As you enter the level, you will notice the "No Enguarde Sign" just ahead. As you pass it, you will lose Enguarde, as he changes into bananas. Grab these bananas, then swim, jumping over the Kocos (who come in pairs at this point). Jump over the structure to claim a DK barrel just ahead. Also notice the checkpoint barrel. Notice the buzz guarding the silver Bear Coin. Grab this coin if you wish, using Dixie, since she has a better jump. Avoid the Buzz going vertically, and jump through the opening. Then, the Buzz going horizontally should not be much of a problem. Dodge the Kucos, using the bananas as an excellent trail.

The knick-knacks, two flying insects, will be waiting for you, as sort of platforms to get to the higher ledge. However, be careful. A Knocka will be waiting for you up here, as well as a booty bird. Take them both out, grabbing the (N) that flies out of the bird. Wait, stop! Please! Oh my gosh, this took me a bunch of times, and it was quite annoying as well. Don't move at all! First of all, let me describe what's going on. There is a bonus barrel, which is extremely difficult to get to, unless you listen to me very carefully. If you have Dixie, look at the bottom of the ledge you are currently standing on. Notice the darker wood in the middle? Use Dixie to run passed this darker wood, and do a spin move JUST after the dark wood. Once you collect the first banana, quickly jump in the air, and hover all the way to the right. You should make it onto the platform. However, don't continually press right once you get on the platform, or you will fall off! Head into the bonus barrel.

O-----O-----  
|Bonus Room #6| Location: Tidal Trouble / Type: Bash the Baddies |  
O-----O-----  
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |  
|room, you will notice a rope, with a few knick-knacks guarding above. Some |  
|will be higher than others, so you must plan your jumps carefully. I would |  
|NOT recommend that you jump on the knick-knacks simultaieneously because your|  
|chances of falling off or getting hit are increased significantly. Once you |  
|KO all enemies, jump below the rope to grab the Bonus Coin! |  
O-----O-----

As you exit the bonus level, head to the right, grabbing the bananas. Also, avoid the Kucos ahead, as they come in pairs. A few Buzz enemies will patrol the area, one of them vertically, just like before. Nothing too hard in this part. Simply head passed them, dodging the enemies, and jump to the platform with the Knocka on it. Remember to grab the (G) just after a Buzz. Jump on the Knocka, throw him somewhere, then just before the rope tug, look at the crack. Remember this? Stand a bit before it, then grab Kiddy Kong, and throw him up in the air. This will break the floor, revealing a hidden barrel with a Red Balloon inside. Grab it, shoot back up, and tug on the rope to end this level!

=== Level 4 - Skidda's Row =====

Brrr! A cold level, with snow and ice all around. This snow will be rather slippery, so watch your footing as you play this level. Also, never move too quickly, because you never know when an enemy will be around the corner, and with such slipperyness, it is hard to stop Dixie or Kiddy before running into an enemy. That being said, let's begin this level!

Follow the path, down the valley, and collect all the bananas. You will come to a small wooden cabin, which has a Skidda (looks much like a Purple Kobble) who patrols the roof top. Jump up there, take out the Skidda, then jump and grab the (K). Then head down and grab all the bananas. Continue to the right. You will notice a Krimp, the small purple enemy waiting to bite you below the house. First, grab the DK barrel and chuck it at the Krimp. Walk passed the house to gain the silver Bear Coin. Continue down the path and KO the easy Skidda.

Jump two gaps ahead, claiming the bananas along the way. There is one Skidda that will approach you in a valley of ice, along with another Krimp; both should be relatively easy KOs. Just aftre the Krimp, you can use Dixie to hover over to the bonus barrel, above the Skidda.

O-----O-----  
|Bonus Room #7| Location: Skidda's Row / Type: Bash the Baddies |  
O-----O-----  
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |  
|room, you will notice two valleys of ice, each with two Skiddas patrolling |  
|the area. At first glance, you want to do the double jump, where you jump on |  
|one, and land on the other Skidda. However, I would use the roll attack since|  
|you are less likely to lose this bonus. The roll is a safe way of KOing the |  
|Skiddas, and once you take out all four of them, grab the Bonus Coin. |  
O-----O-----

When you re-enter the level, you will land on the (O) and a silver Bear Coin. Head right and roll attack the Skidda. Continue through the valleys until you reach the checkpoint! Now, the snow starts to pick up, so be extra careful. Head forward and you will see a Skidda on the rooftop of a house. Take him out

nice and quick, then head right to meet Koin, to grab your DK coin. This is another simple Koin. All you really have to do is grab the barrel, jump and throw it over his head, and it will instantly KO him. Grab the DK Token! Head up the ledge, and jump the gap to claim the (N). Once that is done, jump the next gap, and take out the two Skiddas, preferably by using the roll attack. There is one on each ledge. Now continue down the path and you will notice a house, patrolled by two Skiddas on top. Head passed the house, then jump up when there is a clear landing, then jump again on the Skidda that approaches you, then jump into the bonus barrel!

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O-----O-----O-----O-----O-----O-----O-----O-----O
|Bonus Room #8| Location: Skidda's Row / Type: Find the Coin          |
O-----O-----O-----O-----O-----O-----O-----O-----O
|The title of this bonus room is "Find the Coin." As you enter the bonus |
|room, you will notice is a knick-knack, along with many other enemies. Simply|
|jump across the room, using the enemies and ledges for support. I would use |
|the roll attack for the Skiddas, simply because it is less stressful, so you |
|are less likely to make a mistake. Whichever method you choose, get to the |
|end of the right side, and you will find the Bonus Coin.                |
O-----O-----O-----O-----O-----O-----O-----O-----O
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Grab the bananas ahead, then jump and spin the knick-knack, to grab a 1-UP Red Balloon along with it. Continue up the steep slope. The next area consists of two groups of Skiddas. Each group contains two Skiddas. One is on the roof, as they patrol like similar Skiddas before them. Use the barrel to the left of the house to take one of them out, then jump on the other. Grab the bananas up here as well. Continue down the path and do the same, except without a barrel, on the next two Skiddas. Finally, grab the (G) over the gap, and land on the Krimp below. Then head swiftly to the rope and tug it to finish the level! On to another...

=== Level 5 - Murky Mill =====

This level tests your skills in the darkness. First of all, Ellie the elephant will be accompanying you, as you have met her before. However, she is scared of Sneeks, the rat enemies. If you are in a lighted area, and she sees a Sneek, she will immediately run away! Pretty neat addition, and should be fun and challenging. Let's give it a shot.

Head to the right, and jump on the platform, grabbing all the bananas in your path. It will go up fast, so try to get as many bananas as possible. To your right, at the top, there will be a DK barrel, so grab that if you need it. To the right of that barrel is the Ellie barrel. Jump in to transform into her. Now, head right and easily take out the two Sneeks. Grab the (K) underneath the lantern, and jump up to the next ledge. Another Sneek awaits you in the dark, so jump on it. A new enemy, called the Recoil, will meet you here. Simply jump on it, nothing special.

Continue right and jump on the platform, collecting the bananas. Notice the Sneek under the lantern? If you head into the light, Ellie will run away into the darkness. So, grab the barrel, and throw it at the Sneek. Since the barrel regenerates, grab another for good measure. Throw this barrel at the Recoil ahead, and the next barrel at the next Recoil. Finally, head all the way back the regenerating barrel and throw it at the Sneek on the platform in the light. Jump into the light and you will gain a nice Green Balloon! Grab the (O) that the Recoil guards.

Now, jump on the next platform, heading down. You will see a Sneek below,

moving in and out of the light, exposed by the lantern. So, KO this Sneek when it moves out of the light. Notice the Buzz on the trap door? Jump over it, then take the steel barrel and throw it at the Buzz. Jump through the trap door and boom, it's bonus time!

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O-----O-----O
|Bonus Room #9| Location: Murky Mill / Type: Bash the Baddies |
O-----O-----O
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |
|room, you will notice a barrel in the center of the room, along with a bunch |
|of Buzz enemies flying in circles above. To complete this game, simply take |
|a barrel and jump, hitting one of the Buzz enemies. Repeat this process for |
|all of the Buzzes, then quickly run to the right side of the stage to claim |
|your Bonus Coin. |
O-----O-----O
```

As you re-enter the level, take the steel barrel and throw it at the Sneek. Head down the platform and grab the DK barrel if you need it. Now, grab the steel barrel, and notice Koin on your right. First, head up the platform, and jump off, throwing the barrel above the structure, so it bounces off the wall and hits Koin. Grab the DK token! Now, grab another steel barrel and jump to the platform again. This time, ride it all the way up. Jump through the trail of bananas up here, then jump over the Red Buzz, who is invincible to steel barrels. Jump over it and throw the barrel at the Sneek. Continue passed another Buzz, then ride the platforms down. Grab the silver Bear Coin in the corner at the bottom.

Now, take the barrel ahead. This one regenerates, and you are going to be using it quite a bit. First, throw it at the first Rekoil. Then, head back and grab another barrel. Throw this one at the next Rekoil, and grab another barrel. Use this one to take out the Sneek on the higher ledge just ahead. Ahead is the (N) along with some juicy bananas. Grab all that good stuff, notice another Sneek in light. So, head back and grab the barrel again, throw it at the Sneek. Take a barrel here, and jump on the platform to the left. Head left from here, and in the corner is a secret barrel. Let it shoot you to the top. Suck in the steel barrel and throw it at the Green Buzzes to clear the path. Then, jump into the bonus barrel.

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O-----O-----O
|Bonus Room #10| Location: Murky Mill / Type: Find the Coin |
O-----O-----O
|The title of this bonus room is "Find the Coin." As you enter the bonus |
|room, you will notice two groups of Buzz enemies, and each group consists of |
|two Buzzes. This is one hell of a Bonus Room. I had to try it three times to |
|get the hang of it. Basically, you want to jump over the first Buzz, and land |
|in the direct middle, not too far to the right. Then, quickly jump over |
|the next Buzz coming around. Repeat the process and grab the Bonus Coin. |
O-----O-----O
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You will land back at the two-way intersection. This time, take a right, and grab the barrel. Dodge the red Buzz, and stand at the edge. Jump and throw the barrel to hit the Sneek in the light. Then, land on the other Sneek! A two in one process! Continue passed the light, and jump on the Rekoils ahead. The (G) can be obtained after jumping on the second Rekoil, but watch out, it is pretty easy to miss. Grab the bananas, wait for the two Sneeks to get out of the light, then run and jump on both of them at the same time. Pass the "No Ellie Allowed" sign and grab the silver Bear Coin that she leaves behind. Now, tug on the rope to end the level.

For now, leave Swanky's Sideshow, or refer to it in another section. We will

cover the strategies for the Sideshow games, but in another section. Move along to the boss of the first world.

=== Boss 1 - Belcha's Barn =====

This boss is actually rather tough for a first boss. Of course, it is not very tough at all, but harder than Gnawty from Donkey Kong Country :) Anyway, head through the swing door on the floor to get to the actual boss fight. Let me explain what your objective is. First of all, Belcha is a large barrel who spits out barrels, moving at very slow paces. Inside each of these barrels is a small enemy. The goal is to shoot these enemies back into Belcha's mouth, because Belcha does not like these enemies, it pushes back. If you push Belcha back far enough, it will fall off the edge. That is how you defeat the boss, so let's get to the actual procedure.

First, wait for the barrels to be spit out. Jump on the barrel (don't worry, they cannot hurt you even if they roll passed you) and you will notice an enemy pop out. Jump on this enemy, but quickly move to the left, avoiding the second jump on the enemy. You want these guys alive, but you also want them throwable. So, once the enemies are on their back, grab them and throw them into Belcha's mouth. Don't get too close to Belcha, or your throw will be inaccurate. Do this 3-4 times, and Belcha will sink to the bottom of an area, and a Bonus Coin will pop out. Grab this coin and you just beat the first world of the game!

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World 2: Kremwood Forest

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dk\_w2

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Welcome to Kremwood Forest! Here is the first truly challenging levels (now that the programmers have whetted your appetites, it is time to get serious!). Be sure of foot and as quick as lightning, as both are important for locating every secret nook and cranny this world has to offer!

=== Level 6 - Barrel Shield Bust-Up =====

Brian is here at last, picking up after NM14's stab at the first world. Start off by going right past a Sneek to bust the DK Barrel, then climb up the rope towards the (K). Next are the first (of many) sets of Minkies to contend with, so use the barrel shield as cover to bypass these coconut flinging baddies.

Move through the branches pasts Sneeks, entering a new hollow tree, moving up a rope past a set of Minkies via a barrel shield. Grab the Letter (O) en route to the next line-up of Minkies, but this time their pattern of throws dictate that the Kongs should climb up fast after the bottom Minkey throws, due to their progressive line throw pattern. A dual barrel shield set-up is next, hiding the Kongs from painful coconut peltings, followed up by going right under some Buzzes to find a hole in the bottom of the tree, which can be dropped through for a Bear Coin.

Grab the rope leading upwards, where a Minkey line throws in progression (so charge upwards after the bottom throws) to reach a TNT Barrel that should be tossed into the tree trunk wall on the left to bust a hole that leads to a Bonus Barrel.

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O-----O-----O
|Bonus Room #11| Location: Barrel Shield Bust-Up / Type: Find a Coin |
O-----O-----O
|Grab the rope and climb upwards, finding Minkies spaced out enough that the |
|Kongs can stop in between each throwing primate. Once the top is reached, |
|go right through the knothole in the tree, leaping downwards along the |
|Banana trail to find the Coin! |
O-----O-----O
```

Re-appearing while busting the Star Barrel, move right to kill a Sneek, bust a DK Barrel, and then climb a rope while staying behind a moving barrel shield, which deflects all attacks from the coconut lobbing low brows. After moving through to the next tree, a moving barrel shield set of Minkies is followed closely by a second set of Minkies, these ones throwing in a progressive line (go past them as they throw just above your position). A third set is positioned immediately above, so use the barrel shield to get past them, followed by a saunter to the right to find a DK Barrel. Throw with Kiddy Kong, landing Dixie Kong on a branch above, which will lead to a tree opening where a Koin sits, so make use of the Steel Keg to bank it into the rear of Koin, releasing the DK Coin he holds!

Now go right to use a TNT Barrel to blow a hole in the tree, climbing upwards to find and make use of the Nid to reach a height capable of leaping out to grab the Letter (G). The next tree has three sets of Minkies with a barrel shield to use as cover for progressing forward, reaching a TNT Barrel to break apart the wall. Climb the branches, put Dixie Kong on the lead (break the DK Barrel if needed for acquiring her), and make use of her Helicopter Spin to float through the knotholes to the right to reach a Bonus Barrel!

```
O-----O-----O
|Bonus Room #12| Location: Barrel Sheild Bust-Up / Type: Grab 15 Bananas |
O-----O-----O
|In this Bonus Room are some trouble causing Minkies, up to their usual |
|tricks. The Kongs must climb in between their hurled fruit, grabbing the |
|randomly appearing Green Bananas, then climb carefully to the bottom of the |
|rope to snag the Bonus Coin... all before time epxires! Only move for a |
|Banana if the Minkies appear to have left an opening, as one hit will end |
|your Coin chance! |
O-----O-----O
```

Upon re-appearing, grab the rope to finish the level!

=== Level 7 - Riverside Race =====

In this level, beating the time at the bottom of the screen (1:15:00) will cause something wonderful to happen on the overworld, but doing the timed run while grabbing the Bonus Coins and DK Coins is too hectic, so the first portion of the walkthrough will cover the effort to move quickly through the level, while the second portion of the walkthrough will describe where to find the Bonus Coins/DK Coin.

-----



~Without Coins~

-----

Run right (taking note of the now pursuing swarm of bees), rolling through a couple Sneeks, followed up by motoring across a shallow pond. Go past a Rekoil and a Sneek, sinking into the next pond to swim through a narrow underwater cave to reach the next surface area. Pass under the Letter O (at which point the swarm of bees returns) to bounce off of one Rekoil, then roll through a second one to enter another pond where a Red Koco is patrolling near an underwater passage that leads to the Star Barrel (the default record for this point is at 0:35:00).

Swim out of the pond and onto land, motoring right to bounce off of two Rekoils, then a quick swim to get past a shallow pond. Immediately dive into the next pond, swimming above the red Koco before diving to the next underwater way, surfacing at the next pond to leap over the three green Kocos and then onto dry land, but further complicating things is the swarm of bees that will be after you as soon as the Kongs approach the Kocos (so be swift or get caught).

Continue on to the right past two Rekoils to enter another pond where a green Koco guards another underwater cave, which leads to one last pond exit to sprint right (roll through the three Sneeks) to reach the flag to end the race! If your time is under 1:15:00, then the Kongs are all ready to go ruin Brash Bear's day! If not, try again, making smoother moves (particularly underwater) to reduce the time, getting under that 1:15:00 mark!

-----

~Bonus Coin Collection~

-----

Upon reaching the second pond in the level (on the run from a swarm of bees), be sure to have Kiddy Kong leading the way, as he is needed to perform his water skipping jump to reach the ledge across the water, which gains acces for the Kongs to a Bonus Barrel!

```

O-----O-----
|Bonus Room #13| Location: Riverside Race / Type: Grab 15 Bananas      |
O-----O-----
|A solo green Koco sits stationary in the water, so swim and jump past this |
|annoyance carefully to reach the Green Bananas where they appear, moving to |
|the right side of the area to get the Bonus Coin after the 15th unripened    |
|fruit is garnered!
O-----O-----

```

After the Star Barrel in the second pond [the one below the Letter (N)], drop down to the bottom of the water on the left side of the area to find an Exclamation Point Barrel, which will turn the Kongs invincible! Swim right to see three red Buzzes, which should be used to bounce up to reach a ledge above that leads to the Bonus Barrel!

```

O-----O-----
|Bonus Room #14| Location: Riverside Race / Type: Bash the Baddies    |
O-----O-----
|Here are four Rekoils, which are just begging to be bashed, so do so, making |
|use of controlled roll attacks (kill one and then pull back, repeating as    |
|necessary) to knock them all down, earning the Bonus Coin!
O-----O-----

```

-----  
~DK Coin Collection~  
-----

After passing through the underwater cave with the Letter G in it, get out of the pond, run right for a bit, then stop and leap to the left, passing over the swarm of bees. With Kiddy Kong in the lead, run left, performing a water skipping double hop across the water, reaching the ledge where a Steel Keg sits. Grab the Steel Keg, leap into the air, and throw it behind Koin to let the hill rebound the weapon into Koin's unprotected backside, releasing the DK Coin!

=== Level 8 - Squeals on Wheels =====

In this level, the meters along the wall must be turned all green to open the door, and the process of turning the meters green is accomplished by killing the Sneeks that inhabit the area.

Move right, destroying the Sneek, then go through the now open door to find a DK Barrel, followed up by a Sneek guarding a rope leading towards the ceiling. Jump right, kill a Recoil, then kill two Sneeks with Steel Kegs en route to another Recoil guarding a platform that moves up and down. After riding the platform, go left to locate and throw a Steel Keg into a Sneek being hovered around by two indestructable red Buzzes, then continue on to the left to bust up a Recoil. Follow that up by leaping to the ledge on the left, finding a Steel Keg to hit the Sneek in the wheel on the left, leaving a leap onto the wheel and past the red Buzz to the high ledge on the left, finding a rope leading upward (but ignore it for now).

Instead, continue to the left, plucking a Steel Keg to use on a wheeled Sneek, then use the empty wheel to leap to the ledge above where a Bonus Barrel floats nearby!

O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
|Bonus Room #15| Location: Squeals on Wheels / Type: Collect 20 Stars |  
O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
|In this Bonus area, careful leaps across the wheels of the Sneeks is the |  
|path to take, as the Stars float over the chasm and wheels below. Take |  
|your time, progressing steadily right, getting the Bonus Coin easily! |  
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

Now make use of that rope leading upwards, moving right to kill a Sneek to open a door that leads to two more Sneeks that need exterminating via the Steel Keg treatment. Now move right to kill a Recoil, busting the DK Barrel right after (if needed), then backtrack to the wheels you just cleared, and have Kiddy Kong throw Dixie up to the second wheel, which can be leapt off of to the next ledge where a Bonus Barrel awaits entry!

O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
|Bonus Room #16| Location: Squeals on Wheels / Type: Grab 15 Bananas |  
O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
|Two Sneeks move their wheels over a chasm (sound familiar?), so make use of |  
|careful leaps to get over whichever wheel is under the current Green Banana, |  
|collecting 15 of them for the Bonus Coin! |  
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

Once the two Kongs re-appear, move right to grab a Steel Keg, then jump onto the rising platform, and throw the Steel Keg between the red Buzzes to kill

a Sneek (if the throw fails, fall back down and try again till you get that Sneek), and then ride the platform up to the next ledge. Make use of the Steel Keg here to clear away the green Buzzes and the Sneek, then have Kiddy Kong leap onto the wheel, grab Dixie Kong, and then hurtle her towards the ledge above on the right to find Koin and a Steel keg, just begging for a rebound throw to get that DK Coin!

Continue on to the left to find a Steel Keg, which should be carried under two red Buzzes to throw at a Sneek, then go left to use the next Steel Keg on a Sneek guarded by two red Buzzes. To the left is a Blast Barrel, landing the Kongs on a moving platform, which the pair should leap off to the left for a Steel Keg to use on the nearby Sneek. Now move right to climb the rope upwards, leaping off of the wheel to the next ledge, where the Kongs will grab the Steel Keg and turn to fire it off the Sneek inside the wheel they just leapt off of. Now move right under the two red Buzzes and the Sneek to find a Steel Keg that has the Sneek's name written all over it (well not really, but you get the idea here).

Ride the platform upwards, moving left to find a Steel keg to use on one last Sneek guarded by two red Buzzes, opening the nearby door to a trap door for the Kongs to leap onto that drops them all the way through the area they just climbed up, reaching the now open door leading towards the exit. Hit the Animal Crate inside to release Parry the Parallel Bird, then run right, killing the Booty Bird for the Letter (G) and hopping to time the movement of Parry over the red Buzz above, allowing Parry to be turned into a Blue Balloon, just in time for the Kongs to reach the finishing flag!

=== Level 9 - Springin' Spiders =====

In this level, the bouncing Nids will help the Kongs reach areas they could not otherwise climb to, so make use of these springy fellows! Head right (using the Nid to get the DK Barrel) to start climbing up a tree, dealing with Bristle and a red Buzz. After a quick Nid trip, a Sneek greets the Kongs as they re-enter the same tree further up, jumping up to grab a Barrel, which can be used on a green Buzz above to allow access to the Bear Coin it is hiding. After that is a back and forth Nid that is needed to reach the high ledge, which is where the (K) rests.

Head out of the tree, taking note of a Nid down below... meaning that the Kongs should drop into the hole to see what is up. What is up is that an Animal Barrel rests on the branch below, turning the two Kongs into Squwaks! Fly up and to the right, following a Banana trail to two invisible Bear Coins, then backtrack slightly to find a knothole leading out of the tree. Go up and kill the green Buzz to move left to find a Bonus Barrel, but you may want to fly up past another green Buzz (killing it) to grab the (O) first!

```
O-----O-----O
|Bonus Room #17| Location: Springin' Spiders / Type: Grab 15 Bananas      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Here are two red Buzzes, one guarding the way top the top of the tree, the |
|second firmly parked in the middle of the top area. So, fly on by the first |
|mechanical terror, then fly carefully around the second red Buzz as you    |
|collect the randomly appearing green bananas. Once 15 have been bagged, fly |
|down into the bottom area (carefully, or you may clip the red Buzz that the |
|Kongs passed earlier) to snage the Bonus Coin!                             |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

Fly up to the No Animal Sign (bye bye Squwaks), moving left past two green Buzzes via a hopping Nid, then work upwards past the green Buzzes with more Nid

assistance. Next up is a red Buzz to bypass with a well-timed hop, then use the next Nid to reach the Star Barrel. Moving right will reveal a Nid/red Buzz combo that can be used to reach an invisible Bear Coin along the trunk on the left (leap towards the top-left chunk of the area), then a DK Barrel in the next tree has a series of Nids waiting to carry the Kongs upwards. Upon reaching the final Nid (a red Buzz hovers between the Nid and the closest ledge), take control of Kiddy Kong and team up with Dixie. Now get onto the Nid, jumping straight up at the peak of the Nid's hop, and throw Dixie up and to the left to reach the barely visible ledge. From here, grab the Steel Keg, throw it through the knothole above, and let it crank Koin, then team throw through the same knothole to go claim the DK Coin!

To continue onwards, move left to use the TNT Barrel on the tree, climbing up the tree past a Bristle and a red Buzz, arriving at a gap with a Knick-Knack and the (N). If you are an expert thrower, a Red Balloon can be grabbed above the Knick-Knack, but to advance the next tree must be entered, using Nids to avoid the barrage of Buzzes. A Bristle awaits the Kongs on the branches, segueing the level into another Nid/Buzz tree climbing portion. Upon reaching the top of this segment of the tree, move right, ignoring the Nid, to run off of the ledge to fall into a Bonus Barrel!

```
O-----O-----O
|Bonus Room #18| Location: Springin' Spiders / Type: Collect 30 Stars      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Use the Nid to reach the ledge above (collecting a few Stars on the way), |
|then jump out to the right, falling through a line of Stars. If necessary, |
|go for a second leap off the branch, but if you were crooked in your fall, |
|then getting the rest in the time remaining will be tough, so go straight |
|down on your leaps to ensure efficient coverage of the Star area.         |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

Upon materializing, jump the red Buzz to start the typical Nid hop and then red Buzz leap combo, followed by moving up to grab the finishing flagpole!

=== Brash's Cabin =====

Step inside and meet the most arrogant Bear ever! However, if you broke his Riverside race time, he will TOTALLY FLIP OUT, throwing a temper tantrum that makes USA Track Members look like angels in comparison (just kidding, they will always be the biggest babies around). The result of this behaviour? Well, the log near the path towards the next level will fall into the fast flowing water, getting wedged (conveniently) at a point where two paths look across a stretch of water at one another! After the next level, go check it out!

=== Level 10 - Bobbing Barrel Brawl =====

Go right, grabbing the DK Barrel to throw into the Booty Bird above the red Buzz to reveal a TNT Barrel that will destroy the red Buzz, leaving the (K) as easy pickings. A pond is next, but do NOT go swimming (or in any other pond in this level) or Nibbla will take a huge bite out of a Kong! Use the Blast Barrel to reach an Animal Barrel, becoming Ellie!

A couple Krimps are ahead, followed by bobbing barrels in the water, so jump onto the first one, press the L Button to fill up Ellie's trunk, then press the R Button to shoot the green Buzz with the water. Cross over the remaining threshold, snagging the (O) on dry land, then leap onto a Steel Keg to shoot a Booty Birds, who drops the second Steel keg to finish the crossing of this pond. Next is a Blast Barrel to enter, clearing the water ahead, but once

across turn to the left to shoot a Booty Bird that hovers over a Red Buzz, as the Booty Bird will drop a TNT Barrel, destroying the red Buzz and allowing access to the Bonus Barrel it was guarding!

O-----O-----O  
|Bonus Room #19| Location: Bobbing Barrel Brawl / Type: Find The Coin |  
O-----O |  
|In here is a pond with no way to cross, so use Ellie's ability to throw |  
|barrels by grabbing one, pressing UP and then releasing the Y Button to send |  
|it into the water. Next is a grabbing of the replenished Barrel, leaping |  
|onto the first Barrel, and then a repeat throw, which will allow Ellie to |  
|leap across the pond to the waiting Bonus Coin! |  
O-----O

Head right once back in the main level, leaping onto floating barrels to cross the pond, but avoiding the green Buzz in the process. Two red Buzzes are next, showing very poor survival instincts as they hang around a replenishing supply of TNT Barrels (demonstrate how silly their actions are by annihilating them), then move right to bounce off of a Knick-Knack to snag a Bear Coin. To the right is another pond requiring some barrel placement to cross, then a Krimp guards the way forward to a leap over two red Buzzes. Use the Y Button suction pull on the Steel keg below two said red Buzzes, then move right to throw it over the Koin and below the red Buzz to rebound kill Koin to get the DK Coin!

Next up is a Star Barrel (yay halfway!), then an empty pond (even Nibbla has to screw off now and then), which is followed by a Steel keg toss into the pond below, where the (N) awaits as the Kongs traverse the stretch of Nibbla infested water. A green Buzz sits over a small puddle next, so jump on by to leap to a Steel Keg where Ellie should blast the Booty Bird above to complete the Barrel pathway to the far side of the collection of water. Now cross the next pond, moving right till two Knick-Knacks appear (DO NOT kill them), get onto the ledge on the right, and run left to bounce off of them towards the last pond, using the momentum to sink deep enough into the water to reach the Bonus Barrel!

O-----O-----O  
|Bonus Room #20| Location: Bobbing Barrel Brawl / Type: Collect 10 Stars |  
O-----O |  
|In a rather simple Bonus Coin challenge, hop across the three Steel Kegs |  
|while collecting all 10 Stars en route to the Bonus Coin location on the |  
|right side of the area. |  
O-----O

A Steel keg awaits Ellie, so use it to cross the pond, finding a DK Barrel and a Krimp before a long leap to a floating Barrel in the next pond. Use a water squirt on the Booty Bird to release a Steel Keg, then waste the green Buzz to finish the crossing of the troubled waters to kill a green Buzz via a suction of a Barrel OR a water squirt. Jump the Krimp that is next, snagging the (G), then blow over one more waterhole while killing green Buzzes, reaching the finishing flagpole for this insanely over-complicated level!

O-----O-----O  
|Banana Bird #4| Location: Arich's Hoard |  
O-----O |  
|Upon crossing the river via the log Brash laid down, you will have found |  
|another of those elusive Banana Birds! Enter the random set of buttons laid |  
|out by the coloured crystals, completing a successful chain of five to free |  
|the odd yet beautiful creature. |  
O-----O

=== Boss 2 - Arich's Ambush =====

Cross over to the left side of the room, leap onto the creature's head to get the Barrel, and then o underneath his legs and cream his underbelly for a hit. Now repeat the pattern (though the Barrel is now on a higher ledge) once more, causing Arich to start spitting globules of venomous acid, but a safe spot to hide is in the bottom right corner. Once this ends, go do the leap off of his body to the Barrel way up high, and then drop down quickly to hide in the corner again, before emerging from the small safe spot to hit the abdomen of the big red spider for the third time. After this, repeat the same hide, emerge for a Barrel, hide again, and then hit him once more to score the victory! In addition to playing exterminator however, a Patch will be looted from the defeated Arachnid, so best head back to Funky straight away!

Yes, Brian is right. Get to Funky...straight away (unless you have football practice or something). Anyway, head to Funky's and he will upgrade your boat to a hovercraft! Now you can float over those pesky rocks that blocked your way before. First, head south and fly over the rocks back to the starting point of this game. Then, head north and you will notice a small beach. Head inside the triggered cave, Kong Cave, to receive another opportunity at a Banana Bird.

O-----O~-----O  
|Banana Bird #5| Location: Kong Cave |  
O-----O |  
|North of the starting position of this game is a beach. Enter this beach and |  
|open up the cave. Head inside and four colored crystals will display. Enter |  
|the combination just as it was played for you, and you will win a Banana Bird|  
|for your intelligence. Move along, as we still have a lot of work to do. |  
O-----O~-----O

Now, head up from Funky's and to the west. Head inside the world, Cotton-Top Cove, and then ignore Blue for now. Swim through the water and enter the first level.

O-----O~-----O

World 3: Cotton-Top Cove

-----  
dk\_w3

O-----O~-----O

=== Level 11 - Bazza's Blockade =====

The first water level of the game! Ah, reminds me of the good ol' Donkey Kong. Anyway, head south and you will see a trail of bananas. Grab them, and the DK barrel by swimming into it. Meet the new enemy, the Bazza, by of course looking at them (not running into them) and grab the (K) just above the long chain of Bazzas. Continue right. You should see a Kocos, that small fish, as you swim up north. To your right is a banana, but watch out. Bazza will be swimming right through it soon enough. Grab the bananas by swimming up and down, avoiding the Bazzas. Continue up and dodge the Kocos. Then swim down, dodging the Kocos and the Bazza chain.

At the bottom, head to the right. You will notice a trail of bananas, a path to the right, and Bazzas swimming below. First, dodge the Bazzas (watch out,

they are faster here than normal) and jump into the bonus barrel below.

```
O-----O-----O
|Bonus Room #21| Location: Bazza's Blockade / Type: Find a Coin      |
O-----O-----O
|The title of this bonus room is "Find a Coin." As you enter the bonus |
|room, you will notice a bunch of enemies, among them Bazzas. The Bazzas will |
|swim, one being up, then the next being down. So, swim your pattern according|
|ly. Once you make it passed four of them, you will see the Bonus Coin up on |
|the ledge. Swim up there grab it, and you will automatically swim through the|
|door to the right.                                               |
O-----O-----O
```

Head back up, dodging the Bazza, then head right. As you head up, you will notice Bazza swimming, taking turns...one after another. Not too hard though, just don't swim TOO fast upwards, or you might hit the Bazza above. Continue passed two sets of these guys, then take a left. Watch out for the Bazza coming your way, ahead. Grab the (O) just ahead as well, and dodge the Kocos just ahead. Make your way south and watch out for the Bazzas coming from the west. Hit the checkpoint barrel, then move around. See that gap where the Bazzas are heading to (you passed along your way down here)? Well, head through there to grab two silver Bear Coins. Now, head up and dodge the chains of Bazzas.

Continue to the right and you will notice a few Bazzas, one where you are being chased by a set of Bazzas. Head up, grabbing the bananas, and swim down below the chain to grab a silver Bear Coin. Now, head north. Up above you will notice a set of Bazzas looking for you. Look for them! Yea, head in there direction, (it is ok if you loose one of your team) and if you have one, you can actually swim over them, but be very careful. Head inside the bonus barrel just below.

```
O-----O-----O
|Bonus Room #22| Location: Bazza's Blockade / Type: Bash the Baddies  |
O-----O-----O
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |
|room, you will notice rows of holes, whre Kocos pop out. You will be Enguarde|
|and you have to take all these enemies out. My advice would be to stay at one|
|level at a time (the bottom first) and work your way up. The Bonus Coin will |
|pop in existence at the top once you have taken out all the enemies. Grab it |
|and you will automatically head through the door.                 |
O-----O-----O
```

Sweetness! We get to be Enguarde now! Head passed the Bazzas and to the right. Head down, taking out the Kocos and grab the (N). Move up and take out the Kocos, then head down. Take Enguarde down and garb the DK barrel. Then, head to the left, and use Enguarde to charge at the bounty bass for a silver Bear Coin. Now head down, avoiding the Bazzas, and at the "No Enguarde" sign you will gain the (G). Head through the bananas and into the tunnel. Don't exit this stage, you still need to get the DK Coin. Head to the right, jump over Koin and grab the steel barrel. Jump back over Koin and then throw the barrel at the wall to gain the Token! Now, head to the exit of this level.

```
O-----O-----O
|Banana Bird #6| Location: Bounty Bay                                |
O-----O-----O
|As you enter the cave, entitled "Bounty Bay" you will notice a few things. |
|First of all, there are four crystals, one to the north, south, east, and |
|west. X is to the north, Y is to the west, B is to th South, and A is to the |
|east. The crystals will light up four times, randomly each time you try.   |
O-----O-----O
```

|Memorize the pattern, then press the buttons that correspond to the crystal |  
|lettering, in the correct order, to claim the first Banana Bird! |  
O-----O

=== Level 12 - Rocket Barrel Ride =====

Take the DK barrel just ahead and throw it at the Krimp lurking to the right. Continue forward and you will see a new enemy, Krurple, a big blue guy. Kiddy Kong is the only one heavy enough to actually beat this guy, so switch players if you need to. Then, jump into the barrel, which shoots up really high, and grab the banana to the right. Make your way to the left, then jump to the ledge above. Jump into the barrel behind the waterfall, and grab all the bananas. Head back down and continue left.

Jump on the Krimp, then head into the barrel. Notice the ledge on the other side? Well, once you get to the top, move the d-pad to the left and you will gain a silver Bear Coin. Continue up and head right. Head passed the next barrel to grab several bananas. Then, head into the barrel, but don't jump on the ledge. First, jump right and you will land in a secret barrel, which will shoot you around a few barrels, grabbing bananas and a silver Bear Coin at the end. Continue to the last barrel and this time, jump to the left.

Jump on the Krimp ahead, then head through the waterfall. There is a secret barrel just above the middle of the waterfall leading to a silver Bear Coin, so make sure you grab that. Continue to the right once you are finished. Head into the rocket barrel and avoid the Buzz enemies lurking between each barrel. Sometimes you have to wait a few jumps before you can get over without getting hit. At the top, take out the Krimp and jump through the bananas. The Krurple enemy will be waiting for you, so jump on or over him. Grab the banana to the right of the barrel to obtain a silver Bear Coin. Jump through the next few barrels and you will be shot way across the screen to the left.

Head to the next barrel and jump over the Buzz to the left to hit a knick-knack enemy, followed by two more, to get to the bonus barrel.

O-----O-----O  
|Bonus Room #23| Location: Rocket Barrel Ride / Type: Collect 20 Stars |  
O-----O |  
|The title of this bonus room is "Collect 20 Stars." As you enter the bonus |  
|room, you will notice a rocket barrel in front of you. Jump on this and grab |  
|the stars to the right. There is another set just to the right of the ledge. |  
|Jump into the next barrel to grab the next two sets of stars. Finally, head |  
|into the last barrel and you will collect the last stars, ultimately finding |  
|the Bonus Coin waiting for you up here. |  
O-----O

You will automatically hit the checkpoint barrel as you head down. Jump up to head behind the waterfall. Jump in the middle and you will gain some bananas. Continue down the path to find a Krimp, and another waterfall. Jump up on the ledge, head passed the waterfall, then jump into the barrel. You will land on a DK barrel, then a Krimp will be walking around. Jump on it, but don't head into the barrel yet. First, jump OVER the barrel to grab a silver Bear Coin. Now, jump into the barrel, but watch out! Don't jump down from where you got the coin! This will lead you way down! Instead, jump in from the bottom area.

Dodge the Buzz enemies guarding the next rocket barrels, and be patient! At the top, head right to grab Parry out of the box. Grab the (N) above. After several sequences of jumps, getting passed lots of Buzzes (don't worry if you lost Parry) and eventually you will get to a "No Parry" Sign. If you still have



him, enjoy your Blue Ballon prize (3 free lives). Continue right, drop down and head into the Bonus Barrel.

```
O-----O-----O
|Bonus Room #24| Location: Rocket Barrel Ride / Type: Collect 60 Stars |
O-----O
|The title of this bonus room is "Collect 60 Stars." As you enter the bonus |
|room, you will notice a rocket barrel and a bunch of stars above. Jump into |
|the rocket barrel, but don't immediately shoot right. First, grab all the |
|stars that you see, then shoot to the right. Do the same for this one and the|
|next barrel. Finally, shoot for the last stars and you will land directly on |
|the Bonus Coin, then exit. |
O-----O-----O
```

Grab the (G), then head up the rocket barrel and you will find a steel barrel. This is a key that Koin is nearby. The exit is to the right, but Koin is to the left. This is a bit tricky, but not too tough. What you have to do is take the steel barrel over near the auto barrel up above. Jump up, throw the barrel up so it rolls rather slowly towards Koin. Now, jump into the barrel and you will be shot all the way across the area. Koin will be facing you, and the steel barrel will hit him in the back! Grab the DK Coin, then head right to find the exit.

=== Level 13 - Kreeeping Klasps =====

Start off by grabbing the DK barrel. Chuck it at the Rekoil jump on the ledge ahead. Now, throw Dixie Kong on the roof of the entrance to grab a Red Balloon. Notice the crack in the floor just before the ledge? Well, throw Kiddy Kong on this crack and you will gain a silver Bear Coin. Head to the right and jump across all the rope and grab the bananas. The (K) will be along your path here as well. Once you find the Kobbles along the way, take him out and head passed the sets of ropes, collecting the bananas along the way. Beware of the Klasps, the red barrel enemies. If they hit you, you lose one of your characters. Now, jump where the Buzz enemies are guarding, then to the Bonus Barrel.

```
O-----O-----O
|Bonus Room #25| Location: Kreeeping Klasps / Type: Grab 15 Bananas |
O-----O
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |
|room, you will notice two ropes, one underneath the other. Simply jump from |
|rope to rope and gather the 15 Green Bananas as they appear. Make sure you |
|do not fall into the water, otherwise you will have lost valuable time to |
|gain the Bonus Coin. Anyway, grab the Bonus Coin to the right of the area if |
|you were successful in gathering all 15 bananas. |
O-----O-----O
```

You will land right on a bunch of bananas. This next part is relatively easy. All you have to do is jump from rope to rope, only worrying about the certain patrol zone of each Klasp. Notice the area where the (O) is just under the rope with the Klasp. Quickly jump down there, take a breath, then jump back up and to the right. Make sure you KO those pesky Kobbles (actually they are quite refreshing to KO, now that I think about it). ANYWAY, jump onto the next rope and grab the DK barrel.

Continue to the right and dodge the Klasp. Now, jump to the next rope and you will be faced with a puzzle. Below are two ropes, one with a Klasp on it, the other with two Klasps on it. Your goal is to jump to the lower one, and then down to the barrel lurking below. This barrel will automatically shoot you to the Bonus Barrel! Wow, this level is moving along quite nicely.

O-----O-----  
|Bonus Room #26| Location: Creeping Klasps / Type: Find a Coin |  
O-----O-----  
|The title of this bonus room is "Find a Coin." As you enter the bonus |  
|room, you will notice a rope with tons of Klasps guarding it along the way. |  
|There are four Klasps to be exact, and each has the same patrol route, but |  
|different timings. So, be patient! You have plenty of time! Just wait for the|  
|Klasp to come toward you, then jump over it and proceed to the next one. Once|  
|you are successful, grab the Bonus Coin at the end. |  
O-----O-----

Head to the right and annihilate the Kobbles. Yes, I like using those strong words on such poor creatures. Honestly, the Kobbles doesn't even look bad. Jump on the rope in the middle to grab the (N) and then jump on the Recoil to the next rope. Dodge the Klasp along the rope as it comes toward you, and watch out for the Buzz above. Then jump to the next rope, avoiding the Klasp and grab the (G). Wow, this is a pretty short level so far. But we still have the DK token to pick up.

The next chain of enemies is much like the previous. Please, don't be anxious! The DK creators set this up so anxious fast paced players will automatically die. If you are patient, you can jump at the right times, and you will make it passed the Klasps. Also, avoid the Buzz enemies that hover above the Klasps. After two of them, jump down and take out the three Rekoils that guard here. Head a bit further and you will notice Koin. Go passed him, passed the rope exit, and then to the barrel at the very end. Bring it back, jump over Koin, then jump and throw the barrel against the wall to hit Koin. Grab the DK Token and tug the rope to the right.

=== Level 14 - Tracker Barrel Trek =====

What a lovely rainbow waterfall! After you admire the waterfall, head to the right and grab the DK barrel below. Chuck it at the Krumple and move along to the gap. Jump into the barrel, also known as a Tracker Barrel. You can't fall! It will follow your location and catch you. Grab all the bananas and the (K) in the air, then follow the path to the right. Behind the waterfall is a silver Bear Coin. You need to take out the two Krumples here as well. Avoid the next enemies to get to the next Tracker Barrel. Use this barrel to shoot you behind the Buzz and grab the bananas along the way. Then, shoot yourself to the arrow barrel. This will place you on the ledge. Now, use Dixie Kong to hover to the right. You will enter the Bonus Barrel.

O-----O-----  
|Bonus Room #27| Location: Tracker Barrel Trek / Type: Collect 70 Stars |  
O-----O-----  
|The title of this bonus room is "Collect 70 Stars." As you enter the bonus |  
|room, you will notice a bunch of stars along with two Tracker Barrels to your|  
|right. What you want to do is think of the stars as if they were in columns |  
|and collect each column one at a time. Never leave stars behind, as you will |  
|have no time to come back and grab them. So, grab them as you go, and you |  
|should obtain the Bonus Coin on the ledge to the right. |  
O-----O-----

Take the path to the left. Grab the (O) behind the waterfall, but don't worry if you fall. You just have to do the last Tracker Barrel sequence once again, which will take a minute. Then, head to the left and dodge the enemies. Use the tracker barrel to dodge the Buzz and collect some bananas. Then, head down and hit the checkpoint. Continue this way and you will notice another Tracker

Barrel. Use this to get to the arrow barrel above. Fill your trunk with water using the waterfall and take out the Krumple. Head behind the waterfall and jump into the next barrel. I can't figure out how to get passed these Buzz enemies without getting hit, and grabbing the Bonus Barrel, so you might as well get hit like me and face it.

```
O-----O-----O
|Bonus Room #28| Location: Tracker Barrel Trek / Type: Bash the Baddies      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |
|room, you will notice several Knick-Knacks along with a Tracker Barrel. Use |
|this barrel to get from one to the other, then once you have KOed all of the |
|enemies, grab the Bonus Coin all the way to your right.                    |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

Now head to the right and dodge the Rekoils. Grab the (N) here and use the arrow barrel to shoot you up to the next ledge. Now, use this next Tracker Barrel to make it between the two Buzzes. Then, make your way to the ledge on the other side. Take out the Krumple. Use the next two Tracker Barrels to get to the high ledge. Grab the DK barrel up here and the silver Bear Coin on the next gap. Use water shots to take out the Buzz enemies! So, that's how I should have done the Bonus Barrel! Anyway, head right and take out the two Krumples, avoiding Koin for now. Once you head passed the sign indicating you cannot use Ellie anymore, you will be awarded the steel barrel. Grab it, you only have one shot at this. Jump up and head just passed the waterfall. Throw the barrel to the left and it will deflect on the wall and hit Koin. Grab the Token and head back right. Avoid the Buzze enemies and tug the rope.

=== Level 15 - Fish Food Frenzy =====

I must talk a little bit about this level before proceeding through the level. First of all, Nibbla, that fish who lurks behind you in the beginning is sort or helping you throughout this mission. Basically, it follows you and chomps on enemies after you pass them. The trick to this level is that Nibbla must stay fed at all times. Or, if you feed him the wrong type of food, he will bite one of your characters. Just as a heads up, Nibbla likes Kucos fish, the green regular fish that swim around. Spiky Lurchins are not so good. The first time I let him eat one, he came behind me and bit me. If you are Kiddy, Nibbla is blue, if you are Dixie, pink. If he needs food, he will turn purple or red.

Start off doing right and dodgin the Lurchin. Don't eat this, remember. The Kucos in your path is fine though. Grab the DK barrel at the end, then head into the large area. Avoid the Lurchins in this area and grab the (K) at the top. Head down the trail of bananas, avoiding the Lurchins. Eat the row of Kucos along the way to the left. As you head up, go right and dodge the Lurchin to grab a Bonus Barrel.

```
O-----O-----O
|Bonus Room #29| Location: Fish Food Frenzy / Type: Grab 15 Bananas          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |
|room, you will notice a an open area where you can swim around. The bananas |
|will simply be scattered all along this area. Surprised it was this easy to |
|be honest, this late in the game. Just swim around, and I would advise you to|
|stay towards the bottom because it's faster to swim up than down. Grab the |
|Bonus Coin in the middle of the area.                                      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

Swim to the left and avoid the Lurchin on the top and bottom. If he eats one,

it is ok. He won't immediately turn purple or red. Just quickly head left and eat the two Kucos that await you. There is another Lurchin patrolling ahead. Just avoid the bananas above him, and move to the left. Watch out for the Lurchin on the corner, and grab the (O) below. Head down, not too fast because there is a Kucos waiting down below. Eat it and head right. Another Lurchin will be patrolling this area, so avoid it. To the right will be another Kucos for replenishment.

Watch out for the two Lurchins patrolling above. If Nibbla eats both, you will probably lose a character. Even if you do, there is a DK barrel near. Just head down, hit the continue barrel and chomp on the Kucos to your right. The DK barrel should be in this area. To your right is a Lurchin, so be careful. Then head down. Chomp the Lurchin, because you want to get the (N) here. Then eat the Kucos down below, to the left. Avoid the Lurchins then head down and grab the (G) to the right of antoher Lurchin. Continue down, then head right. you will find three Lurchisn lurking up and down in a row. The third one contains a Bonus Barrel above it, so head in.

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Bonus Room #30| Location: Fish Food Frenzy / Type: Bash the Baddies      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |
|room, you will notice that you have Nibbla and you have to eat 10 Kucos total|
|and they are all scattered throughout the level. So, eat them they usually |
|come in pairs. The Bonus Coin is towards the top of the area, so grab it and |
|get ready for the end of this level.                                     |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

Once out, head to the sign indicating a loss of Nibbla. Then head inside the cave. Notice the odd placement of the DK barrel. Well, if you only have one character, getting Koin is impossible. So, once you have two characters, throw Dixie Kong from the exit to the top left. Use the barrel to deflect and kill Koin, then grab the DK Coin. Now, head to the exit.

=== Boss 3 - Squirt's Showdown =====

This boss is pretty annoying, but once you get the hang of it, everything will fall into place. Squirt is a face behind the waterfall who shoots water in a circle. You cannot get hit by this water, or you will fall off the cliff. Of course, you are going to be Ellie, as you land in an Ellie barrel right off the bat. So, head around the arena, using the top and bottom ledges to maneuver around the circling water. Once it stops, Squirt will reveal two eyes. You must suck up water and shoot both eyes. If you are fast enough, you can hit both eyes and they will both shut.

He will then shoot water, a bit faster this time. Do the same thing, but this time, hit his closed eyes. Repeat this entire process, hitting both eyes twice a total of three times. This will defeat the boss and give you a ski leg. You cannot use this leg until you find the other leg, so don't get too excited. Anyway, you beat the third world! Almost half-way.

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
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0~~~~~0  
Welcome to Mekanos! After a somewhat hectic swim in the wonderful waters of Cotton Top Cove, the time to go back to the city is upon the Kongs! They will be facing strange industrial creations, even stranger industrial byproducts, and they might even get to meet a real robot! Here's hoping he is a freindly one!

=== Level 16 - Fire-Ball Frenzy =====

To start off a new world, a new enemy will hound the Kong's steps! Karbine, the large spectacle wearing owl, will be out en masse in this area, firing off round after round of fiery pain! Head right, busting the DK Barrel, followed by running full tilt past the line of Karbines sending ammunition towards the screen, leaping out to bounce off the Knick-Knack, grabbing the (K) and falling down the Banana trail (crossing the red hot steel pot below). Two Bristles charge forward, followed by two Karbines covering the area between the Kongs and a lift going up to the next section, where a hand-over-hand charge across a rope awaits.

After dealing with a Bristle, more Karbine shot dodging is next, followed by a green Buzz and a Karbine around a DK Barrel and the (O). Head left across the rope, reaching a set of platforms and ropes where a Karbine attempts to burn the Kongs while they climb to a moving platform that will carry them to safety (for the time being). This leaves just one more Bristle to get by to reach the Star Barrel to save the progress made thus far. Head right to find a set of platforms to jump down (in between Karbine rounds of course), stopping on a left side platform where a ledge above that has some Bananas, so have Kiddy Kong throw Dixie up there. Now make use of the roll jump technique to cross over two pots of red hot steel, reaching a Bonus Barrel!

0~~~~~0  
|Bonus Room #31| Location: Fire-Ball Frenzy / Type: Bash The Baddies |  
0-----0 |  
|Turning into Squitter immediately, make use of his web producing ability to |  
|send all the green Buzzes packing, making the Bonus Coin appear! |  
0~~~~~0

Turn Squitter into a Bear Coin as soon as he lands, then use the rope to jump by the green Buzzes while dodging the Karbine shots, followed by a slowly rising ledge where two Karbines alternate shots at the Kongs (use the back and forth movements with no jumping to get the platform to the top). On solid ground once more, move to the left past a triple shot Karbine, stopping to

have Kiddy team throw Dixie into a lone Banana floating above, getting onto the platform that moves up, followed by a roll jump to the right to find a Bonus Barrel!

0~~~~~0  
|Bonus Room #32| Location: Fire-Ball Frenzy / Type: Grab 15 Bananas |  
0-----0 |  
|Carefully move in between the two karbines and their continual rain of fire, |  
|grabbing 15 green Bananas as they appear. If it appears that a Karbine may |  
|hit the Kongs if they try to go past said Karbine, it is better to wait and |  
|try for the next green Banana as opposed to throwing out all the work from |  
|the attempt to the Bonus Round. Grab the Bonus Coin on the right side of the |  
|Karbine firing range. |  
0~~~~~0

If the previous Bonus Room did not go well, it is a simple matter of a move to the left to try again. Anyway, grab the Letter (N) above the falling platform, leaping left to ride the next platform upwards through a DK Barrel to reach a dual ledge area. Jump onto the ledge on the right, jump onto the shield of Koin, wait for the Karbine to fire, then grab the Steel Keg, and then get on top of Koin again to throw the Steel Keg off the wall to knock him out for the DK Coin!

Continue on to the finish by moving left, passing under the watchful eyes (and cannons) of no less than 8 Karbines! Grab onto the rope, moving to the right past those same 8 Karbines as they elevate to your area, reaching a ledge where the (G) and a Bristle awaits. The final set of annoyances in this area are four Karbines that alternate in order when they fire, so move forward one Karbine at a time, going to pull the flag pulley as soon as the Kong's clear the artillery barrage from afar!

=== Bazooka's Barracks =====

This somewhat odd Bear will want to fire his cannon for you, but he needs to get some ammunition. Keep him in mind as the Kongs travel... who knows what may turn up for Bazooka!

=== Level 17 - Demolition Drain-Pipe =====

MOve left to hit the DK Barrel and get some Bananas on the way down, but the mood is about to change severely! The two Kongs will enter into an empty drain pipe that has had rails and a sled inserted into it, for what purpose though? Get ready to dodge enemies, obstacles, and go for a white knuckled ride through a steel-reinforced tube of pain!

Drop down (DOWN + B Button) to reach the floor where a Bear Coin sits, then jump a green Buzz, followed by bouncing off a Knick-Knack to reach the rail where the (K) sits. Drop down off the pipe after passing over a green Buzz, then jump the set of green Buzzes that are next, reaching a steel obstacle that must be leaped to avoid losing a Kong. leap another steel obstacle, riding underneath a green Buzz for a Bear Coin, then hop yet another steel obstacle to start up a slope to a dual steel obstacle leapfest. Head down the slope to stomp a green Buzz (snagging a Bear Coin in the process) before bouncing off of a green Buzz with a solo Banana twirling above it to reach a Bonus Barrel!

O-----O-----  
|Bonus Room #33| Location: Demolition Drain-Pipe / Type: Bash The Baddies |  
O-----O-----|  
|Start off by leaping onto the first three Knick-Knacks, then grab the rail |  
|above, riding it forward to hop down onto a fourth Knick-Knack, grabbing the |  
|rail on the bounce upwards. Now take out the fifth and final Knick-Knack by |  
|dropping down onto it, making the Bonus Coin appear for the acquiring! |  
O-----O-----

Bounce up off of the Knick-Knack to reach a DK Barrel, then drop down to pass underneath a green Buzz, then bounce up to the rail again off of another Knick-Knack, claiming some Bananas before falling off again to avoid another green Buzz. Leap over the steel obstacles while taking the (O) away from a nearby green Buzz, then pass under two more green Buzzes while hopping a Knick-Knack to reach the Star Barrel (PHEW! Halfway there!).

Bust up the DK Barrel, jump between three sets of two green Buzzes, then pass a couple more green Buzzes to reach a segment of the pipe containing lots of

little indents in the floor, which should be entered only to immediately be exited, else you lose a Kong/life. While passing through this area, grab the (N), then head down a slope to see more indents, this time watching out for one being hovered over by a Knick-Knack, which is the indicator that the next pit should be entered to touch a solo Banana, as it hides a Bonus Barrel!

```
O-----O-----O
|Bonus Room #34| Location: Demolition Drain-Pipe / Type: Collect 20 Stars |
O-----O-----O
|Ride along the rail to pass through five stars, then drop down onto a green |
|Buzz to get the one star he has, bouncing back up to the rail above. Almost |
|immediately is another drop down on top of a Green Buzz for a star he hides, |
|then ride the rail for eight more stars, finally dropping to the ground to |
|snage the final five stars to make the Bonus Coin appear! |
O-----O-----O
```

Jump the Knick-Knacks, go under the green Buzz, and hop the steel obstacles, arriving at another set of indents in the pipe's floor, so leap carefully, getting the (G) in the process of doing so. Now ride down a slope, bouncing off of two last green Buzzes, remembering to leap into the Blast Barrel at the end of the pipe, getting the Kongs launched high into the air! Go right to claim the Steel Keg, then turn around to leap the gap on the left to find Koin, a wall, and the usual result when the shield using Kremling meets up with the Kongs! With the DK Coin in hand, move right over the gap to the finishing flag to end this tough ride of adrenaline and reflexes!

=== Level 18 - Ripsaw Rage =====

This would be your typical tree level... except there is a MASSIVE RIPS AW CUTTING THE TREE IN TWAIN AS YOU RUSH HEADLONG UPWARDS! Climb upwards through the first two tree areas [snagging the (k) in the process], jumping from ledge to ledge while staying ahead of the murderous blade below. If you can, hold onto the DK Barrel to use the first green Buzz the Kongs encounter, as it hides a Bear Coin. Now, Deal with the Sneeks as they appear (utilizing a roll attack takes out the worry of jumping onto their heads in such close quarters), climbing upwards to find the (O). Next up is a Barrel, so grab it and use it on the next branch against a green Buzz, granting access to a Bonus Barrel!

```
O-----O-----O
|Bonus Room #35| Location: Ripsaw Rage / Type: Find The Coin |
O-----O-----O
|Run to the right, leaping to the branches above, then climb quickly upwards, |
|following the zig-zag pattern of branches to reach the top branch where the |
|Bonus Coin awaits the hands of the Kongs! |
O-----O-----O
```

Upon re-appearing, immediately start climbing again, dealing with some Sneeks along the way, reaching the Star barrel after twenty seconds or so. Another Sneek and multi-branch leaps are next, followed by a DK Barrel and another Sneek before the Kongs can reach the (N). Next are more Sneek infested areas of the tree, so avoidance/roll attacks are the best method for getting by their areas quickly. Not long after that set of trouble is another DK Barrel, so bust it if need and head right to start climbing again, but upon re-entering the tree on the left side of the area, grab onto the Steel Keg that rests inside and carry it up to the green Buzz on the right to open the knothole, allowing the Kongs to go after the Bonus Barrel!

```
O-----O-----O
|Bonus Room #36| Location: Ripsaw Rage / Type: Grab 15 Bananas |
```

O-----O |  
|An Exclamation Point Barrel will greet the Kongs, allowing them to step on |  
|the rip saw, which will throw them back and forth as it saws. This is a |  
|problem due to the green Bananas appearing above the rip saw as it moves |  
|upward, so try to use leaps and hops to get after the unripened fruit, |  
|collecting 15 before time runs out, grabbing the Bonus Coin when it appears |  
|at the top of the tree! Try to use the saw's momentum to make the jump to |  
|the ledge where the Bonus Coin sits, or you may end up stuck underneath that |  
|ledge, missin out on the Bonus Coin you rightfully earned. |  
O-----O

Climb upwards as soon as the Kongs re-appear, leaving the tree momentarily, but as soon as the time comes to re-renter the tree, take a running roll off the first ledge to touch the solo Banana, which will turn into a Blast Barrel, which will launch the Kongs upwards through the (G) to touch an Exclamation Point Barrel! Now that they are invincible, ride the rip saw with a great big smile on your face, knowing that the evil thing will no longer torment you! Anyway, once the ledge with the Steel keg is within jumping range, go grab that Steel keg and take it through the knothole nearby to find old Koin! Go onto the branch above Koin, making him put his shield above his head, allowing the Kongs to use the bark of of the tree as a rebounding wall to hit Koin to gain access to his precious DK Coin! Now go right and finish off the level!

=== Level 19 - Blazing Bazukas =====

After that terrifying ordeal, it is time to return to the unsafe factories of the Krems! Go right to see the first Bazuka, where the option of practicing the barrel bounce will be introduced to the Kongs (practice up, as it is a valuable skill), but once done either way in this portion, use the Blast Barrel to reach a rope that leads left to a DK Barrel and right to a ledge far below. After falling down a hole and taking on a Krimp, a Bazuka will shoot barrels over the hot fluid below, allowing the Kongs to bounce across in safety, arriving at the (K).

Jump into the Blast Barrel, then shoot the Kongs to the rope above, timing the manueur to coincide with a break in the firing pattern of the Bazuka, then have the Kongs go fast for the right side of the screen, reaching a Blast Barrel to hop into. A No Squitter sign is here, but ignore it and head left to fight two Krimps, arriving at a TNT Barrel, which should be carried through a barrage of Bazuka shots, planting said TNT Barrel on the kisser of Bazuka, revealing the Squitter Animal Barrel he was hiding! Now as Squitter, backtrack right to the area where a wide opening in the cieling above can be seen, so use web platforms to reach a hallway with a Bazuka in it, which should be dealt with by using webs to destroy his shots while advancing, reaching a Bonus Barrel!

O-----O-----O |  
|Bonus Room #37| Location: Blazing Bazukas / Type: Find the Coin |  
O-----O |  
|Simply use web platforms to advance to the right while using web shots to |  
|destroy the green Buzzes in your path, arriving at the Bonus Coin with plenty|  
|of time to spare! |  
O-----O

The (O) is your reward when done the Bonus Room, so head right to enter a Blast Barrel, holding LEFT to land on a ledge where Koin sits nearby. To hurt this defensive fellow, start building web platforms near the roof leading to the left, hitting a Switch Barrel to alter Bazukas ammo to that of Steel Kegs. Now backtrack to the right, getting Squitter positioned above Koin, then wait for a



Steel Keg to take him out, leaving behind a precious DK Coin! After collecting the golden goodie, go right and either use web platforms to climb upwards, or use the Blast Barrel to reach a ledge far above. Go onto the ledge on the left to find a Star Barrel in addition to a Switch Barrel guarded by a green Buzz, then move right to find a Bazuka firing lower than you need you to go, so web platform right to find a No Squitter sign that will make Squitter into a Bear Coin.

Move onto the right past a Krimp, finding a rope to leap along over Bazuka fired TNT Barrels to reach a Blast Barrel, remembering to hold LEFT when fired out of it to reach another Bazuka. This one fired off TNT Barrels, so time your Barrel blast to land between his shots, then run left to fall down a hole through a Banana Bunch, finding two Krimp guarding a Blast Barrel and the (N). Next is a Barrel blast up onto a rope between TNT vollies, then hand-over-hand we go to the left, dropping down a Banana trail to pass through a DK Barrel, landing to meet two more Krims. use the Barrel above to blast through a Bazuka's salvo, then a second round of the Bazuka blasting must be dealt with in the same manner. However, if Dixie is not in your control at this moment, the blasting upwards must be timed by holding LEFT and landing on a barrel, bouncing Kiddy over to a ledge with the Bonus Barrel. If Dixie is around though, a simple run and leap with her Helicopter Spin (starting from just behind the Bazuka) will also get the Kongs into the Bonus Barrel!

```
O-----O-----O
|Bonus Room #38| Location: Blazing Bazukas / Type: Find The Coin |
O-----O-----O-----O-----O-----O-----O-----O-----O
|Here the Kongs must use the Barrel blaster to land on top of a flying Bazuka |
|shot barrel, then bounce to the right to go over the makeshift bridge the |
|barrels form to reach the area where Bazuka and a Bonus Coin await |
|collection! |
O-----O-----O-----O-----O-----O-----O-----O-----O
```

The next Bazuka's barrels et can be bounced across for Bananas, but to advance the Kongs must fall below to battle two Krims as they advance to jump onto a rope between TNT Barrels from the trigger happy Bazuka, advancing to the right to jump into a Blast Barrel, gathering up the (G). Now the Kongs have to blast up to the rope above, jump the TNT Barrels, and move right to bypass that last Bazuka to arrive at the finishing flag!

=== Level 20 - Low-G Labyrinth =====

In this level, that funky green gas will cause the atmosphere of the pipes to behave as if the gravity in the area were far lighter than what is normal. Anyway, move on to the right, busting the DK Barrel, then moving onto a real challenge of leaping vertically up long pipe sets, finding a red Buzz sitting below a (K). The next challenge is more vertical leaping, going up past green Buzzes, jumping for the following sides of the pipe as the Kongs advance: left, right, left, and right.

Now move right to time a leap over three vertically stacked green Buzzes, then deal with a Krimp before going down to the pipe below. To the right are some tough to escape without getting hit Bananas, while to the left is another hole to go fall down to find more red Buzz sets to hop on by. This will bring the cousins to a hole where a green Buzz hovers, so time your fall through to go for the ledge on the right, finding the (O), followed by a back and forth (ie left and right) set of ledges to use while dodging all the green Buzzes. Now move right to hop three green Buzzes (ignoring the Bonus Barrel for now), busting the Star Barrel, and then moving further right to find a blue Squawks Animal Barrel, allowing the Kongd to fly left to enter that previously seen

Bonus Barrel above the three green Buzzes!

```
O-----O-----O-----O-----O
|Bonus Room #39| Location: Low-G Labyrinth / Type: Collect 80 Stars |
O-----O-----O-----O-----O
|Make efficient use of flight pattenrs in this Bonus Room to fly up and down, |
|grabbing the large amount of stars, making the Bonus Coin appear on the right|
|side of the area! |
O-----O-----O-----O-----O
```

Fly carefully upwards bewteen the two red Buzzes, bust the DK Barrel, and then have Squawks grab the Barrel to drop on a green Buzz, allowing him access to the pipe leading downwards (use DOWN + Y to float past the green Buzzes quickly when openings appear). Now grab the Bareel and fly along the roof, killing off a green Buzz and collecting a Bear Coin in the process, followed by flying above the dual green Buzzes to find Banana trails to use as guides as to where to fly to avoid the descending green Buzzes, arriving at the (N) on the left side of the pipe. Fly up above the two green Buzzes, entering a pipe with two red Buzzes to bypass, finding a fast moving green Buzz guarding a hole leading downwards. Use a quick down motion to bypass the annoyance, finding a Bonus Barrel squirreled away far below!

```
O-----O-----O-----O-----O
|Bonus Room #40| Location: Low-G Labyrinth / Type: Bash The Baddies |
O-----O-----O-----O-----O
|Using green Squawks for this round, shooting the green Buzzes as the Kongs |
|advance forwards though the pipe, making the Bonus Coin appear in the final |
|are of the pipe! |
O-----O-----O-----O-----O
```

In a particularly lazy programming execution, Squawks is now magically changed back into his blue counterpart. Anyway, fly left between two red Buzzes, plucking a Steel Keg from the ground before flying upwards to use it on a green Buzz to get the Red Balloon and Bear Coin it guarded, and then continue the upwards flight path to reach a Blast Barrel that shoots Squawks past two red Buzzes, grabbing a Barrel to use on one of the green Buzzes on the left, then fly past the remaining green Buzz to go up to the next pipe where a no Squawks Sign is, turning Squawks into a Steel Keg. Pick up the Steel Keg, leap over the gap on the right, throwing the Steel Keg off the wall to rebound into Koin, making the DK Coin for this level up for grabs (so take with a grim smile)!

This just leaves a leap past two green Buzzes, finding a Steel Keg to use in case you screwed up on Koin, use this one to get him instead, but if you got Koin, head right to blast some green Buzzes out of the way, allowing the Kongs to get some Bananas, three Bear Coins, and break an Exclamation Point Barrel for the invulnerability it grants! Run and leap back to the right, crossing the gap to find two green Buzzes guarding the (G) above, leaving one final pipe segment... a set of tight leaps through a barrage of red Buzzes, the finish line of the obstacle course marked by the flag pulley!

=== Boss 4 - Kaos Karnage =====

This massive robot does indeed talk, but it says things about how the Kongs are not it's friends! Run right off the start, going underneath the exhaust port, stopping on the far side. Now, the robot will dip down towards the floor when approaching both corners as well as the center area of the room, so do not go under it or let it trap you against a wall. Once it stops for a moment, use the rotating blades it possesses to hop up to bop it in the helmet. Repeat this pattern a second time, but on the third run the dipping in the flight

occurs in the center of the area as well as slightly away from the walls, meaning hiding in a corner is safe.

It will still stop in the center of the screen after a couple passes, requiring the same jump up the rotating blades to bop it on the helmet, but this time the helmet will fly way, hovering over the fight while the body (with a new, weird looking head) will fly the same pattern as the previous set, so bop it again, but the floating helmet will suddenly spurt to an aggressive mode, hovering back and forth, attempting to singe the Kong's backsides with laser fire! After running back and forth to dodge these attacks, the robot lowers to rotate the blades again, so hop on up to land a blow, then repeat the same dodge game on the helmet (it shoots at a faster rate this time), then get the robot again via the blades, causing KAOS to flee, but not without the helmet being left behind, which turnsd into a ski! It is a perfect match for the other one won in Cotton Top Cove, so why not go back to Funky and see if he can use these wonderful things!?

Brian is a genius. Anyway, head back to Funky's and you will be upgraded, since Funky promised you this before. Now you can go up waterfalls by pressing the Y button. Head east from Funky's, climb that waterfall, and land on the empty beach to find a Banana Bird hidey-hole!

```
O-----O-----O
|Banana Bird #7| Location: Undercover Cove           |
O-----O                                           |
|As you enter the cave, entitled "Und. Cove" you will notice a few things. |
|First of all, there are four crystals, one to the north, south, east, and |
|west. X is to the north, Y is to the west, B is to th South, and A is to the |
|least. The crystals will light up four times, randomly each time you try. |
|Memorize the pattern, then press the buttons that correspond to the crystal |
|lettering, in the correct order, to claim the first Banana Bird!           |
O-----O-----O
```

This will make a lot of areas now available to you, but for now let's head to the next world, K3 up the watefall passed the third and fourth worlds.

```
O-----O
```

World 5: K3

-----

dk\_w5

```
O-----O
```

=== Level 21 - Krevice Kreepers =====

Head to the right and you will notice some Klasps, the red enemies that climb on the ropes. There will be a rope below one of them. Jump onto it, then start on the left. Head to the right, jump up to the (K) then jump to the next rope and wait a minute. Do the same thing for the next rope and grab the DK barrel. You can also jump below and grab a silver Bear Coin, but keeping moving in one direction or the Klasp will hit you. Head north now.

Dodge the Klasp right here, and grab the bananas to the right of the ropes. Jump to the ledge and jump up. You want to go right, but to the left is a bonus barrel. So head towards the oncoming Klasp, then jump over it. Jump into

the first Bonus Barrel.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Bonus Room #41| Location: Krevice Kreepers / Type: Collect 30 Stars          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|The title of this bonus room is "Collect 30 Stars." As you enter the bonus  |
|room, you will notice a rope guarded by a Klasp. There are several stars   |
|within the boundary of the two vertical ropes. The Klasp can only move in  |
|this boundary, so you have safe points at both ends. So, use Dixie and hop  |
|across, never stopping, and grabbing all the stars and you will find the   |
|bonus coin at the right of the stage.                                     |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Grab the barrel near you, and throw it at the Sneek on the next platform. Now continue up the platforms. Grab the Red Ballon as it rises up, then head to the left. You will see a row of Sneeks, so take them all out. This next area contains a bunch of ropes in a vertical row, and a lot of Klasps guarding just above those ropes. Sometimes you don't have safe points, so continue jumping in one sequence. At the top you will find two ropes and a Klasp. Jump to the rope on the right, then use Dixie to spin as far as possible. Quickly head to the right and grab the (O). Now head up and jump to the left. Notice the steel barrel here. That means Koin is nearby.

Take the barrel, and move to the left. Get below Koin, and inch to the left. Once you think you are as far as possible, judging from measuring this a few times, you should be able to throw the steel barrel directly up and hit Koin. Grab the DK Coin, then head up the previous ropes. Two Klasps are near. Then head up and grab the checkpoint and the DK barrel. Head into the arrow barrel and once you land on the rope, jump to the left. A Klasp will be on you. Head quickly to the left and jump to safe platforms. Head up a few more ropes, then turn right at the gap. Grab the (N) and throw Dixie up to a secret area. You can find the Bonus Barrel here.

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Bonus Room #42| Location: Krevice Kreepers / Type: Find the Coin          |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|The title of this bonus room is "Find the Coin." As you enter the bonus    |
|room, you will notice a Klasp above you, as well as another after that. This|
|bonus level is easy if you know what to do ahead of time, otherwise it is  |
|very hard. Basically, these Klasps are much faster than before. You have to|
|jump to the right and quickly jump up to more times to reach the ledge with|
|the bonus coin.                                                         |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Now jump into the next arrow barrel. The same procedure applies here. Head right though, instead of left. Head passed the buzz then jump below to get to safe ground. Head down and you will find a rope that leads right. Head up and jump over to the ledge to find a hidden silver Bear Coin. Then, head up the vertical rope. Keep going until you reach an arrow barrel. Use this and, I really hope you have two characters. I believe there was a DK barrel just back, so you should. I can't beat the guy guarding this above rope, so you will probably have some trouble as well. If you lose one character (make sure you save Dixie) don't sweat it. Head up the next few ropes then over to the right. Head down and grab the (G). Now, head down and exit the level.

=== Level 22 - Tearaway Toboggan =====

Yes, a fun level. Mainly because you can't stop. Sledding is always fun, come on, you know it..even though it is damn frustrating sometimes. Anyway, jump

into the barrel to your right. Instead of shooting horizontally across, shoot diagonally down and you will land in a Bonus Barrel! Figures there would be one close to the beginning, since you can't stop in the middle.

```
O-----O-----O
|Bonus Room #43| Location: Tearaway Toboggan / Type: Bash the Baddies      |
O-----O-----O
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |
|room, you will notice three Knick-Knacks. One standing still in the middle of|
|the arena, and two patrolling left and right. Grab the DK barrel if you need |
|it. Now that you have two characters, simply throw one of the chracters up to|
|hit the enemies and then the bonus coin will appear on the right side. Grab |
|it and exit the arena.                                                    |
O-----O-----O
```

Jump forward and you will start sliding. There will be several Buzz enemies and Knick-Knacks in your path. Some notes of importance include a gap. Make sure you don't get caught in one, or you will hit the wall and lose one of your characters. Also, these gaps do contain silver Bear Coins. So, if you are looking for some, just look for these. Also, take out all the Buzz enemies that you possibly can. If you do, you will be awarded several silver Bear Coins. The (K) is on top of a house, the (O) is between two gaps. Then you grab the checkpoint and the DK barrel. The (N) will be on top of a gap, so you should have no problem locating it.

Once you approach a house nearby, you will see a Bonus Barrel just after a Buzz enemy. That being said, make sure you have two characters when you do this, then hit the Buzz. Try to land into the Bonus Barrel and you will be ready for the next bonus.

```
O-----O-----O
|Bonus Room #44| Location: Tearaway Toboggan / Type: Collect 50 Stars      |
O-----O-----O
|The title of this bonus room is "Collect 50 Stars." As you enter the bonus |
|room, you will notice several houses. Nothing is really stopping you here, |
|only some houses. Simply follow the path of stars and you should get the |
|Bonus Coin at the end of the arena.                                        |
O-----O-----O
```

Head passed the sign and you will jump into a barrel. This arrow barrel will shoot the toboggan away, and you can run freely. The (G) should have been just before this as well. Grab the steel barrel, take it passed the exit and throw it at the wall to hit Koin. Grab the DK Coin and exit the level.

=== Level 23 - Barrel Drop Bounce =====

Similar to the other waterfall levels, you will be using barrels as a means of moving through this level. Basically, jump on the barrel moving down, then jump up to grab the silver Bear Coin. Nothing complicated. Head forward and take out the Krimp in your path. You will come to another barrel dropping down the fall. Jump on it, and over to the DK barrel. Use this to take out the next Krimp, and then jump into the arrow barrel. Now, use Dixie to spin to the right to a secret location.

This location involves the steel barrel and Koin. Take the barrel, head down a few ledges. When you come to the dead end on the right, throw the barrel up. Then, jump on the barrel. Ride it towards Koin, then jump right before you hit Koin. He will raise his shield, and the barrel will hit him. Grab the DK Coin, then spin to the left back to the arrow barrel. Now, take the left path. Grab

the (K) here as well.

To the left, you should find two barrels on the waterfall. Jump up on both of them, then to the next ledge. Before continuing, however, jump to the barrel on the left. Then, spin to the right and head into the Bonus Barrel.

```
O-----O-----O
|Bonus Room #45| Location: Barrel Drop Bounce / Type: Grab 15 Bananas      |
O-----O-----O
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |
|room, you will notice two dropping barrels, with green bananas appearing on |
|the left and right column. Just be patient, you have plenty of time. If the |
|green banana is too high, don't worry about it because you can miss a few and|
|still obtain the bonus coin. Anyway, grab 15 and then take the coin.        |
O-----O-----O
```

Head left taking out the Krimps in your path. Then jump up and head behind the waterfall. Grab the (O) guarded by the Krimp. Hit the checkpoint ahead. Use the barrel to get to the next ledge, then head right. A bunch of barrels will head down. Use the right most barrel, then jump quickly to the next barrel. Do this four times, then jump into the automatic barrel, which will shoot you to the top into a DK barrel. Dodge the Krimp, then jump to the ledge and head right. Grab the bananas and the (N) ahead. Head to the right and spin to off the edge to get to a dropping barrel, then jump into the Bonus Barrel.

```
O-----O-----O
|Bonus Room #46| Location: Barrel Drop Bounce / Type: Find the Coin      |
O-----O-----O
|The title of this bonus room is "Find the Coin." As you enter the bonus   |
|room, you will notice two barrels dropping in a column. You must jump from |
|column to column, left, right, left, right etc. All the way up to the top. |
|You will end on the barrel on the right, so don't jump to the left or you   |
|will fall down. Grab the Bonus Coin up here and exit the arena.            |
O-----O-----O
```

Head into the barrel and shoot to the left. Grab Parry, the bird, and KO the Krimps in your path. Head to the right and dodge the Buzz enemies. You will have to jump a series of barrels. Head to the sign that destroys Parry, and you will gain a Green Balloon if he's alive. Continue forward and take out the enemies with the barrel above. Before exiting, grab the (G) from the enemy and exit the level.

=== Level 24 - Krac-Shot Croc =====

Jump down the path of bananas. You will land in a Squitter barrel, which is the spider friend. You will be using Squitter throughout this entire level, so get used to his controls and movements. To your left is the (K) as well as other bananas. Head right and shoot webs at our enemies. Grab the DK barrel here as well. Notice the danger sign ahead. Yes, meet Croc, the guy who is trying to shoot you this entire level! Yes, this is stressful, but we can make it through.

Basically, the green dot follows Squitter until it turns red, then shoots. You will face many shots, but you can always dodge them. Don't get too stressed out if you see the red dot, because the shot is slow. Anyway, use those steel plates that covered yourself as shelter from the shots. Head to the end, then use webs to get to the top and over to the left. Use more webs to cross the dangerous liquid below. Jump up the platforms to your left and head into the first bonus barrel.

O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
|Bonus Room #47| Location: Krac-Shot Croc / Type: Grab 15 Bananas |  
O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |  
|room, you will notice an open area. Since you have Squitter, make platforms |  
|to get up to the bananas. Most of them are hard to get, especially up high, |  
|so this might take a few tries. Anyway, once you have 15 of them, grab the |  
|bonus coin and head out of this area. |  
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

Now you have a few things to do before heading to the next cover from the shooter. Take out the Rekoils, who jump back and forth, with a web shot. Then, head to the left, over the melting liquid using platforms. More Rekoils will charge at you, so take them out and take cover for a short breathing break. Now head right and grab the (O) over the liquid. Dodge the red Buzz here as well, which may cause a few problems. Honestly, I wouldn't waste much time getting the O and N, soon, because they are very difficult to do without losing a one of your lives. Up to you, of course.

Break the checkpoint barrel and take out the Recoil ahead. Use platforms to get up to the next area, after crossing some melting liquid. The (N) is below some Red Buzz enemies and above some liquid. This is damn hard to get, but you are welcome to try...or you could just sacrafice one of your characters if you have two. You can have a couple tries if you leave the DK barrel just before this, but, again, that is up to you. Head to the left and take out the Rekoils. Now, head up the narrow area using platforms.

You will see a Red Buzz up top. This is a sign that something awaits us, like the second Bonus Barrel of this mission. So head up there and, yes, the Bonus Barrel awaits us.

O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
|Bonus Room #48| Location: Krac-Shot Croc / Type: Bash the Baddies |  
O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |  
|room, you will notice that you are Croc, the shooter. Nice. Anyway, shoot the |  
|enemies, which should not be very hard if you have any skill in first person |  
|shooters, like me! Shoot the Bonus Coin in the middle, which appears once |  
|you have shot all the enemies down. |  
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

Head right and take the DK barrel. Brustles, the porcupine enemy ahead, will attack you. Shoot several webs to ensure multi-KOs. At the end of your path, some Buzz enemies will be waiting. They go from right to left and so on. Take them out as you make platforms to get up, or you can avoid them. Grab the (G) at the top, then head right and the "No Croc" sign will appear. Feels good, indeed. Head down, grab the steel barrel after the "No Squitter" sign. Throw it at the wall to the left and it will hit Koin. Grab the DK Coin, then head to the exit on the right.

=== Level 25 - Lemguin Lunge =====

Oh boy. This sure is an easy level for the last level of this world. The Bonus Barrels are obvious and the KONG is easy to find. So, don't worry so much. Now, the Lemguin is an enemy, like a penguin, who slides on its belly and pops out of a hole in the ground. You will see several chains of Lemguins throughout this level, and overall, they are not very hard for representing an entire level.

To start off, if you don't have two characters, head right and grab the DK barrel, then come back. Throw Dixie up into the Bonus Barrel to enter your first bonus stage.

```
O-----O-----O
|Bonus Room #49| Location: Lemguin Lunge / Type: Find the Coin      |
O-----O-----O
|The title of this bonus room is "Find the Coin." As you enter the bonus |
|room, you will notice a bunch of Lemguins rolling on their belly towards you.|
|They are going relatively fast, compared to what you will see in the level. |
|Use Dixie and spin as far right as possible. Try to land on a Lemguin, then |
|jump over to the right and continue to land on Lemguins. After a short length|
|of jumping, you will find the Bonus Coin.                               |
O-----O-----O
```

Head right and take out the Skidda patrolling the area. Use the DK barrel if you have not, then grab the (K) to enter a gap. Over is a slow moving chain of Lemguins. Just jump over each one, then continue to the right until you reach the second chain of Lemguins. They are much faster here, so watch out. On top of the house is the (O). Take a breath, and wait for a good moment to jump and get passed the rest of the Lemguins.

Oddly enough, Koin is VERY easy here. Just grab the steel barrel, which regenerates if you miss, and jump on Koin's head. Now that his shield is up, you can throw the barrel to the left and it will hit the wall, deflect, and hit Koin. Grab the DK Coin and then head right. Two Lemguin chains are nearby. The first is coming right at you, so jump on or between them. Once you get passed the first hole, you will notice a second hole. This hole, however, is shooting Lemguins to the right. So, you have to jump between two, then run to the right and jump to the next platform. Grab the continue barrel and the (N) just ahead.

Grab the DK barrel if you need it, and head passed the next Lemguin chain. The (G) is just after them. Another chain is coming towards you, so head right and jump on the house. A Bonus Barrel is just below you, so jump to the right, then run with the Lemguins until you reach the barrel under the house.

```
O-----O-----O
|Bonus Room #50| Location: Lemguin Lunge / Type: Collect 30 Stars  |
O-----O-----O
|The title of this bonus room is "Collect 30 Stars." As you enter the bonus |
|room, you will notice a line of stars, and a chain of Lemguins coming towards|
|you. The good thing is that the Lemguin chain is really slow. You have plenty|
|of time to just jump over them and collect the line of stars. Nothing is very|
|hard here, so take your time and grab the Bonus Coin at the end of the stage.|
O-----O-----O
```

Take out the Skidda that approaches you and get ready for your final chain of Lemguins. I lost a chracter as I approached this up hill battle, but it is not big deal, because just after them is the exit to the level. Head up to the top and pull the rope.

=== Blizzard's Basecamp =====

Blizzard is looking to climb K3, but this means he will miss his Brother Blue's birthday! Why not take that present and see what Blue could use it for?



O-----O  
|Banana Bird #8| Location: Glacial Grotto |  
O-----O  
|When positioned on Blizzard's Basecamp, go left to reveal a hidden cave, |  
|where the usual bells and whistles simson says repeat the button sequence set|  
|of lit up crystals will occur. Properly recreate it to release another |  
|Banana Bird! |  
O-----O

O-----O  
|Banana Bird #9| Location: Sky High Secret |  
O-----O  
|The process that you must go through is as follows. Head to Blizzard here in |  
|K3. Then, he says that today is Blue's birthday, so he gives you a present to|  
|give to Blue. Take it to blue, and you reveal that it is a bowling ball. Blue|  
|gives you this present and you should take it to Bazooka in Mekanos. He will |  
|luse this bowling ball to shoot the Kongs up to a secret area, another puzzle.|  
O-----O

=== Boss 5 - Bleak's House =====

This boss is a snowman who throws snowballs at you. You can only be one of your characters at a time, and you will get to throw snowballs at your enemy. There are two major phases of this boss fight, and each is rather easy. Throwing snowballs is easy as well. Just press up to throw long, or down to throw short. Bleak will only appear in long range or short range, so that is all you have to worry about.

The first phase is basically Bleak throwing snowballs at you very quickly. At first this was frustrating because dodging the balls is much different from dodging other boss attacks in the past. This time, you want to go left, right, left, right etc. in order to dodge the balls. At the same time, you want to throw a snow ball at the snowman's tie. This will cause him to laugh, but he is actually hurt.

After you hit the boss once, a new phase begins. Bleak will shoot snowball cannonballs out of his hat. They are relatively slow, and follow a pattern, so it is not that bad. The beginning involves snowballs going from the left of the screen to the right, or the other way around. Once Bleak finishes his shooting he will stand there, and you can hit his tie. He then does this procedure again, only faster. Also, he shoots out multi-balls at the end of the bombing. So, take him out when he is done.

Once again, you will have to hit the snowman will snowballs as he tries to hit you. He will probably be in the opposite location that he was in the beginning of the boss fight, but most of his location is random. Take him out, then get ready for the final snowball cannonballs. There will be several multi balls. Either stay in the middle of the side, usually after you do one, head to the other location. Then, hit him and you will obtain the bonus coin! Woohoo! We beat world 5.

After dealing a deadly... snowball!? Anyway, after icing Bleak, it is time to perform a fun old run around trade game! Yes, RARE has indeed decided to make you do a big long run around with some of the Brother's Bear, so you best get to it!

- i) Anyway, to start off, best to go visit Bazaar, along with fiftiest of your shiniest Bear Coins in hand. If you are short on this, then try

re-playing a few levels where easy to get to Bear Coins or plentiful Bear Coins can be found, then return to Barter.

ii) With the really expensive (and somewhat ugly I might add) blue mirror in the Kong's grubby, mammal hands, head north to go east from K3 to find Barter's Swap Shop.

iii) Head on inside and trade the gaudy mirror for a wrench (which I always try to use to bludgeon Bazaar and get back my lost wealth... but alas, it never works), which will prove useufl very soon indeed!

O~::~:O

## World 6: Razor Ridge

-----

dk\_w6

O~::~:O

### === Level 26 - Buzzer Barrage =====

Use a team throw to become blue Squawks (via the Animal Barrel), flying up to pass a Booty Bird, grabbing a Barrel, and then introducing it to the Booty Bird for a Bear Coin. Now use the replenished Barrel on a green Buzz, allowing Squawks to fly right past two Koptors to meet a Booty Bird patrolling over a hole where the Barrel inside can be used on the Booty Bird to collect the (K). Now fly right past two more Koptors, finding a red Buzz and a green Buzz, along with a Barrel. Fly over the Buzzes, snag the Barrel in Squawks claws, and drop it into the green Buzz to open the path downward to reach

O~::~:O

|                |                                                                               |  |
|----------------|-------------------------------------------------------------------------------|--|
| Bonus Room #51 | Location: Buzzer Barrage / Type: Bash The Baddies                             |  |
| O-----O        |                                                                               |  |
|                | Start off by killing the three green Buzzes along the bottom of the cavern    |  |
|                | (returning to the Barrel spot for more ammo), then fly up and right, looking  |  |
|                | left for a set of three circling green Buzzes to take out, followed up by one |  |
|                | final green Buzz left in the top right corner of the room, causing the Bonus  |  |
|                | Coin to appear below in the bottom-right area of the room!                    |  |

O~::~:O

Move left to find two Koptors to pass over the top of when they lower, finding a Steel Keg to roll under two red Buzzes to destroy the Booty Bird that hides the (O). Next is a Barrel to grab, then fly two Koptors to find a line of red Buzzes to roll the Barrel under, knocking out a green Buzz, allowing Squawks to reach the cavern below, where the next passage down must be traversed by flying down between two Koptors. Now fly right past a circling green Buzz to pick up a Barrel, which should be carried to the right to fly up above a Koptor to land upon a green Buzz. That just leaves a flight right past three more Koptors, reaching the Star Barrel.

The next challenge is a swarm of green Buzzes circling aimlessly in a large area, so carefully weave through them to get out of the area on the bottom-right, entering an area where flying up near the left wall above will lead to a dual Koptor set to fly in between upwards to find a Steel Keg, which should be used to kill two green Buzzes on the right, followed by getting a

new Steel Keg to fly down and drop off a wall to rebound into Koin as Squawks flies above Koin's head, releasing the DK Coin!

Now fly down the shaft on the right slowly, following the Koptor till the small cubby hole on the left [holding the (N)] appear, allowing Squawks to duck out of the way, allowing Koptor to pass back above, meaning that Squawks can go down the shaft to exit to the left. Now fly past one Koptor, then fly up above the second Koptor, going right for a Barrel to carry left to use on a green Buzz. Now snag another Barrel after the green Buzz blockade, carefully flying it past two Koptors to bomb a green Buzz when the red Buzz is not protecting it, allowing access to the shaft below where Barrel sits.

Take that Barrel left to fly up between two Koptors to move left to drop the Barrel on a green Buzz when the Koptors are not around, moving Squawks through the opening to continue to the left, facing another Koptor. Next up are a trio of red Buzzes, a green Buzz, and a Steel Keg to roll through the red Buzzes to destroy the green Buzz, clearing the way downward to a Barrel. Grab that Barrel, fly past a Koptor, and use it on the highest green Buzz to get a (G), then continue on to the right to pass more Koptors to reach a DK Barrel. Next up are a duo of Koptors, so fly down underneath or over one Koptor, then go right past the other to a Steel Keg to carry right to drop through another trio of red Buzzes, taking out the green Buzz they harbour from harm. Head down the hole, pass the No Animal sign to turn back into the Kongs, and then bounce upwards via the Koptor's helmeted head, reaching the Bonus Barrel!

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Bonus Room #52| Location: Buzzer Barrage / Type: Collect 40 Stars |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|The Stars here are spread out all over the room, so more of the Koptor helmet|
|bonking will be necessary to get all the Stars. Try to clear one portion of |
|the room at a time, as the time to complete this tough challenge for a Bonus |
|Coin is steep indeed. |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

Upon reappearing, simply grab the pulley on the flagpole to end the level (unless you need to re-try the fairly challenging Bonus Level again)!

=== Benny's Chairlifts =====

Benny guarantees his lifts will never break down (unlike Bjorn!), so give them a whirl anytime you need to advance into the rest of this world!

=== Level 27 - Kong-Fused Cliffs =====

Much of the climable rope areas in this level just so happen to be a burning fuse, meaning that climbing speed is a valuable skill, as it avoiding waste of time!

Head up from the starting point to pass a green Buzz, then jump into the Blast Barrel on the right to launch through the (K), and then continue upwards past another green Buzz to move over to the right side of the rope. With the Koptor now coming down on the left side, go up to bypass some more green Buzzes, then hug the right side of the rope to avoid another Koptor before leaping left to the next rope.

A Koptor comes down the right side of the rope here, followed by one on the left side, which is then compounded by a climb up past two green Buzzes. As soon as the Kongs are past the second green Buzz, take a full leap to the right

side cliff, which should then be hopped up rapidly to reach a Bonus Barrel!

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Bonus Room #53| Location: Kong-Fused Cliffs / Type: Find The Coin           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Immedistely jump into the Blast Barrel on the left, then grab the rope before|
|once again immediately jumping to the Blast Barrel on the right, then grab  |
|the rope. Continue this pattern, carefully jumping low enough to not hit the|
|green Buzzes, reaching the top where the Bonus Coin sits patiently, awaiting |
|pick-up via the Kongs!                                                       |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Upon returning, climb up to jump past a green Buzz to the next rope on the right, then use the nearby Blast Barrel set tog et a Bear Coin before grabbing the rop once more. Now climb upwards to bust the Star Barrel, then a DK Barrel, and then a Blast Barrel set is available on the right if you can jump into it by going between two green Buzzes. Above this are two more green Buzzes to climb past (go when they are heading towards the outside walls), then two circling green Buzzes must be bypassed to find a Blast Barrel to leap into to avoid the descending Koptor.

Now two green Buzzes will be on the left, so hop them to land in an invisible Blast Barrel, which combos the simians through some Bananas and two Bear Coins! Next is a DK Barrel, then jump out along the Banana trail to get the (N), as a Blast Barrel launches the Kongs back to the rope, then continue upwards past a semi-circling green Buzz. Next after that is a trio of out of sync green Buzzes, meaning a quick and concise climb is needed to pass them, followed by a leap to the right, as a lone Banana will become a Blast Barrel, sending the Kongs hurtling into a Bonus Barrel!

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Bonus Room #54| Location: Kong-Fused Cliffs / Type: Find The Coin           |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Climb the rope while dodging Koptors as they descend, all the while staying |
|ahead of the burning rope! The Koptors appear in the following order on the |
|following sides: right, left, right, left, right, and left, followed by a    |
|single leap to the right to reach the elusive Bonus Coin!                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O

```

Climb up the right side of the rope once back in the main level, avoiding the fluttering Koptors, looking for a Blast Barrel on the left that shoots the Kongs though some Banana and the (G). Now continue the climb upwards, passing a ledge to get to the top of the climb, leaping to the left to find a Steel Keg. Pick up the Steel Keg, face to the left, and then lob it off the wall. Now listen carefully, as you may hear a certain cave-dwelling enemy cry out in pain, so drop down and check the passage that is shrouded by rock wall to claim the DK Coin! All that remains then is to take a running leap to the right, finding the end-of-level flag pulley!

=== Bjorn's Chairlifts =====

Since the Kongs have already located the missing No. 6 Wrench of Bjorn's, they will be able to fix his chairlift, allowing them to ride up to the very peak area of the mountains!

```

O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Banana Bird #10| Location: Clifftop Cache                                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|As you enter the cave, entitled "Clifftop Cache" you will notice a few      |

```

|things. First of all, there are four crystals, one to the north, south, east, |  
|and west. X is to the north, Y is to the west, B is to th South, and A is to |  
|the east. The crystals will light up six times, randomly each time you try. |  
|Memorize the pattern, then press the buttons that correspond to the crystal |  
|lettering, in the correct order, to claim the Banana Bird! |

O-----O

=== Level 28 - Floodlit Fish =====

With no real lighting, this level can indeed prove tough. However, if you turn up the brightness on your television, the obstacles will be FAR easier to see! Swim right through the darkened waters, following the Banana trail through a DK Barrel to find an Animal Barrel that turns the Kongs into Enguarde! Swim downwards to kill a Bounty Bass for the (K), then look right for a Gleamin' Bream, who is a poorly coloured version of Bounty Bass, but stabbing this ill dressed misfit results in a lighting of the underwater areas for a limited time!

Now move down the slaloming landscape, bashing Kocos as they appear, reaching two Lurchins to bypass to reach a Gleamin' Bream, who lights the way to the right where going down and right, dealing with red Kocos) will result in the Kongs accessing the (O). Now move left, carefully swimming downward past Lurchins to bash a Gleamin' Bream, then turn right to go down a shaft below some Lurchins, killing two Kocos before killing a third Koco and going right through the small hole it guarded to find a Bonus Barrel!

O-----O-----O

|Bonus Room #55| Location: Floodlit Fish / Type: Collect 90 Stars |

O-----O |

|Despite how rough and unforgiving the Bonus Rooms have been lately, this one |  
|is nowhere near the same league of difficulty. Simply swim an efficient, up |  
|and down pattern, grabbing all 90 Stars in the dark to make the Bonus Coin |  
|appear in the middle of the underwater cavern! |

O-----O

Have Enguarde stab the Gleamin' Bream right off the top, then swim left to destroy two red Kocos en route to a room full of Lurchins (try to swim slowly right, making sure to try and avoid aiming Enguarde at any Lurchins, or risk hitting them when they are cloised) to find a Banana trail to the Star Barrel. Head on down to hit a DK Barrel and a moving Gleamin' Bream, then downwards once more to move into a small hole on the right, allowing the Lurchins to pass by on their upswing, which allows Enguarde to perform the same tactic two more times on more Lurchins.

Now continue downwards (once clear of the Lurchin minefield) to grab the (N), moving left to smack a Gleamin' Bream before moving upwards to find three red Kocos (who guard a Bounty Bass with a Bear Coin, if you want it), but to advance Enguarde needs to swim left and down, passing more red Kocos to find another Gleamin' Bream, which lights the tunnel tot he right, where a DK Barrel is swiftly followed by a ride downward between two sets of Lurchins to reach a passage left to smack yet another Gleamin' Bream. Now hit the two Lurchins when they are open, allowing Enguarde to go down the hole they guarded to reach the Bonus Barrel!

O-----O-----O

|Bonus Room #56| Location: Floodlit Fish / Type: Collect 40 Stars |

O-----O |

|This is another Bonus Room that not even a braindead monkey (except maybe for |  
|Kiddy) could possibly screw up, as it simply requires the player to follow |

|the path of the Stars to reach the end of the cavern, which just so happens |  
|to be where the Bonus Coin appears! If you somehow miss a Star en route, |  
|simply backtrack immediately, as some extra time is allotted in this already |  
|simple Bonus Room! |

O-----O

Follow that up by going up for Bananas and the (G), hit the Gleamin' Bream, then swim carefully through the Lurchin field to find a passage to a No Enguarde sign, meaning that the Kongs can swim through the cave ahead. Upon exiting the passage, have the Kongs use the Blast Barrel, jump left for a Steel Keg, and then go right to toss it over the head of Koin, giving the Kongs the DK Coin before they pull the end of level flag down!

=== Level 29 - Pot Hole Panic =====

Jump straight down to bust green Squawks out of an Animal Crate, then fly up to shoot the Booty Bird for the (K). Now fly right, waiting to move on between sets of thrown Bombs from Kuchuka (he can not be shot down, so just fly on by), reaching a dual set of Koptors, so fly right to move forward, or get into the holes they occupy for a Bear Coin. Now fly right through two more Koptors, go past a Booty Bird (it carries a lone Banana, so not really worth the time to kill), reaching a passage leading left, which has Booty Birds to be shot at as they charge.

Follow the Banana trail downwards through the (O), entering the water, where a trip right past two stationary green Kocos will result in the acquisition of Enguarde! Move left now, going down to take the passage right and then up (hitting the Bounty Bass while avoiding the Lurchins) to find a school of Lurchin blockading the way forward. After working carefully their trap, a narrow passage will be next with slow moving Lurchins, so time Enguarde attacks to hit them, then follow the Banana Trails to reach a ledge where the Kongs must leap off of Enguarde [leaving him behind :(] and finding Ellie in an Animal Crate, which is conveniently located right under the Star Barrel!

Head right, timing the movement to pass between Kuchuka offerings from above, then deal with Koptors as they appear, then one more Kuchuka is left short of the drop down to the next cavern. Now in the water, swim left to find a Banana trail leading to the (N), so leap out of the water, then, at the height of the leap, jump off of Ellie's back (the X Button) to enter a Bonus Barrel!

O-----O-----O

|Bonus Room #57| Location: Pot Hole Panic / Type:Collect 20 Stars |

O-----O |

|This is a pretty easy one, simply requiring the Kongs to use the same Ellie |  
|double leap approach used to access the Bonus Room, but this tim they need to|  
|get 20 Stars, making the Bonus Coin appear on the right side of the area! |

O-----O

Back in the water, swim right to find a DK Barrel, then use the same double leap as you have been, this time putting the Kongs into a Blast Barrel, holding RIGHT to land on top of Squitter! Move right past the Koptors, building a web platform over the red Buzz to grab the (G), then shoot the Booty Bird for a Banana Bunch en route to one final Kuchuka. However, instead of by passing the No Squitter sign, instead build web platforms and jump to the right of the falling explosives, locating a Bonus Barrel!

O-----O-----O

|Bonus Room #58| Location:Pot Hole Panic / Type: Grab 15 Bananas |

O-----O |

|Okay... I lied. This is the FINAL Kuchuka, and he is in a foul mood! He |  
|will throw out bomb set after bomb set, making it tough for the Kongs to go |  
|after the unripened, green Bananas they need to advance to the Bonus Coin. |  
|If it appears a Bomb set might be lining up to crank the Kongs, it is better |  
|to let a green Banana disappear than get hit, as that will end the Bonus Coin|  
|opportunity. Once the 15 have been grabbed, snag the Bonus Coin when it |  
|appears on the right side of the screen! Remember that by the entry door is |  
|a safe spot, so make use of it to avoid getting hit! |  
O-----O

If you messed up the attempt on the Bonus Room, re-enter it via the same method, but if you got it, then head right past the No Squitter sign to get a Banana Bunch. Now, instead of going down when the path dives, instead have Kiddy Kong throw Dixie up to a ledge above on the right, locating Koin! Another team throw (this one up to the left) will reach the Steel Keg, then leap down towards Koin, throwing the Keg with a high trajectory (hold UP when releasing the Y Button) to send the Keg off the wall and into Koin's back, freeing up the DK Coin! All that is left after that is to drop down and go right to the flagpole to end the animal intensive area!

=== Level 30 - Ropey Rumpus =====

Run right to go along the rope, dropping down to the DK Barrel and chucking it into the green Buzz to get a Banana Bunch it hid. Now continue right to go past a green Buzz, then cut between a red Buzz and a green Buzz, followed by more jumping and dodging of green Buzzes. Now, this area is a vertical climb by leaping from rope to rope, bypassing Buzzes to find a TNT Barrel and the (K), which should be plucked (the TNT Barrel that is) from the ground before turning right and taking a running leap towards the wall on the right, falling past the Buzzes to blow open the wall below, making a passage to the nearby Bonus Barrel!

O-----O-----O  
|Bonus Room #59| Location: Ropey Rumpus / Type: Find The Coin |  
O-----O  
|Here you will need to go along the rope, dodging the green Buzzes to reach |  
|the far side where the Bonus Coin rests. The best away to go about it is to |  
|leap into the middle of the set, then hand-over-hand climb past the second |  
|half of each duo. |  
O-----O

Upon landing, move left to start a series of green and red Buzz dodges while traversing a set of ropes, arriving at a red Buzz stationary along the line, so jump it and then drop down off the rope where flowers are visible below to find Bananas and the (O). Now continue along the rope set, carefully passing all the mechanical bees, arriving at the Star Barrel.

Next up is a DK Barrel, followed by a leap down to a rope via a Banana trail, though get ready to leap right over a stationary Buzz as an in motion Buzz is quickly looking to get you from below. After passing through the small opening, wait for the dual rotating green Buzzes to pass, then quickly hop up the ropes to reach a ledge where a higher rope must be grabbed. Now facing left, leap the green Buzz to the opening when the moving green Buzz has just passed through, followed by leaping the red Buzz immediately, moving right to see some green Buzzes all sitting in a row. Once you have jumped the first one, drop off the rope to "drop in on" Koin, who looks unhappy to see you, since, well, you ALWAYS bust his back with a Steel Keg and all. Anyway, go grab the Steel Keg on the left, jump up and throw the Steel keg over his head so it rebounds off the wall and then go claim the DK Coin!

Use the Arrow Barrel to get back to the rope, then move left, bypassing two more circling Zingers, arriving at solid ground to find Bananas and the (N). Leap upwards past the green Buzzes, using the Bananas as a jumping guide, finding a DK Barrel, followed by a Parry The Parrallel Bird Crate. Now, head right, leaping the two green Buzz/ one red Buzz combo, then leap to the new rope to keep the course right to jump up at a lone Banana above that takes the Kongs into an enemy free area filled with Bananas, a Red Balloon, and a Bear Coin (use the Banana arrow as a guide for leaping back into the level). All this leaves is one more set of red and green Buzzes to jump through, grabbing the (G) with Parry, and then passing the No Parry Sign to make the second Bonus Barrel appear!

```
O-----O-----O
|Bonus Room #60| Location: Ropey Rumpus / Type: Grab 15 Bananas |
O-----O-----O-----O-----O-----O-----O-----O-----O
|With two circling green Buzzes (moving slower than most of the in-level sets |
|you have already dealt with) in the small room, simply leap through the |
|openings to get the green Bananas, followed by dropping off the rope on the |
|right side of the area to take possession of yet another Bonus Coin! Note |
|that if you mess this Bonus Room opportunity up, you will need to try to get |
|Parry back to the No Parry Sign on another foray into the level! |
O-----O-----O-----O-----O-----O-----O-----O-----O
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=== Boss 6 - Barbos's Barrier =====

Swim into the Enguarde Barrel to start things off, then you will float into the battle area. Barbos is a massive Lurchin, who uses smaller Lurchins as unstabable as a shield for it's soft insides. Start off by waiting at the top of the screen, waiting for the regular Lurchins Barbos releases to float up towards the top, where Enguarde must time his stabs so he hits the Lurchins while they are exposed, sending them flying off the walls and into the shield Lurchins. Once both Lurchins are removed, Barbos will bob up and down, which is the opportunity to stab her.

Barbos will retreat tot he next area, so follow her, this time facing an attack from homing missile shelled creatures, who will, after a few seconds of chase, turn yellow, followed by launching in the direction that they are facing. So, to get rid of the shield Lurchins this time, Enguarde needs to bait the shelled enemies into a spot where they stop moving, start to rotate, and then use his body position to get them to lock onto him, followed by moving out of the way as they launch themselves into the shielf Lurchins to destroy them. With both shield Lurchins gone, once again stab the bobbing Barbos.

Once again follow Barbos down a level, but this time cut to the side and move down around her, as she will rise to the roof, where she will shoot off four sets of spines, so move in between the incoming shots. Once the fourth set has gone, move up on the side, then stab the bobbing Barbos for another damaging hit. Next up are five sets of spines, then another opportunity for a Barbos stabbing, followed by a set of six spine sets and another Barbos stabbing opportunity. After this set however, barbos will surrender the Bonus Coin, allowing the Kongs to move onto new and nastier challenges!

Head to the new world, which is created after beating world 6. First let us get another Banana Bird.

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O-----O-----O
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=== Level 32 - Creepy Caverns =====

A Krumple, who can only be KOed by Kiddy, is waiting for you. Take him out nice and easily, then grab the DK barrel, throw it at Booty Bird, and grab the nice amount of bananas. A Knocka will run at you, but nothing to worry about. A bit further you will find the Ghost Barrel, which has a face, appears then disappears, and can change direction sometimes. Your goal is to look for these very carefully because they are sometimes bad. We will see in a second.

Jump into this barrel and grab the (K). Here is a Red Buzz, and a ghost barrel is right under it. Make sure you pass through when the barrel disappears, because you will be fired up if you don't. Jump into the barrel and take out the three Krumples that come at you in the next area. After them, jump into the next barrel, shooting yourself to a new barrel as it faces in the correct direction, leading to the bananas above.

Head passed another Red Buzz with a Ghost Barrel below it, and another Krumple. Then shoot yourself up using the next Ghost Barrel to obtain the (O). Take out the next few Krumples, then head down the area and use the Ghost Barrel to get to the next area. Another Ghost Barrel awaits you, and to your right is the correct direction, but to your left is a Bonus Barrel.

```

O-----O-----
|Bonus Room #63| Location: Creepy Caverns / Type: Collect 50 Stars      |
O-----O-----
|The title of this bonus room is "Collect 50 Stars." As you enter the bonus |
|room, you will notice Ghost Barrels with many stars above. The Ghost Barrel |
|moves in many directions, so you have to time your jumps in order to grab the|
|necessary stars. Once you have obtained all of the stars, grab the Bonus Coin|
|and exit the level.                                                    |
O-----O-----

```

Head right and take out the enemies along the path. Avoid the Ghost Barrel because it shoots you into an enemy. Hit the continue barrel to save your game. Grab the DK barrel, then throw a character up to the next barrel to get the Squitter crate. Jump on it, and you will ride Squitter. Head right, and jump on the Buzz. Head into the arrow barrel, which will shoot you up to a Ghost Barrel. Wait until the Ghost Barrel points in the correct direction, then head to the top. Take out the enemies, then use Squitter to avoid the Ghost Barrels and get to the top of the narrow gap above. You will find a Bonus Barrel up here.

```

O-----O-----
|Bonus Room #64| Location: Creepy Caverns / Type: Find the Coin      |
O-----O-----
|The title of this bonus room is "Find the Coin." As you enter the bonus    |
|room, you will notice several enemies. Use Squitter to get around these guys |
|timing your jumps around the last few. You should find the coin at the end.  |
O-----O-----

```

Head to the "No Squitter" sign and grab the silver Bear Coin. Then, head to the next area, taking out the Krumples and other enemies. Dodge the Red Buzz. Head into the Ghost Barrels ahead when they focus upwards. Then you will find the Koin enemy and the steel barrel. The Ghost Barrel is the key here. Throw the steel barrel up so it lands before the Buzz, then as it rolls nice and slowly to the right, jump into the Ghost Barrel and Koin will raise his shield. The barrel will come at him and hit him, so grab the DK Coin. Head to the right, gretting to three Red Buzz. The first has nothing under it, but the second two have Ghost Barrels. So, watch out. Head down the gap to grab the (G), then

head back up and exit the level.

```

O-----O-----
|Banana Bird #11| Location: Sewer Stockpile          |
O-----O-----
|Head to Bazaar and buy the mirror for 50 silver Bear Coins. Take this mirror |
|to Baffle and obtain the clue of swimming in a figure 8 around the rocks. Do |
|as it says and you will head into another secret area. Complete the puzzle. |
|First of all, there are four crystals, one to the north, south, east, and |
|west. X is to the north, Y is to the west, B is to th South, and A is to the |
|east. The crystals will light up four times, randomly each time you try. |
|Memorize the pattern, then press the buttons that correspond to the crystal |
|lettering, in the correct order, to claim the first Banana Bird!          |
O-----O-----

```

=== Level 33 - Lightning Look-Out =====

Beating this level is almost not even worth your time. It is plain frustrating and absolutely NO FUN. Basically, you are being chased by lightning bolts. No, these bolts don't simply shoot where the Kongs used to be moving, they actually ANTICIPATE your movement, and shoot ahead of you. You get a warning sign with a bolt of lightning, then the actual strike on the ground. Another thing you should know is that water conducts electricity, therefore, as the lightning heads in the water, the Kongs will be KOed if they are in the water as well, no matter what part of the water.

Head to the right, and use the Buzz enemies as help to dodging the lightning enemies. Grab the (K). Head through the water and grab the (O). Just before the O is a small gap with bananas leading down. The first bonus barrel is here, and it is easy, but this is the easy part of the level.

```

O-----O-----
|Bonus Room #65| Location: Lightning Look-Out / Type: Bash the Baddies      |
O-----O-----
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |
|room, you will notice water along the path. This one is really easy, just |
|bounce your way across the stage using the Knick-Knacks, and you will have to|
|do this in a two step process. The final Knick-Knack is on a platform, so |
|head up to the ledge and hit him. Then grab the Bonus Coin and get ready for |
|a painful experience up ahead.                                           |
O-----O-----

```

Head through the water ahead, then head under the Red Buzz enemies. The land part is easy as long as you stay patient. Just look at the lightning, because all the rest is nothing, basically. The enemies are very easy and not very ample. Let the lightning hit the Boot Bird, then grab the bananas. Grab the barrel left behind, then hit the second Booty Bird. Then a steel barrel comes into action. Take this and Koin is ahead. Just throw it over Koin then take the DK Coin. Ahead is the continue barrel.

This next part is downright pissy. PISSY. Anyway, head into the water and get electricuted. Yes, that is right. I cannot find a way of getting passed this water without sacrfication. LOL. Anyway, dodge the lightning and enemies and make your way to the next bonus barrel. Throw a character up to the barrel. Hard? Yes. Worth it? If you really want to play the rest of the levels.

```

O-----O-----
|Bonus Room #66| Location: Lightning Look-Out / Type: Grab 15 Bananas      |

```

O-----O |  
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |  
|room, you will notice an area with lightning striking down. Bananas will |  
|appear all throughout the stage. Just watchout for the lightning and you |  
|should be fine. Make your way along the rest of this area and grab the Bonus |  
|Coin. |  
O-----O

For the final stretch, dodge the lightning, take out the Knick-Knacks and the other Buzz enemies in your path. You have all the items, so you should be fine. Just make sure you concentrate only on the lightning. After these enemies, exit the level.

=== Level 34 - Koindozer Klamber =====

Koindozer is Koin, except purple, and they bump you around. They are scattered throughout this level, and trust me, this level is damn hard, harder than the last. Grab the DK barrel and head right. The first Koindozer has a (K) above him. If you seriously want one life (you should have quite a few by now) you can try and get the KONG, but I do not think it is even close to worth it. Make your way jumping to avoid getting hit to get to the rope. Grab the (O) a little ways up. Then head to the top and continue down the path. Avoid the enemies as they go by. Head to Bazuka, then jump to the rope and over to the Bonus Barrel.

O-----O-----O  
|Bonus Room #67| Location: Koindozer Klamber / Type: Collect 30 Stars |  
O-----O |  
|The title of this bonus room is "Collect 30 Stars." As you enter the bonus |  
|room, you will notice a few Koindozers, along with Stars scattered all above |  
|the area. You basically want to use Dixie to spin from platform to platform |  
|collecting all the stars in the path from each platform to platform. It is |  
|very tough to get all of them, but if you are good, you should be able to |  
|obtain the Bonus Coin at the end. |  
O-----O-----O

You will hit a continue barrel as you head down. Head forward and meet another Koindozer. Jump on top of it before it can knock you back. Head over it, then as it rushes towards you, jump on it again, then jump over to the next area to get away from them. The next stretch consists of several Koindozers in a row, and you have to jump on them consistently, or else you will be KOed. Once you get passed all four of them, you will land near a Krimp, which is guarding the (N). Take it out and grab the letter if you wish, hehe. Then use the Recoil to get up to the next Bonus Barrel.

O-----O-----O  
|Bonus Room #68| Location: Koindozer Klamber / Type: Grab 15 Bananas |  
O-----O |  
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |  
|room, you will notice Koindozers all over the area. However, the bananas will |  
|appear above and between the enemies. You will have to quickl grab the ones |  
|that are in between because you will be closed in. Use Dixie to maneuver a |  
|little bit easier. Than grab the Bonus Coin once you have collected all 15. |  
O-----O-----O

You land right on anothe Koindozer. Head to the right, then jump on him again to get to the higher ledge. You will find Koin up here as well. The Bazuka enemy to your left is shooting regular barrels down towards Koin, but they apparently do not hurt Koin. So, head to the left, over the barrels to find

the switch, which changes the wooden barrels to steel barrels. Now stand on Koin and he will be smashed. Grab the DK Coin and you now have all the items that you need in this level!

The next area is massed with ledges and Koindozer. You will have to jump to each ledge, landing on the Koindozer. Than moving the enemy to your right and jumping on it to get to the next ledge. Grab the (G) along the way. Becareful, beause they are capable of knocking you off very easily, so time your jumps very carefully. Once you reach the last platform, continue to the right and you will find the exit to this level. ONE MORE TO GO!

=== Level 35 - Poisonous Pipeline =====

The final level awaits you, and boy do the Donkey Kong creators have a great surprise for you. The controls of backwards! Haha, the left goes right, and the right goes left. That is going to make swiming quite difficult, wouldn't you agree? Now, if you are an EMU user, go ahead and switch your controls. If not, enjoy a level three of hell.

Head forward and grab the (K). Jump into the water and dodge the Lurchins. Just take your time, unless you are an idiot and want to die a million times, just like the previous levels. Continue to follow the path, and head down the large gap. To your left are some enemies. Swimming through them will lead you to the first Bonus Barrel.

O~|Bonus Room #69| Location: Poisonous Pipeline / Type: Bash the Baddies |  
O~|The title of this bonus room is "Bash the Baddies." As you enter the bonus |  
|room, you will notice that you use Enguarde for this mission. Just head to |  
|the left and charge at the Kucos, as well as heading to the right and taking |  
|out the remaining enemies. Once all are finished, grab the Bonus Coin just to|  
|your right. |  
O~

Continue down the path, not to the right. The right leads you to an empty area for some odd reason. Grab the (O) and then head back up towards the surface where you will meet none other than your friends, the Lurchins. Again, be very patient. If you get anxious, you will press the wrong direction. You will then come across a continue barrel, and you can use Enguarde to take out the other enemies. You will then come across a "No Enguarde" sign, which awards you with a Red Balloon. Now head passed the next wave of Lurchins and Kucos. Avoid the middle of the area, because it is hard to maneuver from there. Head up and to the left. Dodge the enemies and you should come to the next Bonus Barrel.

O~|Bonus Room #70| Location: Poisonous Pipeline / Type: Collect 30 Stars |  
O~|The title of this bonus room is "Collect 30 Stars." As you enter the bonus |  
|room, you will notice that it is an empty area with stars along in a line. |  
|If you are good at swimming backwards, this will be easy. If you are EMU and |  
|changing the controls, this will be laughable. Grab the Bonus Coin at the end|  
|of the stage. |  
O~

Grab the (G) right next to you. Then head up the ledge and you will find the steel barrel. Koin is also here. Jump on top of Koin, then throw the barrel to the right and grab the DK Coin as Koin is destroyed. Last one! Woohoo! Head through the water to the right, then jump to land and exit the level. Prepare for the final showdown, folks.

=== Boss 7 - Kastle Kaos =====

Remember that stupid robot boss from Mekanos? Well, like he said, he is back. No biggie, because we are going to whomp on him. First of all, dodge his fire as he hovers above you. Jump on the balls that exist at the bottom to avoid any other mishaps during this section. Then, grab the barrel towards the right and throw it at the clunk's head. The next phase is the robot shooting bombs out of his head, sorta like the snowman. Just dodge these, then grab the barrel on the opposite side as before, and hit his head again. Finally, the man we have been waiting for you, or crocodile, whatever you want to call it. King K. Rool, our favorite final boss.

Basically, you have two levers, which you can use to jump from one side to the other. Switch the lever on the left to grab the barrel. Then hit the back of King K. Rool with that barrel. After hitting him, he will go on his tantrum. Try to jump over him, and dodge his spasmodic movements. Then, head to the right and grab the barrel, which is the opposite of what happened the last time we found the barrel. Again, throw it at the back of K. Rool.

This next phase is identical to the last, except the balls below you will be electrified. So your goal is to knock K. Rool to the bottom so that he gets electrified. To do this, collect a barrel and jump from side to side to get behind K. rool. Then throw the barrel at the back of him. Repeat this process one more time to get to the next phase of the boss fight.

This phase consists of a moving platform in the middle. Tug the lever on the right side of the screen, which reveals the barrel. Then jump to the moving platform and over to the left side of the screen. Then grab the barrel and do the same as you have been doing. Hit K. Rool in the back. Repeat this damn process one more time and you will finally get othe LAST phase of this stinkin boss fight.

What you have to do here is tug the lever on the left, which reveals the barrel to your right. The electricity is temporarily disabled, so you have to quickly grab the barrel, then get to a safe platform before becoming electricuted. The same applies again, like you have been doing for like 10 times. Just move using the platforms, jumping over the boss, then throw this barrel at his back. Sorry but you are going to have to repeat this exact same process two more times, and you can finally say you beat the boss! Grab the final Bonus Coin for the "regular" part of the game. Enjoy the credits.

After watching the overly long credits and enemy picture catalogue extraordinaire, it is time to go track down that missing % points! You may have hung out at Blunder's Booth (located just to the west of Kremwood Forest), where the somewhat loose-lipped mammal may have hinted at the existence of a (so-called) Lost World! Well, if you are all ready, it is time to raise that very fabled land from the depths!

Head for Mekanos, then move eastward towards the ring of rocks. Now, start travelling around the rocks in a clockwise manner, which will cause the Lost World to come hurtling upwards to the clean air, allowing access to the crazy challenges it contains within it's internal land of wonder!

O-----O  
|Banana Bird #12| Location: Branble's House |  
O-----O |  
|All you really have to do here is grab the Red Flower which appears just to |

|the east of the house. Branble is looking for this, and it only appears after|  
|you have beaten the last world. Grab it and take it to Branble to receive the|  
|next banana bird. |

O-----O

O-----O

World 8: Krematoa

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O-----O

=== Boomer's Bomb Shelter =====

With nowhere else to move to (other than the save cave), enter this shack to find a Brother's Bear (Boomer), who has been locked away by his siblings for being plum too dangerous to be allowed loose! Anyway, for 15 Bonus Coins a blast, Boomer is willing to open that path forward into the extra challenging levels ahead! However, after four blasts, he then becomes a gouger and requires a whopping 25 Bonus Coins for the final blast.

=== Level 36 - Stampede Sprint =====

Right off the start, you will notice that there are TWO No Animal Signs (Squitter and Squawks being the two animals in question), yet no crates in sight. Go bust the DK Barrel on the right, then look to the left in the trees, as TWO Bonus Barrels will be visible! So, team throw up into one, complete it, and then perform the same team throw and complete for the other one you did not do first. For ease of explanation, this FAQ will do the one on the right first, then the one on the left second.

O-----O-----O

|Bonus Room #71| Location: Stampede Sprint / Type: Grab 15 Bananas |  
O-----O |

|Upon entering the room, go bust out Squawks and grab ahold. Now, the two red|  
|Buzzes will stay in place, allowing Squawks to fly the Kongs around the |  
|mechanical creations, collecting the needed 15 green Bananas, making the |  
|Bonus Coin appear on the right side of the room. Note that careful flying |  
|should be used, as the time allotted for the Bonus Room is lenient on a few |  
|missed green Bananas, so only take risky flights if time is really getting |  
|low. |

O-----O-----O

O-----O-----O  
|Bonus Room #72| Location: Stampede Sprint / Type: Grab 15 Bananas |  
O-----O |

|Move right to bust Squitter from his box, then make a web platform over the |  
|gap below, followed by a second right across from it. Locate the two |  
|platforms about halfway up the screen, leaving a decent jump between the two,|  
|as this will allow for maximum area covered, meaning all appearing green |  
|Bananas will be within reach. Remember that the web platforms will start to |  
|de-stabilize and disappear after five seconds of solidness, so remember to |  
|replace them regularly. Once 15 green Bananas are garnered, jump to the |  
|ledge on the right to take in another Bonus Coin! |

0-----0

Go right with Squitter to pass the No Squitter Sign, turning him into the (K), then leap across the long gap by using Dixie's hair spin, landing in an Ellie Animal Barrel. Next is a busting out of Parry the Parrallel Bird, then run right to leap into a Blast barrel, sending Ellie over a gap to see some Sneeks, which spook Ellie into a dead run towards the right. Now, there are two very vital things to remember from here on out: Ellie is totally freaked and thus she is running faster than possible at any other teim in the game, so be ready with quick as lightning relfexes to dodge enemies, and PARRY MUST BE KEPT WITH ELLIE to complete the level properly. The walkthrough for the rest of the Sprint will be divided up into each portion of land, outlining the upcoming enemies, including those dastardly Buzzes that will be positioned to take Parry away from the stampeding Ellie.

- i) Running to the right, jump into the (O), then leap two Bristles before hopping the gap ahead.
- ii) Use the Banana trail as a place to jump, moving Parry over the red Buzz above, then deal with two Bristles, a Kuff N' Klout pair, and then a leap from the edge of the land portion to make the jump to the higher ledge on the right.
- iii) Simply leap two Krimps, then make the leap to the ledge above.
- iv) Upon landing from a leap, leap again to make the next ledge.
- v) Jump over the two Bristles, then time your leap to get Parry clear of a green Buzz high in the treetops. Next is a Krimp, then a gap leap to the next land portion.
- vi) Upon landing, take a cuple steps before leaping to the next ledge.
- vii) After a bit of running, leap over a charging Kluff N' Klout, then leap to get parry clear over a green Buzz, followed by a Bristle hop, another green Buzz lying in wait in the treetops for Parry, and leap two more Krimps to get to the gap leap to the next ledge.
- viii) Immediately leap to snag the (N), then leap again to cross the gap.
- ix) Leap over three sets of Kluff N' Klouts here, then go over the gap ahead via leaping Elephant legs. Note that there is a Bear Coin in the treetops, but only a picture perfect timed jump will get the Bear Coin and allow Ellie to land so she can leap the last pair of power twins, so best to just leave it alone.
- x) This narrow ledge leaves nothing but a quick leap across the next gap to the land located there.
- xi) This is a crowded area, with a dual Bristle leap, a Bristle leap timed to the last second to allow Parry to clear a green Buzz, and then another dual Bristle leap to find the next gap leap.
- xii) Busting a DK Barrel before landing, use the Banana trail to leap a Kluff N' Klout, then hop the gap to the other side.
- xiii) Leap in time for Parry to get over a red Buzz, then two sets of Kluff N' Klut will appear, followed by a leap to the next ledge.
- xiv) So narrow that nothing more thanan immediate leap will save Ellie from



the deep cavern on the right.

- xv) The (G) twirls on this ledge, followed by a leap to a Blast Barrel, allowing Ellie to stop sprinting.

Now, head right to find a the No Parry Sign... the reward for keeping the Parrallel Bird alive this long is to have him turn into a Bonus Barrel!

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O-----O-----
|Bonus Room #73| Location: Stampede Sprint / Type: Grab 15 Bananas      |
O-----O-----
|Bust Parry out of his crate inside, then make use of him to grab green |
|Bananas that are out of Ellie's reach. Complicating matters is a red Buzz |
|located high in the room, with green Bananas appearing above it's location |
|now and then. Once the necessary 15 green Bananas are in hand, go get the |
|Bonus Coin on the right side of the room!                               |
O-----O-----

```

If you failed at the Bonus Room, you are out of luck on re-trying it for now, as you are now forced to re-enter the level and charge through the whole Sprint once again, bringing parry back to his No Animal Sign! Anyway, move left to turn Ellie into a Steel Keg, allowing the Kongs to carry it past the end-of-level flag pulley, finding Koin. It is a simple matter of leap and throw the Steel Keg over Koin's head, letting the rebound take him out, freeing up his DK Coin! Now, if you somehow failed at this, to take a second shot, running the Sprint is required, as Ellie is the only Steel Keg source in the level! Now, all that is left to do is to go grab the flagpole, which ends the level AND bestows a strange gear upon the Kongs!

=== Level 37 - Criss Cross Cliffs =====

In this level, one lonely Bazuka, high up in the cliffs, has decided that he will fire off insane amounts of Barrels, which just so happen to be the way to progress onwards into the level. Anyway, team throw to the (K), then go right to use the Steel Kegs to move upwards, then, once the Kongs are above the red Buzzes, send them hurtling to the right, past the red Buzzes, reaching a Bonus Barrel!

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O-----O-----
|Bonus Room #74| Location: Criss Cross Cliffs / Type: Grab 15 Bananas  |
O-----O-----
|The Bazuka is in the Bonus Room, firing off TNT Barrels at a fairly slow |
|pace. The problem for the Kongs is that these TNT Barrels cut the room in |
|half, requiring careful leaping to get between the explosive objects to get |
|the randomly appearing green Bananas. Once 15 green Bananas have been     |
|claimed, send the Kongs to the right side of the room for the Bonus Coin!  |
O-----O-----

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Re-appearing on the left side of the area with the Bonus Barrel, continue the climb upwards via the Steel Kegs, moving right to switch the Steel kegs to TNT Barrels, then switch them back once the red Buzz goes down. Continue the climb till a ledge appears on the left, then head left to climb some ledges (dealing with a Rekoil), hitting a Switch Barrel. Now go back down and to the right, watching the red Buzz get blasted, then move left and up to the Switch Barrel, turning the shots into Steel Kegs, allowing the Kongs to climb upwards once again.

Head left at the next stop, killing a Rekoil, jumping into a Blast Barrel that takes the Kong through a Switch Barrel. Next is a run right, leaping between

the TNT Barrels, then continue along the path to go up some Rekoil infested ledges getting the (O) before turning right to leap through the TNT Barrels once more, hitting the Switch Barrel to continue the trek upwards. Ignore the wide open area that appears next, unless you feel like hopping around looking for invisible Items, then go left at the next ledge, rolling through a Rekoil to reach a DK Barrel and a Star Barrel!

Go up to find a choice of passages: Going left requires going underneath a leaping Kluff 'N Klout, entering a Blast Barrel to get the (N), and going right to start the travel plan upwards. Going right requires leaping up a set of ropes populated by a couple Klasps, reaching a Switch Barrel, which is not even needed to be hit to keep climbing. The next stop is to get the (G), then climb again via Steel Kegs to go left, climbing ledges past Rekoils to go under a Switch Barrel, then jump through the Steel Kegs and hold RIGHT. This will land the Kongs by a grounded Steel Keg, which is to be picked, taken right, and thrown off of a wall to hit Koin for the DK Coin he hides.

With the climb back on, go up to the next large area, getting off on the right side. Now, put Kiddy in the lead, have him team trhwo Dixie to the barely visible Bonus Barrel above, entering the Bonus Room within!

```
O-----O-----O
|Bonus Room #75| Location: Criss Cross Cliffs / Type: Bash The Baddies      |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Inside this room is a Steel keg launching Bazuka, which means that the    |
|transportation upwards is already tkane care of. The baddies that need    |
|bashing are Knick-Knacks, floating to both the left and the right side of |
|Steel Keg line of fire, so bounce onto them, rebounding back into the Steel|
|Keg line of fire, climbing steadily. Once all Knick-Knacks are dead, go   |
|right to dutifully get the Bonus Coin!                                   |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O
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Use the Blast Barrel to get to the rop above, then outsmart the Klasps while leaping upwards to reach a Rekoil blocking the way to the Steel Keg firing area. Go right to find a Kasp guarding a Switch Barrel, so fake him out, jumping left onto the top roipe, then jump through the Switch Barrel towards the right, carrying the Kongs over the Kasp, dropping down to the bottom rope to safety. While you were doing this, the red Buzz on the left (just off-screen) was killed by a TNT Barrel, so repeat the leaping pattern to get the Switch barrel again, then go down and left to climb upwards again, reaching the top ledges. If you choose to, a Green Balloon is the rward for attempting to hop the red Buzz on the left, but to finish the level. head right to find the flagpole and to get another strange Cog!

=== Level 38 - Tyrant Twin Tussle =====

This level (as the name indicates) will be just filled to the brim with those nasty Kluff N' Klout characters, who have been appearing so far in the Lost World levels! Go right to hop over the first (of many) pairs of Kluff N' Klouts, arriving at an area where one Banana stacked on top of another Banana indicate safe spots to stand as the Kluff N' Klout frog hop their way through this portion. Next up is a Krimp to kill, then team throw up to the Banana above, finding a ledge that the Kongs can climb up to find a Squitter Barrel and a Booty Bird holding a Bear Coin!

Fall down and go right, firing off webs, which kill Kluff N' Klout, then snag the (K) via a web platform before continuing to the right to find a green Buzz hovering above. Build web platforms to kill it, then continue climbing upwards

to go right to find Bananas and a Bear Coin. Head right to shoot a charging Kluff N' Klout, grab the (O), and then move right to find a hole in the ceiling. Using web platforms, climb up to jump onto Koin, then use two web platforms that are positioned across the gap towards the far ledge to make the Steel Kegs that Bazuka is launching roll into Koin's side while he looks up at Squitter, releasing his DK Coin!

Time to fall down again, moving right to see a Bonus Barrel above, so web platform Squitter up into it to reach the Bonus Room!

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Bonus Room #76| Location: Tyrant Twin Tussle / Type: Collect 40 Stars |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|With Squitter in here, this Bonus Room is a cinch. Simply shoot Kluff N' |
|Klout, then jump through the 40 Stars while moving right. Without Squitter, |
|careful progression past the charging Kluff N' Klout is required, getting the |
|40 Stars as the Kongs move onwards. Either way, the Bonus Coin appears on |
|the right side of the area, so grab it and move on out! |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
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Squitter must go at the No Animal Sign, yielding a Bear Coin, so send the Kongs to the right to bust the Star Barrel, then wait for Kluff N' Klout to finish hopping, then run after them stopping right behind them, letting them leap away to continue forward. In the next portion, time a leap to go between the Kluff N' Klout as they hop slowly forward, then deal with a Krimp before performing a team throw to reach a rotating Blast Barrel, launching up and to the left once Kluff N' Klout goes right. Quickly grab and hold the TNT Barrel, then wait for Kluff N' Klout to return, letting them hop past, then run and jump right, using the TNT Barrel on the first red Buzz of the duo to allow easy jumping into the Bonus Barrel!

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O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Bonus Room #77| Location: Tyrant Twin Tussle / Type: Find The Coin |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Head right immediately upon appearing, stopping in the first gap to wait for |
|the charging twins to hop over, moving right to the next spot where two sets |
|of Kluff N' Klout will stop just short of delivering an NFL level shoulder |
|smushing. Now head right while right behind the second set of Kluff N' |
|Klout, stopping where the roof raises slightly, allowing a leap over the |
|overly developed twins to sprint right to a ledge where a Bonus Coin twirls |
|in majestic wonder! |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
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Grabbing the (N) upon reappearing, move right to stop on the edge of the ledge, waiting for Kluff N' Klout to start to the right. Follow them over the red Buzz, stopping at the two Bananas, then after they pass by, go right over a second red Buzz to reach a ledge where going up or down with the Blast Barrel leaves the Kong with a set of Kluff N' Klout to get by, reaching a Krimp and the (G). Next up is a Kluff N' Klout to follow right, passing under a red Buzz, then leap between the two as one leaps, leaving the Kongs with a flagpole and a lone Banana. Grab the lone Banana, as it becomes a Bonus Barrel!

```
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|Bonus Room #78| Location: Tyrant Twin Tussle / Type: Grab 15 Bananas |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
|In this Bonus Room, a Kluff N' Klout set jump around in a quick manner, |
|leaving few safe spots where the Kongs to stand in, remembering that they |
|need to collect 15 green Bananas while avoiding the 'roid twins. With all of |
|the time allotted to this Bonus Room, only go for a green Banana if it |
|appears to be a safe venture, remembering to ALWAYS retreat to a safe spot. |
O-----O-----O-----O-----O-----O-----O-----O-----O-----O-----O
```

|Once 15 green Bananas have been collected, go right for the Bonus Coin, but |  
|do not let excitement cloud your judgement and try to rush for it (play it |  
|safe and cautious to get there). |

O-----O

If the Bonus Room above messed you up, try again, but otherwise jump onto the pulley on the flagpole to end the nasty cave trip and to get a third Cog piece!

=== Level 39 - Swoopy Salvo =====

Swoopy, the lovable, stabbing hummingbird that he is... overpopulates this level to the most extreme sense! Anyhow, start off by rolling through a Bristle, then use the helpful Swoopy to get to the higher ledges, entering the Squawks Animal Barrel to become Squawks. Blast the green Buzz to enter the tree, flying up past a red Buzz to find a Booty Bird just outside the trunk, holding a Banana Bunch. Inside the next tree are two lines of Swoopies to pass through, but these ones can hurt you, so time the flight between the never ending sets to reach a knothole to the outside of the trunk to get the (K). Shoot that green Buzz ahead, then drop down the tree trunk inside to find the Bonus Barrel it holds!

O-----O-----O

|Bonus Room #79| Location: Swoopy Salvo / Type: Find The Coin |

O-----O

|Start off by baiting the Swoopy to dart into the tree, jump onto him, jump up |  
|to bait the next one to hit the tree on the right. Now, use a Roll Jump to |  
|reach his position, then repeat the jump and abit, followed by a Roll Jump to |  
|get close enough to the Blast Barrel to reach the Bonus Coin! |

O-----O-----O

Fly upwards past the red Buzzes, exiting the tree to go into another tree, exiting it above to find a series of Swoopy lines to fly through. Now go up through the Banana trail in the tree, then fly along the trunk to find a Swoopy line flying through a large knothole. Time a flight to pass through this portal, leaving enough time to shoot the approaching Swoopy, then fly up between the two red Buzzes, finding a Bonus Barrel!

O-----O-----O

|Bonus Room #80| Location: Swoopy Salvo / Type: Grab 15 Bananas |

O-----O

|In this room are two sets of holes that a solo Swoopy will fly through, one |  
|hole at a time (alternating sets). Since they move so slowly, fly carefully |  
|while collecting the 15 green Bananas needed to make the Bonus Coin appear at |  
|the bottom fo the room, so fly carefully down to it or you make accidental |  
|contact with a Swoopy, losing the hard work to that point. |

O-----O-----O

Fly up to the No Squawks Sign, turning him into a Steel Keg, then grab it and jump down to Koin's shield, throwing the Steel Keg to the left to kill him for the DK Coin he holds! Now jump in between the Swoopies on the right, falling through the (O), then go right into the tree to bust the Star Barrel!

Climb up the rope inside, bypassing three sets of Swoopy lines while busting a DK Barrel, then mvoe left to kill two Bristles as you climb up to pass through a knothole to bounce off of a approaching Swoopy to reach the Blast Barrel above. Now climb the tree via two helpful Swoopies, then go out the knothole to find a line of Swoopies that should be bounced up to the left, entering a Bonus Barrel!

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O-----O-----
|Bonus Room #81| Location: Swoopy Salvo / Type: Collect 20 Stars |
O-----O-----
|Bust the DK Barrel to start (if needed), then have Kiddy throw Dixie up into |
|all of the Stars, making the Bonus Coin appear! A rather easy Bonus Room, |
|which is a welcome change after some of the recent offerings. |
O-----O-----

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Climb the rope past the three sets of Swoopies while snagging the (N), then time the run to the left between Swoopies, followed by bouncing off of one of these Swoopies to reach a series of Swoopies who stick themselves into the tree, allowing the Kongs to climb up to a DK Barrel. Next is a double jump up past more Swoopies, then a bounce jump off of a Swoopy if you have just one Kong, but Kiddy is able to toss Dixie across this gap if you have both.

Climb the tree, going left through the knothole to perform a Swoopy bounce up to the high branch, but if two Kongs are present, Kiddy can again throw Dixie up to the branch directly. Now grab the (G), dodge the Bristle, and then head left to grab the end-of-level flagpole pulley to make your way out of this not so enchanting forest!

=== Boomer's Bomb Shelter =====

Back to Boomer you go, paying that 25 Bonus Coins that he requires for that final blast. In addition to this unlocking of another level, he will also make use of the Cogs on a strange machine in his hut, BUT one more Cog is required.

=== Level 40 - Rocket Rush =====

No Bonus Rooms to be found in this level... just one more crazily fueled rocket ride to the top!

Break the DK Barrel and get into the Rocket Barrel, then start the descent downwards! For controls, pressing LEFT or RIGHT will cause the burner on that side to fire, sending the Rocket Barrel in the other direction. Along the way down the deep chasm, make use of the rocket burners to roast any red Buzzes that appear to be in the Kong's path, making sure to snag Fuel Barrels along the way to make sure the Kongs have enough fuel in the tank to reach the Star Barrel, followed by sliding down through two more Fuel Barrels, then into the Ignition Barrel, as it will start the Rocket in an upwards motion!

To start off, follow the Banana trails through the first three portions, then go up through the (N) and start shading towards the left side of the opening to go left along a Banana trail to the next opening. Next up is a slight movement to the right (very little though), then move left or right before moving above the rock that was just passed to go up the center path.

Go right then cut back left for a few rock cuts before cutting right to ride upwards to find a Banana trail to follow to the left. Now, as soon as the next Banana trail appears, try to get through the narrow opening cleanly (ie no hitting of walls that will slow down the rocket and cost fuel), then go left along the Banana trail to find the next opening leading upwards to land the rocket on the landing pad!

Head right (away from Koin... for now) to find a Steel Keg, which has Koin's name written all over it (ok, not really, but it will be dented by his backside momentarily), walking left to the edge of the ledge the Kongs are on, then jump up and throw the Steel Keg high into the air (UP + Y Button) to make it clear

Koin, rebounding off of a wall to hit him, releasing the 40th DK Coin! Now head right to grab a hold of the flag rope for a Cog, as this level is over!

=== Boomer's Bomb Shelter =====

Back to Boomer for one final visit, it is time to put that final Cog into the ultra strange machine Boomer has in his shack! The machine will spring to life, but at first it appears to do nothing! However, a racket from the outside will cause Boomer to notice something, sending the Kongs out to look, witnessing the docking of a submerged vessel!

=== Boss 8 - Knautilus =====

Yep, Baron K. Roolenstein is back, and this time he is not going to be so easy to send packing! The insdie fo the submersible has a line of electricity above the floor, meaning that Kongs can not jump, which is further compounded by a machine throwing fireballs all over the floor area. Dodge through the fireballs, waiting for a Steel Keg to appear, which should be grabbed, then lobbed upwards into the vent above that is sucking air, but timed so the Keg will land on the flying backpack contraption of the Baron.

Immediately scamper away from the middle of the screen, getting on top of the now energy depleted orbs, then wait for the Baron to fly off to the other side, allowing the Kongs to follow him, pick up a Steel Keg, and toss it into the backpack of the Baron. Repeat this procedure once more, forcing a change in behaviour from the mad Kremling!

The Baron will move to the background area, repeating the same pattenr of attack as he did at first (electrical current above with fireballs, though the fireballs start left to right, not right to left), requiring the Kongs to avoid fireballs while waiting for suction in the vents, allowing Steel Kegs to be rolled into the area with K. Roolenstein, hitting his flying backpack. Two hits are needed, causing the Baron to hit a button, causing the floor to start moving in a conveyor belt like fashion. Repeat the same dodge fireballs, grab the Steel Keg, and toss the Keg into the backpack of the Baron via the duct, landing one more hit.

Now K. Roolenstein returns to the foreground, floating above the ground and the electrical charge. Now, pick up the Steel Keg, moving over to one side of the screen to watch the electrical orb below the currently lit up one, waiting to see if a pulse of energy emerges. If after a second or so you do not see a pulse, turn and put the Steel Keg down (DOWN + release Y Button), letting the Keg absorb the energy. if the pulse does emerge from the orb, put the Steel Keg down, allowing it to absorb the electrical charge. Now, pick up the Steel Keg, jump into the air (the electrical current above the Kongs has dissipated for a few seconds), and throw the Steel Keg into the flying contraption of K. Roolenstein's to damage him.

Repeat those steps above in the same conditions, then he will again go back to his favourite nasty trick... moving the floor while this is going on! Same strategies apply as before, but be careful the floor does not shift the Steel Keg or the Kongs out of position, exposing the Kongs to a nasty shock! Hit the bad man twice, and he will give up the... DK Coin!?

=== Wrinkly's Save Cave =====

Now, visintg Wrinkly indicates that the Banana Birds are getting restless, and

maybe that Funky could help the crew with their efforts. So off to Funky the Kong must go!

=== Funky's Rentals =====

So, you arrive to a somewhat surprised Funky, who will distribute the finest vehicle he has ever made... the Funky Coptor (really named the Gyrocopter)! Perhaps it is time to take this beauty for a spin!?

Head southwest from Funky's, arriving at a hill where an escarpment exists, then navigate slowly till the words "Belcha's Burrow" appear on screen. That is the place to press the B Button!

```
O-----O-----
|Banana Bird #13| Location: Belcha's Burrow          |
O-----O-----
|Enter the random set of buttons laid out by the coloured crystals, completing|
|a successful chain of seven to free the odd yet beautiful creature.          |
O-----O-----
```

Now it is time to move north into a large, never before entered lake, making ways towards the island in the lake. Hover over it, looking for the words "K's Kache" to appear. That is the place here to press the B Button to land!

```
O-----O-----
|Banana Bird #14| Location: K's Kache                |
O-----O-----
|Enter the random set of buttons laid out by the coloured crystals, completing|
|a successful chain of eight to free the odd yet beautiful creature.          |
O-----O-----
```

Now, head for the absolute northeast corner of the island, looking for the words "Hill-Top Hoard" to appear. This is the final place to find, so press the B Button to go after that final Banana Bird!

```
O-----O-----
|Banana Bird #15| Location: Hill-Top Hoard          |
O-----O-----
|Enter the random set of buttons laid out by the coloured crystals, completing|
|a successful chain of nine to free the odd yet beautiful creature.          |
O-----O-----
```

With the fifteenth and final Banana Bird freed, it is time to head for the somewhat ominous cloud cover in the northwest portion of the map. However, instead of more trouble awaiting the Kongs, this time they help free the Banana Bird Queen by bringing her children back to her.

=== Wrinkly's Save Cave =====

Get the Banana Birds from their temporary home, and they will take the Kongs away!





the enemy will knock it out, but if it is rolling, then the only way to deal with the enemy is to jump over it and let it roll on it's way.

----  
Buzz  
----

Coming in two varieties, the green Buzz is the more vulnerable, susceptible to all sorts of Barrel attacks, but only a TNT Barrel can rid the world of a red Buzz (exception being lightning strikes). These mechanical annoyances can be stationary or in motion, making them a versatile enemy that KAOS makes great use in almost every level in the game!

----  
Croc  
----

Despite the odd spelling (for this game), Cros is a Kremling who has taken to playing at being a sniper. He shoots off a fireball at the Kongs as he traces them with his aimer cursor, but the warning is when theh cursor turns red. Move around and hide behind steel plating areas to avoid getting nailed by this nasty Kremling.

-----  
Gleamin' Bream  
-----

Similiar in appearance to Bounty Bass, the only thing these odd fish yield is light, which only occurs when Enguarde stabs them. They can not be destroyed, so keep their locations in mind for hunting them down if the light dissipates prematurely for your needs.

-----  
Karbine  
-----

A near sighted owl that KAOS has outfitted with large rimmed glasses, they are now able to aim their massive fireball launchers at the Kongs from a far, keeping them safe from reprisal that the Kongs might want to dish out. The only way to deal with them is to run through the barrages, taking note that they usually travel in packs, meaning that the pattern of fire must be learned before the Kongs can get through the area safely.

-----  
Klasp  
-----

A Kremling that camps out in a TNT Barrel, he will always be found on a length of horizontal rope, moving back and forth in response to the movement of the Kongs. The faster he is, the more back and forth movements required by the Kongs to open a path upward.

-----  
Kluff N' Klout  
-----

The power twins must have been into the same steroid barrel as the Krumple, but they are about 10 times more dangous, attacking as a duo. They can charge across a set area, they can jump across a short area, and they can even combine the two into one attack pattern, making them a tough enemy to deal with. They

are only defeatable with a TNT Barrel or Squitter's web attacks, but for the most part they must be avoided.

-----  
Knick-Knack  
-----

A bug that comes in two varieties, the red type will die from one stomp, but the lighter type will flip onto it's back, allowing the Kongs to use it as a throwable weapon!

-----  
Knocka  
-----

A green barrel with a Kremling inside, these numerous enemies will attempt to charge into the Kongs. Their touch is not harmful per se, but they can bump the Kongs till they fall off of a cliff to their death. Stomp on them once to stop their attacks, then the remaining Barrel shell will behave just like a DK Barrel, sans the extra Kong that can be released.

-----  
Kobble  
-----

The basic of most basic Kremling foot soldier, he does nothing more than patrol a certain area, looking for... well, they continue to pace ignoring everything, so who knows what they really are looking for anyway?

----  
Koco  
----

This fish comes in two varieties: red and green. Red Kocos are more aggressive in their swimming, usually taking up residence in areas that are required to swim through to progress onward in the level. The green Kocos are more sedate, usually holding position or just swimming straight on through an area, as opposed to red Kocos that can patrol an area.

----  
Koin  
----

This rather defensive Kremling has learned from all of the beatdowns that the Kong family has handed to the Kremling nation and her allies, donning a helmet and a shield to deflect all sorts of attacks. To further increase his stature, Koin has taken the DK Hero Coins and added them into his shield, almost like an emblem to flaunt and taunt the Kongs with. However, he does have one glaring weakness, which is that if he can be distracted or attacked from behind, Koin will go down, leaving behind the DK Coin for that level! Steel Kegs are the weapons of choice for busting a Koin down for his transgressions.

-----  
Koindozer  
-----

A relative of Koin, this pink enemy will try to use his shield to bang the Kongs into gaps to kill them. They also are able to charge side to side quickly, making them a very dangerous foe for the one level that they inhabit. They can be used on occassion however as stepping stones, meaning they are not all bad for the Kongs.

-----  
Koptor  
-----

A Kremling who has been taking serious aviation classes, he will make use of a helmet with blades on it to spin himself around through the air. Although the blades are deadly to the touch, the helmet of a Koptor can be used to bounce off of repeatedly, using it as a stepping stone to reach areas that are otherwise inaccessible.

-----  
Krimp  
-----

A large, purple Kremling with massive teeth and jaws, he will try to bite a pound of monkey flesh, meaning that a roll attack will not take this one down. Use a stomping attack, or just jump over them and move on to deal with these menaces.

-----  
Krump  
-----

A massive, steroid afflicted Kremling, this blue behemoth is invulnerable to jumping attacks from Dixie, so have Diddy use a stomp to send them roaring down off the screen. However, a Barrel attack will also send them packing, but they are not always available to use on the big guy.

-----  
Kuchuka  
-----

The third member of the Kremplings hiding in barrels, these purple guys are even more heavily armed than the Klasps, as they can toss out multiple bombs at a time. Although they are not hurtful to touch, they are frequently tossing rounds out, so try to sneak by them in a timely fashion to avoid damage.

-----  
Lemguin  
-----

Only found in one level in K3, these combination Penguins and Lemmings will shoot out of their holes in the ground at set intervals, attempting to bowl over the Kongs. Often, the only way to bypass these Lemming clans is to bounce along the lines of enemies, getting to the open area behind the Lemming hole.

-----  
Minkey  
-----

Minkies are coconut tossing enemies that will work in groups, trying to hit the Kongs as they climb past on a rope. No way to destroy them, so just time the climbs past, making use of any Barrel Shields that may exist in the level.

-----  
Nibbla  
-----

A fish with a voracious appetite, any pond that they inhabit is a near instant

attack if any Kong should set foot into the water. However, for one level Nibbla is content to trail the Kongs, provided they keep him well fed on delicious Kocos.

---  
Nid  
---

A bouncing spider, Nids are actually helpful to the Kongs as opposed to being a detriment, as the boards they carry on their back can be used in conjunction with the spider hops can get the Kongs to heights they could never reach normally.

-----  
Recoil  
-----

A springy tailed Kremling, this bouncy fellow will try to confuse the Kongs with all of his odd hops. Return the favour with a hop of your own onto his head, or even make use of a roll attack to pass through the energetic fellow.

-----  
Sneek  
-----

A nasty looking rat, he patrols back and forth, sometimes in large groups. They are not much of a threat, but when the Kongs are Ellie, she will need to avoid these guys or kill them from afar, as she is deathly afraid of them.

-----  
Skidda  
-----

Similar to a Kobble, these purple Kremlings take up residence in icy regions of the continent, slipping and sliding their way around icy slopes. Although they are not dangerous usually, the odd movement abilities they possess makes them tougher to hit than a Kobble. Try to utilize roll attacks to minimize the chance of a missed jump attack going awry.

-----  
Swoopy  
-----

A hummingbird that has a real Jekyll and Hyde attitude. It will assist the Kongs by launching itself headlong into a tree trunk to stick there, allowing the Kongs to use it as a stepping stone (Jekyll). However, it will attack the Kongs relentlessly by flying through holes in trees, moving in never ending lines of attack (Hyde).

-----  
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=== Boss 1 - Belcha's Barn =====

This boss is actually rather tough for a first boss. Of course, it is not very tough at all, but harder than Gnawty from Donkey Kong Country :) Anyway, head through the swing door on the floor to get to the actual boss fight. Let me explain what your objective is. First of all, Belcha is a large barrel who spits out barrels, moving at very slow paces. Inside each of these barrels is a small enemy. The goal is to shoot these enemies back into Belcha's mouth, because Belcha does not like these enemies, it pushes back. If you push Belcha back far enough, it will fall off the edge. That is how you defeat the boss, so let's get to the actual procedure.

First, wait for the barrels to be spit out. Jump on the barrel (don't worry, they cannot hurt you even if they roll passed you) and you will notice an enemy pop out. Jump on this enemy, but quickly move to the left, avoiding the second jump on the enemy. You want these guys alive, but you also want them throwable. So, once the enemies are on their back, grab them and throw them into Belcha's mouth. Don't get too close to Belcha, or your throw will be inaccurate. Do this 3-4 times, and Belcha will sink to the bottom of an area, and a Bonus Coin will pop out. Grab this coin and you just beat the first world of the game!

=== Boss 2 - Arich's Ambush =====

Cross over to the left side of the room, leap onto the creature's head to get the Barrel, and then underneath his legs and cream his underbelly for a hit. Now repeat the pattern (though the Barrel is now on a higher ledge) once more, causing Arich to start spitting globules of venomous acid, but a safe spot to hide is in the bottom right corner. Once this ends, go do the leap off of his body to the Barrel way up high, and then drop down quickly to hide in the corner again, before emerging from the small safe spot to hit the abdomen of the big red spider for the third time. After this, repeat the same hide, emerge for a Barrel, hide again, and then hit him once more to score the victory! In addition to playing exterminator however, a Patch will be looted from the defeated Arachnid, so best head back to Funky straight away!

=== Boss 3 - Squirt's Showdown =====

This boss is pretty annoying, but once you get the hang of it, everything will fall into place. Squirt is a face behind the waterfall who shoots water in a circle. You cannot get hit by this water, or you will fall off the cliff. Of course, you are going to be Ellie, as you land in an Ellie barrel right off the bat. So, head around the arena, using the top and bottom ledges to maneuver around the circling water. Once it stops, Squirt will reveal two eyes. You must suck up water and shoot both eyes. If you are fast enough, you can hit both eyes and they will both shut.

He will then shoot water, a bit faster this time. Do the same thing, but this time, hit his closed eyes. Repeat this entire process, hitting both eyes twice a total of three times. This will defeat the boss and give you a ski leg. You cannot use this leg until you find the other leg, so don't get too excited. Anyway, you beat the third world! Almost half-way.

=== Boss 4 - Kaos Karnage =====

This massive robot does indeed talk, but it says things about how the Kongs are not it's friends! Run right off the start, going underneath the exhaust port,

stopping on the far side. Now, the robot will dip down towards the floor when approaching both corners as well as the center area of the room, so do not go under it or let it trap you against a wall. Once it stops for a moment, use the rotating blades it possesses to hop up to bop it in the helmet. Repeat this pattern a second time, but on the third run the dipping in the flight occurs in the center of the area as well as slightly away from the walls, meaning hiding in a corner is safe.

It will still stop in the center of the screen after a couple passes, requiring the same jump up the rotating blades to bop it on the helmet, but this time the helmet will fly way, hovering over the fight while the body (with a new, weird looking head) will fly the same pattern as the previous set, so bop it again, but the floating helmet will suddenly spurt to an aggressive mode, hovering back and forth, attempting to singe the Kong's backsides with laser fire! After running back and forth to dodge these attacks, the robot lowers to rotate the blades again, so hop on up to land a blow, then repeat the same dodge game on the helmet (it shoots at a faster rate this time), then get the robot again via the blades, causing KAOS to flee, but not without the helmet being left behind, which turns into a ski! It is a perfect match for the other one won in Cotton Top Cove, so why not go back to Funky and see if he can use these wonderful things!?

=== Boss 5 - Bleak's House =====

This boss is a snowman who throws snowballs at you. You can only be one of your characters at a time, and you will get to throw snowballs at your enemy. There are two major phases of this boss fight, and each is rather easy. Throwing snowballs is easy as well. Just press up to throw long, or down to throw short. Bleak will only appear in long range or short range, so that is all you have to worry about.

The first phase is basically Bleak throwing snowballs at you very quickly. At first this was frustrating because dodging the balls is much different from dodging other boss attacks in the past. This time, you want to go left, right, left, right etc. in order to dodge the balls. At the same time, you want to throw a snow ball at the snowman's tie. This will cause him to laugh, but he is actually hurt.

After you hit the boss once, a new phase begins. Bleak will shoot snowball cannonballs out of his hat. They are relatively slow, and follow a pattern, so it is not that bad. The beginning involves snowballs going from the left of the screen to the right, or the other way around. Once Bleak finishes his shooting he will stand there, and you can hit his tie. He then does this procedure again, only faster. Also, he shoots out multi-balls at the end of the bombing. So, take him out when he is done.

Once again, you will have to hit the snowman will snowballs as he tries to hit you. He will probably be in the opposite location that he was in the beginning of the boss fight, but most of his location is random. Take him out, then get ready for the final snowball cannonballs. There will be several multi balls. Either stay in the middle of the side, usually after you do one, head to the other location. Then, hit him and you will obtain the bonus coin! Woohoo! We beat world 5.

=== Boss 6 - Barbos's Barrier =====

Swim into the Enguarde Barrel to start things off, then you will float into the battle area. Barbos is a massive Lurchin, who uses smaller Lurchins are

unstoppable as a shield for its soft insides. Start off by waiting at the top of the screen, waiting for the regular Lurchins Barbos releases to float up towards the top, where Enguarde must time his stabs so he hits the Lurchins while they are exposed, sending them flying off the walls and into the shield Lurchins. Once both Lurchins are removed, Barbos will bob up and down, which is the opportunity to stab her.

Barbos will retreat to the next area, so follow her, this time facing an attack from homing missile shelled creatures, who will, after a few seconds of chase, turn yellow, followed by launching in the direction that they are facing. So, to get rid of the shield Lurchins this time, Enguarde needs to bait the shelled enemies into a spot where they stop moving, start to rotate, and then use his body position to get them to lock onto him, followed by moving out of the way as they launch themselves into the shield Lurchins to destroy them. With both shield Lurchins gone, once again stab the bobbing Barbos.

Once again follow Barbos down a level, but this time cut to the side and move down around her, as she will rise to the roof, where she will shoot off four sets of spines, so move in between the incoming shots. Once the fourth set has gone, move up on the side, then stab the bobbing Barbos for another damaging hit. Next up are five sets of spines, then another opportunity for a Barbos stabbing, followed by a set of six spine sets and another Barbos stabbing opportunity. After this set however, Barbos will surrender the Bonus Coin, allowing the Kongs to move onto new and nastier challenges!

=== Boss 7 - Kastle Kaos =====

Remember that stupid robot boss from Mekanos? Well, like he said, he is back. No biggie, because we are going to whomp on him. First of all, dodge his fire as he hovers above you. Jump on the balls that exist at the bottom to avoid any other mishaps during this section. Then, grab the barrel towards the right and throw it at the clunk's head. The next phase is the robot shooting bombs out of his head, sorta like the snowman. Just dodge these, then grab the barrel on the opposite side as before, and hit his head again. Finally, the man we have been waiting for you, or crocodile, whatever you want to call it. King K. Rool, our favorite final boss.

Basically, you have to levers, which you can use to jump from one side to the other. Switch the lever on the left to grab the barrel. Then hit the back of King K. Rool with that barrel. After hitting him, he will go on his tantrum. Try to jump over him, and dodge his spasmodic movements. Then, head to the right and grab the barrel, which is the opposite of what happened the last time we found the barrel. Again, throw it at the back of K. Rool.

This next phase is identical to the last, except the balls below you will be electrified. So your goal is to knock K. Rool to the bottom so that he gets electrified. To do this, collect a barrel and jump from side to side to get behind K. Rool. Then throw the barrel at the back of him. Repeat this process one more time to get to the next phase of the boss fight.

This phase consists of a moving platform in the middle. Tug the lever on the right side of the screen, which reveals the barrel. Then jump to the moving platform and over to the left side of the screen. Then grab the barrel and do the same as you have been doing. Hit K. Rool in the back. Repeat this damn process one more time and you will finally get the LAST phase of this stinkin boss fight.

What you have to do here is tug the lever on the left, which reveals the barrel to your right. The electricity is temporarily disabled, so you have to quickly





Below is a list of bonus rooms. The level and type of bonus room is indicated inside the box. This massive list is for quick navigation, especially when you want to head to the hidden world, number 8.

```
O-----O-----
|Bonus Room #1| Location: Lakeside Limbo / Type: Collect 50 Stars |
O-----O-----
|The title of this bonus room is "Collect 50 Stars." As you enter the bonus |
|room, you will notice stars scattered all over. Use the rope just above you |
|to quickly gather the stars in the top row, then, once you reach the other |
|side, use Dixie to do her flying move to get the tougher stars in the middle. |
|If you succeed in collecting all of the stars, quickly head to the right and |
|collect your first bonus coin. That's the end! |
O-----O-----
```

```
O-----O-----
|Bonus Room #2| Location: Lakeside Limbo / Type: Grab 15 Bananas |
O-----O-----
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |
|room, you will notice a rope just above you. This rope is the basis of the |
|game. You are to collect 15 Green Bananas, which appear one after another. |
|They will either appear above the rope, which in that case you must jump on |
|the rope, then jump to the banana, or they will appear below the rope, where |
|you must press and hold down, while jumping. Collect 15 and grab the token to |
|your right, on the bottom of the stage. |
O-----O-----
```

```
O-----O-----
|Bonus Room #3| Location: Doorstop Dash / Type: Collect 60 Stars |
O-----O-----
|The title of this bonus room is "Collect 60 Stars." As you enter the bonus |
|room, you will notice two rooms, each containing a bunch of stars. There are |
|two levers, obviously purposed to crank open the door in the middle. First, |
|collect all of the stars in the first room. All of them! Then, use the lever |
|to open the door, and grab all of the stars in this room. Now, grab the token |
|and you will complete this level. |
O-----O-----
```

```
O-----O-----
|Bonus Room #4| Location: Doorstop Dash / Type: Find the Coin |
O-----O-----
|The title of this bonus room is "Find the Coin." As you enter the bonus |
|room, you will notice a few levers lined up to the right. Jump to the first, |
|and continue to the right. You will eventually notice a Buzz. Jump over this |
|Buzz as it comes towards you, then make your way passed a few more levers. |
|You will notice another Buzz going vertically. Wait until it begins moving |
|downward, and jump passed it. Grab the coin on the ledge to the right. |
O-----O-----
```

```
O-----O-----
|Bonus Room #5| Location: Tidal Trouble / Type: Collect 30 Stars |
O-----O-----
|The title of this bonus room is "Collect 30 Stars." As you enter the bonus |
|room, you will notice that you are Enguarde, and stars are scattered along a |
|narrow pathway. Also, a Lurchin, a small enemy that shields itself with sharp |
|spikes, will be standing quite close to you as you start. Take your time, you |
|have plenty. Just swim, grabbing all the Stars, at a normal speed, and |
O-----O-----
```

|collect the Bonus Token towards the right of the level. |

O-----O

O-----O-----O

|Bonus Room #6| Location: Tidal Trouble / Type: Bash the Baddies |

O-----O |

|The title of this bonus room is "Bash the Baddies." As you enter the bonus |
|room, you will notice a rope, with a few knick-knacks guarding above. Some |
|will be higher than others, so you must plan your jumps carefully. I would |
|NOT recommend that you jump on the knick-knacks simultaieneously because your|
|chances of falling off or getting hit are increased significantly. Once you |
|KO all enemies, jump below the rope to grab the Bonus Coin! |

O-----O

O-----O-----O

|Bonus Room #7| Location: Skidda's Row / Type: Bash the Baddies |

O-----O |

|The title of this bonus room is "Bash the Baddies." As you enter the bonus |
|room, you will notice two valleys of ice, each with two Skiddas patrolling |
|the area. At first glance, you want to do the double jump, where you jump on |
|one, and land on the other Skidda. However, I would use the roll attack since|
|you are less likely to lose this bonus. The roll is a safe way of KOing the |
|Skiddas, and once you take out all four of them, grab the Bonus Coin. |

O-----O

O-----O-----O

|Bonus Room #8| Location: Skidda's Row / Type: Find the Coin |

O-----O |

|The title of this bonus room is "Find the Coin." As you enter the bonus |
|room, you will notice is a knick-knack, along with many other enemies. Simply|
|jump across the room, using the enemies and ledges for support. I would use |
|the roll attack for the Skiddas, simply because it is less stressful, so you |
|are less likely to make a mistake. Whichever method you choose, get to the |
|end of the right side, and you will find the Bonus Coin. |

O-----O

O-----O-----O

|Bonus Room #9| Location: Murky Mill / Type: Bash the Baddies |

O-----O |

|The title of this bonus room is "Bash the Baddies." As you enter the bonus |
|room, you will notice a barrel in the center of the room, along with a bunch |
|of Buzz enemies flying in circles above. To complete this game, simply take |
|a barrel and jump, hitting one of the Buzz enemies. Repeat this process for |
|all of the Buzzes, then quckly run to the right side of the stage to claim |
|your Bonus Coin. |

O-----O

O-----O-----O

|Bonus Room #10| Location: Murky Mill / Type: Find the Coin |

O-----O |

|The title of this bonus room is "Find the Coin." As you enter the bonus |
|room, you will notice two groups of Buzz enemies, and each group consists of |
|two Buzzes. This is one hell of a Bonus Room. I had to try it three times to |
|get the hang of it. Basically, you want to jump over the first Buzz, and land|
|in the direct middle, not not too far to the right. Then, quickly jump over |
|the next Buzz coming around. Repeat the process and grab the Bonus Coin. |

O-----O

O-----O-----O

|Bonus Room #11| Location: Barrel Shield Bust-Up / Type: Find a Coin |

O-----O |  
|Grab the rope and climb upwards, finding Minkies spaced out enough that the |  
|Kongs can stop in between each throwing primate. Once the top is reached, |  
|go right through the knothole in the tree, leaping downwards along the |  
|Banana trail to find the Coin! |  
O-----O

O-----O-----O |  
|Bonus Room #12| Location: Barrel Sheild Bust-Up / Type: Grab 15 Bananas |  
O-----O |  
|In this Bonus Room are some trouble causing Minkies, up to their usual |  
|tricks. The Kongs must climb in between their hurled fruit, grabbing the |  
|randomly appearing Green Bananas, then climb carefully to the bottom of the |  
|rope to snag the Bonus Coin... all before time expires! Only move for a |  
|Banana if the Minkies appear to have left an opening, as one hit will end |  
|your Coin chance! |  
O-----O

O-----O-----O-----O |  
|Bonus Room #13| Location: Riverside Race / Type: Grab 15 Bananas |  
O-----O |  
|A solo green Koco sits stationary in the water, so swim and jump past this |  
|annoyance carefully to reach the Green Bananas where they appear, moving to |  
|the right side of the area to get the Bonus Coin after the 15th unripened |  
|fruit is garnered! |  
O-----O

O-----O-----O-----O |  
|Bonus Room #14| Location: Riverside Race / Type: Bash the Baddies |  
O-----O |  
|Here are four Rekoils, which are just begging to be bashed, so do so, making |  
|use of controlled roll attacks (kill one and then pull back, repeating as |  
|necessary) to knock them all down, earning the Bonus Coin! |  
O-----O

O-----O-----O-----O |  
|Bonus Room #15| Location: Squeels on Wheels / Type: Collect 20 Stars |  
O-----O |  
|In this Bonus area, careful leaps across the wheels of the Sneeks is the |  
|path to take, as the Stars float over the chasm and wheels below. Take |  
|your time, progressing steadily right, getting the Bonus Coin easily! |  
O-----O

O-----O-----O-----O |  
|Bonus Room #16| Location: Squeels on Wheels / Type: Grab 15 Bananas |  
O-----O |  
|Two Sneeks move their wheels over a chasm (sound familiar?), so make use of |  
|careful leaps to get over whichever wheel is under the current Green Banana, |  
|collecting 15 of them for the Bonus Coin! |  
O-----O

O-----O-----O-----O |  
|Bonus Room #17| Location: Springin' Spiders / Type: Grab 15 Bananas |  
O-----O |  
|Here are two red Buzzes, one guarding the way top the top of the tree, the |  
|second firmly parked in the middle of the top area. So, fly on by the first |  
|mechanical terror, then fly carefully around the second red Buzz as you |  
|collect the randomly appearing green bananas. Once 15 have been bagged, fly |  
|down into the bottom area (carefully, or you may clip the red Buzz that the |  
|Kongs passed earlier) to snag the Bonus Coin! |  
O-----O

O-----O

O-----O

|Bonus Room #18| Location: Springin' Spiders / Type: Collect 30 Stars |

O-----O

|Use the Nid to reach the ledge above (collecting a few Stars on the way), |  
|then jump out to the right, falling through a line of Stars. If necessary, |  
|go for a second leap off the branch, but if you were crooked in your fall, |  
|then getting the rest in the time remaining will be tough, so go straight |  
|down on your leaps to ensure efficient coverage of the Star area. |

O-----O

O-----O

|Bonus Room #19| Location: Bobbing Barrel Brawl / Type: Find The Coin |

O-----O

|In here is a pond with no way to cross, so use Ellie's ability to throw |  
|barrels by grabbing one, pressing UP and then releasing the Y Button to send |  
|it into the water. Next is a grabbing of the replenished Barrel, leaping |  
|onto the first Barrel, and then a repeat throw, which will allow Ellie to |  
|leap across the pond to the waiting Bonus Coin! |

O-----O

O-----O

|Bonus Room #20| Location: Bobbing Barrel Brawl / Type: Collect 10 Stars |

O-----O

|In a rather simple Bonus Coin challenge, hop across the three Steel Kegs |  
|while collecting all 10 Stars en route to the Bonus Coin location on the |  
|right side of the area. |

O-----O

O-----O

|Bonus Room #21| Location: Bazza's Blockade / Type: Find a Coin |

O-----O

|The title of this bonus room is "Find a Coin." As you enter the bonus |  
|room, you will notice a bunch of enemies, among them Bazzas. The Bazzas will |  
|swim, one being up, then the next being down. So, swim your pattern according|  
|ly. Once you make it passed four of them, you will see the Bonus Coin up on |  
|the ledge. Swim up there grab it, and you will automatically swim through the|  
|door to the right. |

O-----O

O-----O

|Bonus Room #22| Location: Bazza's Blockade / Type: Bash the Baddies |

O-----O

|The title of this bonus room is "Bash the Baddies." As you enter the bonus |  
|room, you will notice rows of holes, where Kocos pop out. You will be Enguarde|  
|and you have to take all these enemies out. My advice would be to stay at one|  
|level at a time (the bottom first) and work your way up. The Bonus Coin will |  
|pop in existence at the top once you have taken out all the enemies. Grab it |  
|and you will automatically head through the door. |

O-----O

O-----O

|Bonus Room #23| Location: Rocket Barrel Ride / Type: Collect 20 Stars |

O-----O

|The title of this bonus room is "Collect 20 Stars." As you enter the bonus |  
|room, you will notice a rocket barrel in front of you. Jump on this and grab |  
|the stars to the right. There is another set just to the right of the ledge. |  
|Jump into the next barrel to grab the next two sets of stars. Finally, head |  
|into the last barrel and you will collect the last stars, ultimately finding |

|the Bonus Coin waiting for you up here. |  
O-----O  
  
O-----O-----O  
|Bonus Room #24| Location: Rocket Barrel Ride / Type: Collect 60 Stars |  
O-----O |  
|The title of this bonus room is "Collect 60 Stars." As you enter the bonus |  
|room, you will notice a rocket barrel and a bunch of stars above. Jump into |  
|the rocket barrel, but don't immediately shoot right. First, grab all the |  
|stars that you see, then shoot to the right. Do the same for this one and the|  
|next barrel. Finally, shoot for the last stars and you will land directly on |  
|the Bonus Coin, then exit. |  
O-----O

O-----O-----O  
|Bonus Room #25| Location: Kreeping Klasps / Type: Grab 15 Bananas |  
O-----O |  
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |  
|room, you will notice two ropes, one underneath the other. Simply jump from |  
|rope to rope and gather the 15 Green Bananas as they appear. Make sure you |  
|do not fall into the water, otherwise you will have lost valuable time to |  
|gain the Bonus Coin. Anyway, grab the Bonus Coin to the right of the area if |  
|you were successful in gathering all 15 bananas. |  
O-----O

O-----O-----O  
|Bonus Room #26| Location: Kreeping Klasps / Type: Find a Coin |  
O-----O |  
|The title of this bonus room is "Find a Coin." As you enter the bonus |  
|room, you will notice a rope with tons of Klasps guarding it along the way. |  
|There are four Klasps to be exact, and each has the same patrol route, but |  
|different timings. So, be patient! You have plenty of time! Just wait for the|  
|Klasp to come toward you, then jump over it and proceed to the next one. Once|  
|you are successful, grab the Bonus Coin at the end. |  
O-----O

O-----O-----O  
|Bonus Room #27| Location: Tracker Barrel Trek / Type: Collect 70 Stars |  
O-----O |  
|The title of this bonus room is "Collect 70 Stars." As you enter the bonus |  
|room, you will notice a bunch of stars along with two Tracker Barrels to your|  
|right. What you want to do is think of the stars as if they were in columns |  
|and collect each column one at a time. Never leave stars behind, as you will |  
|have no time to come back and grab them. So, grab them as you go, and you |  
|should obtain the Bonus Coin on the ledge to the right. |  
O-----O

O-----O-----O  
|Bonus Room #28| Location: Tracker Barrel Trek / Type: Bash the Baddies |  
O-----O |  
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |  
|room, you will notice several Knick-Knacks along with a Tracker Barrel. Use |  
|this barrel to get from one to the other, then once you have KOed all of the |  
|enemies, grab the Bonus Coin all the way to your right. |  
O-----O

O-----O-----O  
|Bonus Room #29| Location: Fish Food Frenzy / Type: Grab 15 Bananas |  
O-----O |  
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |

|room, you will notice a an open area where you can swim around. The bananas |  
|will simply be scattered all along this area. Surprised it was this easy to |  
|be honest, this late in the game. Just swim around, and I would advise you to|  
|stay towards the bottom because it's faster to swim up than down. Grab the |  
|Bonus Coin in the middle of the area. |

O-----O

O-----O-----O

|Bonus Room #30| Location: Fish Food Frenzy / Type: Bash the Baddies |

O-----O |

|The title of this bonus room is "Bash the Baddies." As you enter the bonus |  
|room, you will notice that you have Nibbla and you have to eat 10 Kucos total|  
|and they are all scattered throughout the level. So, eat them they usually |  
|come in pairs. The Bonus Coin is towards the top of the area, so grab it and |  
|get ready for the end of this level. |

O-----O

O-----O-----O

|Bonus Room #31| Location: Fire-Ball Frenzy / Type: Bash The Baddies |

O-----O |

|Turning into Squitter immediately, make use of his web producing ability to |  
|send all the green Buzzes packing, making the Bonus Coin appear! |

O-----O

O-----O-----O

|Bonus Room #32| Location: Fire-Ball Frenzy / Type: Grab 15 Bananas |

O-----O |

|Carefully move in between the two karbines and their continual rain of fire, |  
|grabbing 15 green Bananas as they appear. If it appears that a Karbine may |  
|hit the Kongs if they try to go past said Karbine, it is better to wait and |  
|try for the next green Banana as opposed to throwing out all the work from |  
|the attempt to the Bonus Round. Grab the Bonus Coin on the right side of the|  
|Karbine firing range. |

O-----O

O-----O-----O

|Bonus Room #33| Location: Demolition Drain-Pipe / Type: Bash The Baddies |

O-----O |

|Start off by leaping onto the first three Knick-Knacks, then grab the rail |  
|above, riding it forward to hop down onto a fourth Knick-Knack, grabbing the |  
|rail on the bounce upwards. Now take out the fifth and final Knick-Knack by |  
|dropping down onto it, making the Bonus Coin appear for the acquiring! |

O-----O

O-----O-----O

|Bonus Room #34| Location: Demolition Drain-Pipe / Type: Collect 20 Stars |

O-----O |

|Ride along the rail to pass through five stars, then drop down onto a green |  
|Buzz to get the one star he has, bouncing back up to the rail above. Almost |  
|immediately is another drop down on top of a Green Buzz for a star he hides, |  
|then ride the rail for eight more stars, finally dropping to the ground to |  
|snage the final five stars tomake the Bonus Coin appear! |

O-----O

O-----O-----O

|Bonus Room #35| Location: Ripsaw Rage / Type: Find The Coin |

O-----O |

|Run to the right, leaping to the branches above, then climb quickly upwards, |  
|following the zig-zag pattern of branches to reach the top branch where the |  
|Bonus Coin awaits the hands of the Kongs! |

0-----0  
0-----0  
|Bonus Room #36| Location: Ripsaw Rage / Type: Grab 15 Bananas |  
0-----0 |  
|An Exclamation Point Barrel will greet the Kongs, allowing them to step on |  
|the ripsaw, which will throw them back and forth as it saws. This is a |  
|problem due to the green Bananas appearing above the ripsaw as it moves |  
|upward, so try to use leaps and hops to get after the unripened fruit, |  
|collecting 15 before time runs out, grabbing the Bonus Coin when it appears |  
|at the top of the tree! Try to use the saw's momentum to make the jump to |  
|the ledge where the Bonus Coin sits, or you may end up stuck underneath that |  
|ledge, missin out on the Bonus Coin you rightfully earned. |  
0-----0

0-----0  
|Bonus Room #37| Location: Blazing Bazukas / Type: Find the Coin |  
0-----0 |  
|Simply use web platforms to advance to the right while using web shots to |  
|destroy the green Buzzes in your path, arriving at the Bonus Coin with plenty|  
|of time to spare! |  
0-----0

0-----0  
|Bonus Room #38| Location: Blazing Bazukas / Type: Find The Coin |  
0-----0 |  
|Here the Kongs must use the Barrel blaster to land on top of a flying Bazuka |  
|shot barrel, then bounce to the right to go over the makeshift bridge the |  
|barrels form to reach the area where Bazuka and a Bonus Coin await |  
|collection! |  
0-----0

0-----0  
|Bonus Room #39| Location: Low-G Labyrinth / Type: Collect 80 Stars |  
0-----0 |  
|Make efficient use of flight pattenrs in this Bonus Room to fly up and down, |  
|grabbing the large amount of stars, making the Bonus Coin appear on the right|  
|side of the area! |  
0-----0

0-----0  
|Bonus Room #40| Location: Low-G Labyrinth / Type: Bash The Baddies |  
0-----0 |  
|Using green Squawks for this round, shooting the green Buzzes as the Kongs |  
|advance forwards through the pipe, making the Bonus Coin appear in the final |  
|lare of the pipe! |  
0-----0

0-----0  
|Bonus Room #41| Location: Krevice Kreepers / Type: Collect 30 Stars |  
0-----0 |  
|The title of this bonus room is "Collect 30 Stars." As you enter the bonus |  
|room, you will notice a rope guarded by a Klasp. There are several stars |  
|within the boundary of the two vertical ropes. The Klasp can only move in |  
|this boundary, so you have safe points at both ends. So, use Dixie and hop |  
|across, never stopping, and grabbing all the stars and you will find the |  
|bonus coin at the right of the stage. |  
0-----0

0-----0

|Bonus Room #42| Location: Krevice Kreepers / Type: Find the Coin |  
O-----O |  
|The title of this bonus room is "Find the Coin." As you enter the bonus |  
|room, you will notice a Klasps above you, as well as another after that. This |  
|bonus level is easy if you know what to do ahead of time, otherwise it is |  
|very hard. Basically, these Klasps are much faster than before. You have to |  
|jump to the right and quickly jump up to more times to reach the ledge with |  
|the bonus coin. |

O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
|Bonus Room #43| Location: Tearaway Toboggan / Type: Bash the Baddies |  
O-----O |  
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |  
|room, you will notice three Knick-Knacks. One standing still in the middle of|  
|the arena, and two patrolling left and right. Grab the DK barrel if you need |  
|it. Now that you have two characters, simply throw one of the chracters up to|  
|hit the enemies and then the bonus coin will appear on the right side. Grab |  
|it and exit the arena. |

O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
|Bonus Room #44| Location: Tearaway Toboggan / Type: Collect 50 Stars |  
O-----O |  
|The title of this bonus room is "Collect 50 Stars." As you enter the bonus |  
|room, you will notice several houses. Nothing is really stopping you here, |  
|only some houses. Simply follow the path of stars and you should get the |  
|Bonus Coin at the end of the arena. |

O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
|Bonus Room #45| Location: Barrel Drop Bounce / Type: Grab 15 Bananas |  
O-----O |  
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |  
|room, you will notice two dropping barrels, with green bananas appearing on |  
|the left and right column. Just be patient, you have plenty of time. If the |  
|green banana is too high, don't worry about it because you can miss a few and|  
|still obtain the bonus coin. Anyway, grab 15 and then take the coin. |

O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
|Bonus Room #46| Location: Barrel Drop Bounce / Type: Find the Coin |  
O-----O |  
|The title of this bonus room is "Find the Coin." As you enter the bonus |  
|room, you will notice two barrels dropping in a column. You must jump from |  
|column to column, left, right, left, right etc. All the way up to the top. |  
|You will end on the barrel on the right, so don't jump to the left or you |  
|will fall down. Grab the Bonus Coin up here and exit the arena. |

O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
O-----O-----O-----O-----O-----O-----O-----O-----O-----O  
|Bonus Room #47| Location: Krac-Shot Croc / Type: Grab 15 Bananas |  
O-----O |  
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |  
|room, you will notice an open area. Since you have Squitter, make platforms |  
|to get up to the bananas. Most of them are hard to get, especially up high, |  
|so this might take a few tries. Anyway, once you have 15 of them, grab the |  
|bonus coin and head out of this area. |



O-----O-----  
|Bonus Room #48| Location: Krac-Shot Croc / Type: Bash the Baddies |  
O-----O-----  
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |  
|room, you will notice that you are Croc, the shooter. Nice. Anyway, shoot the |  
|enemies, which should not be very hard if you have any skill in first person |  
|shooters, like me! Shoot the Bonus Coin in the middle, which appears once |  
|you have shot all the enemies down. |  
O-----O-----

O-----O-----  
|Bonus Room #49| Location: Lemguin Lunge / Type: Find the Coin |  
O-----O-----  
|The title of this bonus room is "Find the Coin." As you enter the bonus |  
|room, you will notice a bunch of Lemguins rolling on their belly towards you. |  
|They are going relatively fast, compared to what you will see in the level. |  
|Use Dixie and spin as far right as possible. Try to land on a Lemguin, then |  
|jump over to the right and continue to land on Lemguins. After a short length |  
|of jumping, you will find the Bonus Coin. |  
O-----O-----

O-----O-----  
|Bonus Room #50| Location: Lemguin Lunge / Type: Collect 30 Stars |  
O-----O-----  
|The title of this bonus room is "Collect 30 Stars." As you enter the bonus |  
|room, you will notice a line of stars, and a chain of Lemguins coming towards |  
|you. The good thing is that the Lemguin chain is really slow. You have plenty |  
|of time to just jump over them and collect the line of stars. Nothing is very |  
|hard here, so take your time and grab the Bonus Coin at the end of the stage. |  
O-----O-----

O-----O-----  
|Bonus Room #51| Location: Buzzer Barrage / Type: Bash The Baddies |  
O-----O-----  
|Start off by killing the three green Buzzes along the bottom of the cavern |  
|(returning to the Barrel spot for more ammo), then fly up and right, looking |  
|left for a set of three circling green Buzzes to take out, followed up by one |  
|final green Buzz left in the top right corner of the room, causing the Bonus |  
|Coin to appear below in the bottom-right area of the room! |  
O-----O-----

O-----O-----  
|Bonus Room #52| Location: Buzzer Barrage / Type: Collect 40 Stars |  
O-----O-----  
|The Stars here are spread out all over the room, so mroe of the Koptor helmet |  
|bonking will be necessary to get all the Stars. Try to clear one portion of |  
|the room at a time, as the time to complete this tough challenge for a Bonus |  
|Coin is steep indeed. |  
O-----O-----

O-----O-----  
|Bonus Room #53| Location: Kong-Fused Cliffs / Type: Find The Coin |  
O-----O-----  
|Immedistely jump into the Blast Barrel on the left, then grab the rope before |  
|once again immediately jumping to the Blast Barrel on the right, then grab |  
|the rope. Continue this pattern, carefully jumping low enough to not hit the |  
|green Buzzes, reaching the top where the Bonus Coin sits patiently, awaiting |  
|pick-up via the Kongs! |  
O-----O-----

O-----O-----  
|Bonus Room #54| Location: Kong-Fused Cliffs / Type: Find The Coin |  
O-----O-----  
|Climb the rope while dodging Koptors as they descend, all the while staying |  
|ahead of the burning rope! The Koptors appear in the following order on the |  
|following sides: right, left, right, left, right, and left, followed by a |  
|single leap to the right to reach the elusive Bonus Coin! |  
O-----O-----

O-----O-----  
|Bonus Room #55| Location: Floodlit Fish / Type: Collect 90 Stars |  
O-----O-----  
|Despite how rough and unforgiving the Bonus Rooms have been lately, this one |  
|is nowhere near the same league of difficulty. Simply swim an efficient, up |  
|and down pattern, grabbing all 90 Stars in the dark to make the Bonus Coin |  
|appear in the middle of the underwater cavern! |  
O-----O-----

O-----O-----  
|Bonus Room #56| Location: Floodlit Fish / Type: Collect 40 Stars |  
O-----O-----  
|This is another Bonus Room that not even a braindead monkey (except maybe for |  
|Kiddy) could possibly screw up, as it simply requires the player to follow |  
|the path of the Stars to reach the end of the cavern, which just so happens |  
|to be where the Bonus Coin appears! If you somehow miss a Star en route, |  
|simply backtrack immediately, as some extra time is allotted in this already |  
|simple Bonus Room! |  
O-----O-----

O-----O-----  
|Bonus Room #57| Location: Pot Hole Panic / Type:Collect 20 Stars |  
O-----O-----  
|This is a pretty easy one, simply requiring the Kongs to use the same Ellie |  
|double leap approach used to access the Bonus Room, but this tim they need to |  
|get 20 Stars, making the Bonus Coin appear on the right side of the area! |  
O-----O-----

O-----O-----  
|Bonus Room #58| Location: Pot Hole Panic / Type: Grab 15 Bananas |  
O-----O-----  
|Okay... I lied. This is the FINAL Kuchuka, and he is in a foul mood! He |  
|will throw out bomb set after bomb set, making it tough for the Kongs to go |  
|after the unripened, green Bananas they need to advance to the Bonus Coin. |  
|If it appears a Bomb set might be lining up to crank the Kongs, it is better |  
|to let a green Banana disappear than get hit, as that will end the Bonus Coin |  
|opportunity. Once the 15 have been grabbed, snag the Bonus Coin when it |  
|appears on the right side of the screen! Remember that by the entry door is |  
|a safe spot, so make use of it to avoid getting hit! |  
O-----O-----

O-----O-----  
|Bonus Room #59| Location: Ropey Rumpus / Type: Find The Coin |  
O-----O-----  
|Here you will need to go along the rope, dodging the green Buzzes to reach |  
|the far side where the Bonus Coin rests. The best away to go about it is to |  
|leap into the middle of the set, then hand-over-hand climb past the second |  
|half of each duo. |  
O-----O-----

0-----0-----0  
|Bonus Room #60| Location: Ropey Rumpus / Type: Grab 15 Bananas |  
0-----0-----0  
|With two circling green Buzzes (moving slower than most of the in-level sets |  
|you have already dealt with) in the small room, simply leap through the |  
|openings to get the green Bananas, followed by dropping off the rope on the |  
|right side of the area to take possession of yet another Bonus Coin! Note |  
|that if you mess this Bonus Room opportunity up, you will need to try to get |  
|Parry back to the No Parry Sign on another foray into the level! |  
0-----0-----0

0-----0-----0  
|Bonus Room #61| Location: Konveyor Rope Klash / Type: Collect 30 Stars |  
0-----0-----0  
|The title of this bonus room is "Collect 30 Stars." As you enter the bonus |  
|room, you will notice a conveyor belt along with stars all above the belt. |  
|What you want to do here is simply grab all the stars along the way as you |  
|head to the right. Really simple bonus, so grab the Coin at the end. |  
0-----0-----0

0-----0-----0  
|Bonus Room #62| Location: Konveyor Rope Klash / Type: Grab 15 Bananas |  
0-----0-----0  
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |  
|room, you will notice two conveyor belts, one below the other. The bananas |  
|will appear in random places, and it is your job to head back and forth and |  
|grab all the bananas that you can. Once you have 15, grab the Bonus Coin in |  
|the middle, which is left behind. |  
0-----0-----0

0-----0-----0  
|Bonus Room #63| Location: Creepy Caverns / Type: Collect 50 Stars |  
0-----0-----0  
|The title of this bonus room is "Collect 50 Stars." As you enter the bonus |  
|room, you will notice Ghost Barrels with many stars above. The Ghost Barrel |  
|moves in many directions, so you have to time your jumps in order to grab the |  
|necessary stars. Once you have obtained all of the stars, grab the Bonus Coin |  
|and exit the level. |  
0-----0-----0

0-----0-----0  
|Bonus Room #64| Location: Creepy Caverns / Type: Find the Coin |  
0-----0-----0  
|The title of this bonus room is "Find the Coin." As you enter the bonus |  
|room, you will notice several enemies. Use Squitter to get around these guys |  
|timing your jumps around the last few. You should find the coin at the end. |  
0-----0-----0

0-----0-----0  
|Bonus Room #65| Location: Lightning Look-Out / Type: Bash the Baddies |  
0-----0-----0  
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |  
|room, you will notice water along the path. This one is really easy, just |  
|bounce your way across the stage using the Knick-Knacks, and you will have to |  
|do this in a two step process. The final Knick-Knack is on a platform, so |  
|head up to the ledge and hit him. Then grab the Bonus Coin and get ready for |  
|a painful experience up ahead. |  
0-----0-----0

0-----0-----0

|Bonus Room #66| Location: Lightning Look-Out / Type: Grab 15 Bananas |  
O-----O |  
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |  
|room, you will notice an area with lightning striking down. Bananas will |  
|appear all throughout the stage. Just watchout for the lightning and you |  
|should be fine. Make your way along the rest of this area and grab the Bonus |  
|Coin. |  
O-----O

O-----O-----O  
|Bonus Room #67| Location: Koindozer Klamber / Type: Collect 30 Stars |  
O-----O |  
|The title of this bonus room is "Collect 30 Stars." As you enter the bonus |  
|room, you will notice a few Koindozers, along with Stars scattered all above |  
|the area. You basically want to use Dixie to spin from platform to platform |  
|collecting all the stars in the path from each platform to platform. It is |  
|very tough to get all of them, but if you are good, you should be able to |  
|obtain the Bonus Coin at the end. |  
O-----O

O-----O-----O  
|Bonus Room #68| Location: Koindozer Klamber / Type: Grab 15 Bananas |  
O-----O |  
|The title of this bonus room is "Grab 15 Bananas." As you enter the bonus |  
|room, you will notice Koindozers all over the area. However, the bananas will |  
|appear above and between the enemies. You will have to quickly grab the ones |  
|that are in between because you will be closed in. Use Dixie to maneuver a |  
|little bit easier. Then grab the Bonus Coin once you have collected all 15. |  
O-----O

O-----O-----O  
|Bonus Room #69| Location: Poisonous Pipeline / Type: Bash the Baddies |  
O-----O |  
|The title of this bonus room is "Bash the Baddies." As you enter the bonus |  
|room, you will notice that you use Enguarde for this mission. Just head to |  
|the left and charge at the Kucos, as well as heading to the right and taking |  
|out the remaining enemies. Once all are finished, grab the Bonus Coin just to |  
|your right. |  
O-----O

O-----O-----O  
|Bonus Room #70| Location: Poisonous Pipeline / Type: Collect 30 Stars |  
O-----O |  
|The title of this bonus room is "Collect 30 Stars." As you enter the bonus |  
|room, you will notice that it is an empty area with stars along in a line. |  
|If you are good at swimming backwards, this will be easy. If you are EMU and |  
|changing the controls, this will be laughable. Grab the Bonus Coin at the end |  
|of the stage. |  
O-----O

O-----O-----O  
|Bonus Room #71| Location: Stampede Sprint / Type: Grab 15 Bananas |  
O-----O |  
|Upon entering the room, go bust out Squawks and grab ahold. Now, the two red |  
|Buzzes will stay in place, allowing Squawks to fly the Kongs around the |  
|mechanical creations, collecting the needed 15 green Bananas, making the |  
|Bonus Coin appear on the right side of the room. Note that careful flying |  
|should be used, as the time allotted for the Bonus Room is lenient on a few |  
|missed green Bananas, so only take risky flights if time is really getting |  
|low. |

O-----O  
O-----O  
|Bonus Room #72| Location: Stampede Sprint / Type: Grab 15 Bananas |  
O-----O |  
|Move right to bust Squitter from his box, then make a web platform over the |  
|gap below, followed by a second right across from it. Locate the two |  
|platforms about halfway up the screen, leaving a decent jump between the two, |  
|as this will allow for maximum area covered, meaning all appearing green |  
|Bananas will be within reach. Remember that the web platforms will start to |  
|de-stabilize and disappear after five seconds of solidness, so remember to |  
|replace them regularly. Once 15 green Bananas are garnered, jump to the |  
|ledge on the right to take in another Bonus Coin! |  
O-----O

O-----O  
|Bonus Room #73| Location: Stampede Sprint / Type: Grab 15 Bananas |  
O-----O |  
|Bust Parry out of his crate inside, then make use of him to grab green |  
|Bananas that are out of Ellie's reach. Complicating matters is a red Buzz |  
|located high in the room, with green Bananas appearing above it's location |  
|now and then. Once the necessary 15 green Bananas are in hand, go get the |  
|Bonus Coin on the right side of the room! |  
O-----O

O-----O  
|Bonus Room #74| Location: Criss Kross Cliffs / Type: Grab 15 Bananas |  
O-----O |  
|The Bazuka is in the Bonus Room, firing off TNT Barrels at a fairly slow |  
|pace. The problem for the Kongs is that these TNT Barrels cut the room in |  
|half, requiring careful leaping to get between the explosive objects to get |  
|the randomly appearing green Bananas. Once 15 green Bananas have been |  
|claimed, sned the Kongs to the right side of the room for the Bonus Coin! |  
O-----O

O-----O  
|Bonus Room #75| Location: Criss Kross Cliffs / Type: Bash The Baddies |  
O-----O |  
|Inside this room is a Steel keg launching Bazuka, which means that the |  
|transportation upwards is already tkane care of. The baddies that need |  
|bashing are Knick-Knacks, floating to both the left and the right side of the |  
|Steel Keg line of fire, so bounce onto them, rebounding back into the Steel |  
|Keg line of fire, climbing steadily. Once all Knick-Knacks are dead, go |  
|right to dutifully get the Bonus Coin! |  
O-----O

O-----O  
|Bonus Room #76| Location: Tyrant Twin Tussle / Type: Collect 40 Stars |  
O-----O |  
|With Squitter in here, this Bonus Room is a cinch. Simply shoot Kluff N' |  
|Klout, then jump through the 40 Stars while mvoign right. Without Squitter, |  
|careful progression past the charging Kluff N' Klout is required, geting the |  
|40 Stars as the Kongs move onwards. Either way, the Bonus Coin appears on |  
|the right side of the area, so grab it and move on out! |  
O-----O

O-----O  
|Bonus Room #77| Location: Tyrant Twin Tussle / Type: Find The Coin |  
O-----O |  
|Head right immediately upon appearing, stopping in the first gap to wait for |



own games of chance and skill that pit a Kong versus the original Donkey Kong (Cranky) himself! STEP RIGHT UP! HURRY, HURRY, HURRY! THE SHOW'S ABOUT TO START! ONLY 2 SILVER BEAR COINS A PLAY!

-----  
Endurance  
-----

Simply put, which of the combatants can go the longest without missing a target, the loser being determined by which ever Kong misses a target first. These games typically last well into the teens or twenties, so only if you feel incredibly lucky/skilled should this one be attempted against the original hell raiser Donkey Kong!

-----  
Head To Head  
-----

In this mode, a meter that has a neutral position, followed by two positions of advantage for both players stacked vertically, the goal is to bust the meter by going three up on Cranky in total targets hit. However, if he manages to go three up on a Kong, then he will be the victor.

-----  
Race To 25  
-----

This is perhaps the easiest game to win at, so it makes an ideal training ground to go out and whip old Cranky Kong at. Run back and forth, throwing balls into the targets, getting to 25 hits before the old Monkey does.

End Result

For two Bear Coins, the Kongs can take a crack at any game.

- i) If the Kongs lose, they will be "rewarded" with a consolation prize of one Bear Coin and one Banana Bunch, OR two Banana Bunches.
- ii) If the Kongs are victorious however, they will receive FOUR Bear Coins and FOUR Banana Bunches.
- iii) Also, if the Kongs win, they will sometimes be harassed by a very upset Monkey that definitely is not acting his age! ;)

```

|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|
  9. Brothers Bear                                     dk_bb
|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|~~+~~|***|
  
```

This section will look into the various Bears that will try and assist the Kongs in the game... provided the Kongs do something for them first. NO! Not that you silly monkeys! Just read up on each one, including Name, Location, Dealing, as these are the vital stats to keep in mind with these massive mammals.

Name....: Bazaar

Location: Beside Wrinkly's Save Cave in the main world.

Dealings: This guy has a few items for sale (The Shell and The Mirror) as well as some limited advice.

Name....: Barnacle

Location: Lake Orangatanga.

Dealings: This fella has a caged Banana Bird he might part with, but only if someone can find an incredibly rare Shell he needs for his massive Shell collection.

Name....: Brash

Location: Kremwood Forest.

Dealings: Ever the superior competitor and prima donna, this Bear holds the World Record for the time completing the Riverside race from start to finish (at a very good 1:15:00). However, his legendary temper could be used to the advantage of the Kongs to reveal a Banana Bird location, but how can they anger him?

Name....: Blunder

Location: West of Kremwood Forest.

Dealings: Although he does not deal in any tangible Item, this loose lipped bear will often hint at a place called the "Lost World", even telling the Kongs methods for revealing it's location!

Name....: Blue

Location: Cotton Top Cove.

Dealings: This eternally down bear is never quite in the happiest of moods, especially since his brothers forgot about his birthday. Maybe the Kongs could find out where his gift ended up, possibly being rewarded with a nice gift if they deliver the goods.

Name....: Bramble

Location: East of Cotton Top Cove.

Dealings: A biologist by trade, this fancy speaking bear is notably concerned about the lack of flora growing north of Mekanos. If the Kongs could find him a sample, Bramble just might release a study specimen he is holding onto.

Name....: Bazooka

Location: Mekanos.

Dealings: This old timer fought in the great Krem-ean War, but he no longer possesses proper ammunition to fire off his cannon, Big Bessie. He would be partial to a suitable replacement for firing, but where could the Kongs find such an odd Item?

Name....: Blizzard

Location: K3.

Dealings: This wild and crazy bear is going to attempt to climb the mythical K3 mountain from his basecamp, but in doing so he will miss the birthday of a fellow brother bear. Maybe the Kongs could deliver the



Bowling Ball for him?

Name....: Barter  
Location: West of K3.  
Dealings: Barter will trade a No. 6 Wrench for a Mirror, as he always been curious as to how he looks.

Name....: Benny  
Location: Razor Ridge.  
Dealings: An operator of a chair lift across a massive gap in Razor Ridge, this boastful bear guarantees his lifts will never break down, unlike that undependable Bjorn!

Name....: Bjorn  
Location: Razor Ridge.  
Dealings: His chair lifts have grinded to a halt, and it is all the fault of that Barter for returning his No. 6 Wrench! If he is able to return his chair lifts to operation, he will be able to get the Kongs up to the highest point in Razor Ridge where crystal caves are known to be located.

Name....: Baffle  
Location: Kaos Kore.  
Dealings: This codemaster has been stumped by a riddle, so perhaps the Kongs could "Reflect" upon the situation and solve the problem for Baffle.

Name....: Boomer  
Location: Krematoa.  
Dealings: Locked away by his fellow brothers for being dangerous, this somewhat wild bear will blast away rock obstructions, allowing the Kongs to move forward into the Lost World, but he does not work for Silver Bear Coins...

|\*\*\*|~~+~~|\*\*\*|~~+~~|\*\*\*|~~+~~|\*\*\*|~~+~~|\*\*\*|~~+~~|\*\*\*|~~+~~|\*\*\*|~~+~~|\*\*\*|  
עעע עעעעע עעע עעעעע עעע עעעעע עעע עעעעע עעע עעעעע עעע עעע עעעעע עעע עעע עעעעע עעע  
10. Warp Barrels dk\_wb

|\*\*\*|~~+~~|\*\*\*|~~+~~|\*\*\*|~~+~~|\*\*\*|~~+~~|\*\*\*|~~+~~|\*\*\*|~~+~~|\*\*\*|~~+~~|\*\*\*|  
עעע עעעעע עעע עעעעע עעע עעעעע עעע עעעעע עעע עעעעע עעע עעע עעעעע עעע עעע עעעעע עעע  
Warp Barrels exists in each of the levels in the first two Worlds (Lake Orangatanga and Kremwood Forest), offering up a quick way to reach the end of the level in a much shorter time than normal. This is an ideal way for an experienced player at the game to reach the more challenging levels from the later levels in a shorter amount of time spent playing. However, the Bonus Coins will be missed, so a trip back to the area will be required to get the little golden lovelies.

After passing a (K) and a Barrel, look for a jump up to a higher part of the boardwalk. Now, put Kiddy in the lead, team up, and then throw Dixie up and to the left, sending her flying out to hit the invisible Warp Barrel.

-----  
DOORSTOP DASH  
-----

Once the Kongs reach the first shaft leading up in this area, located just before the (O), have Kiddy team up with Dixie, then throw her into the right corner of the room to find that hidden Warp Barrel.

-----  
TIDAL TROUBLE  
-----

In this level, move past the (K) and the next platform encountered, stopping to stand on the dock support without the dock that is next. Have Kiddy in the lead, grab Dixie in a team up, and then throw her up and to the left (a jump might be required to get the necessary height) to enter the Warp Barrel.

-----  
SKIDDA'S ROW  
-----

When the first log cabin is encountered, have Kiddy in the lead, perform a team up with Dixie, and then throw her into the air to the left of the cabin. The Warp Barrel can be reached with a good leap and throw from below, but situating the two Kongs on the edge of the roof and throwing to the left seems like the most ideal approach.

-----  
MURKY MILL  
-----

Upon entering the mill, an elevator is to be used. However, as the elevator approaches it's stopping point, a well timed leap can use it's momentum to send the Kongs flying up into the Warp Barrel. If this effort fails however, a team throw by Kiddy can get Dixie into the waiting shortcut as well.

-----  
BARREL SHIELD BUST-UP  
-----

After collecting the (O), climb up the ropes to go right out of the tree, entering the other tree. Instead of grabbing the rope and climbing though, perform a roll into the hole in the floor, pulling to the left as soon as the hole is entered, landing in the Warp Barrel instead of the Blast Barrel.

-----  
RIVERSIDE RACE  
-----

Running to the right from the start, have Kiddy in the lead. Now, once the first pond is approached, quickly team up, jump off the ledge to the right, putting the Kongs over the water, and then throw Dixie up to the right, hitting the Warp Barrel!

-----  
SQUEALS ON WHEELS  
-----





=== 12.2 - Version History =====dk\_vh===

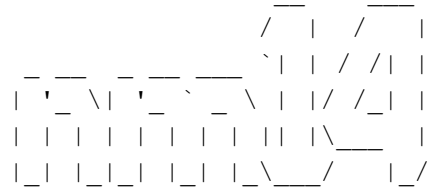
Version Final - 16 September 2005 - All information is complete.

=== 12.3 - Credits =====dk\_cr===

1. CJayC - Posting this FAQ on GameFAQs, the #1 Game FAQing site.
2. GameFAQs - The Cheats section for Donkey Kong Country 3 contained the Cheat Menu codes, so thanks to it for the proper names to enter.

=== 12.4 - Closing =====dk\_cl===

Well, this is all I can offer you for this game. I have tried my best to cover all the aspects of the game, so that your life is a heck of a lot easier. My contributor name is nm14, so be sure to use my other walkthroughs for other games. I hope this has helped you in what you were looking for, and if it has not, I would encourage you to e-mail you. I will always e-mail you back if you ask a worthy question that is not in my FAQ. Remember, you can look in my e mail section for more information. Take care, and g'night from nm14 headquarters!



All of my work can be found at:

<http://www.gamefaqs.com/features/recognition/32285.html>

- End of Document -