

# Donkey Kong Country Guide

by WWalker

Updated on Apr 14, 2004

**This walkthrough was originally written for Donkey Kong Country on the SNES, but the walkthrough is still applicable to the GBA version of the game.**

DONKEY KONG COUNTRY GUIDE  
for SNES

By William Walker

Copyright 2001 William Walker: Any reproduction, selling or altering of this guide without my permission is strictly prohibited. If you do any of the above things, be sure to give me proper credit. E-mail J-D-Walker@worldnet.att.net

Credits: Nintendo made a tipbook for this game, and I'd like to thank them. Before I got the tipbook I relied on tips from Chris Stassen and Brother Reed. Thanks guys!

\*\*\*INTRODUCTION\*\*\*

Hello, and welcome! You've just bought Donkey Kong Country and need somebody to help you beat it. Or maybe you've had it for a year and still can't find the last bonus room in Oil Drum Alley. Either way, I'm your man!

Donkey Kong Country involves the evil king of lizards, King K Rool, stealing all your bananas.

And there are A LOT. The game has six worlds, all consisting of:

5-6 normal stages

1 Candy's Save Point, used for saving (duh!)

1 Cranky's Cabin, used for miscellaneous hints (never go there, he won't tell you anything important)

1 Funky's Flights, used for going to another world already completed

1 boss stage

To control either Kong on the map, simply move to the level you want to go to. You can replay levels too. If you are in a level you've already completed, pause the game and press select to exit.

You cannot leave the world map you are on unless you beat the boss or visit Funky's Flights. The island map is the same. Remember that uncompleted levels have a Kremling head next to them.

To control either Kong in a level, move around with the D-pad, and press B to jump. If you have both Kongs press A to switch. Press Y to roll or pick up a barrel. Hold down Y to hold it and

release Y to throw it. You can also hold Y to run. Hold down when throwing it to set it down.

Press start to pause. Also you can jump in midair - roll off of a cliff and before you stop rolling

jump. You can jump for a longer distance this way, and get objects in a pit without dying. If you get hit, you will lose the Kong you are playing as, and be forced to switch to the other Kong. Getting hit again will kill you, as will falling off the screen. When underwater, press B to swim, and the D-pad to move. Oh, and if you get hit when riding an animal, he'll run away, but if he hits something and runs back you can get back on. To grab a rope, jump to it and press up as you go past it.

### \*\*\*ITEMS\*\*\*

KONG letters - four are in each level, and if you can collect them all in the same level you'll get a bonus life, sort of like dragon coins in Super Mario World.

Balloon - red is worth one life, green two, and blue three. There are only three blue balloons in the game.

Bananas - collect 100 for an extra life. Banana bunches are worth 10 bananas.

Barrel - pick it up and throw it at enemies. They can also be thrown to bust open doors to bonus rooms.

Hidden object - Jump on it from high enough up and something will pop out. Look for black squares, weak patches of ground or piles of straw.

DK barrel - Just like a regular barrel, only if you throw it and have only one Kong, you'll your missing Kong back. There's at least two in each level, and one at the beginning of each boss.

Tire - jump on it and press B to bounce high, like note blocks in Super Mario 3. You can roll ones that aren't embedded in the ground.

Metal barrel - rare, throw it and it will roll, taking out enemies. If you throw it at a wall and it bounces back you can ride on it.

Midway barrel - one midway through each level, it saves your place.

TNT barrel - just like a normal barrel, only it explodes a few seconds after being put down, and the explosion can take out several enemies at once.

Blast barrel - Jump in and press jump when you want to blast out. Some move, spin, or both, making perfect timing necessary.

Autoblast barrel - When you jump in, it automatically blasts. It may take you to a bonus room.

Animal token - Grab three of the same and you'll play an animal bonus game.

Animal icon - In an animal bonus game, grab these fast, because you only have 100 seconds.

You'll get an extra life for every 100 you snag.

Doubling icon - In an animal bonus game, it doubles your tokens!!!

### \*\*\*ANIMALS\*\*\*

To get an animal, jump on its crate and then on it. Press A to dismount.

Rambi the Rhino - Wow! Anything he touches will die (except a mincer). He can also bust open bonus room doors. Press Y while on him to buck. Levels: Jungle Hijinx, Oil Drum Alley, Manic Mincers.

Enguarde the Swordfish - Found underwater, he can do a stab if you press Y and this is the only way to beat some water enemies. Levels: Coral Capers, Clam City, Croctopus Chase, Poison Pond.

Espresso the Ostrich - Is super fast, and by press B while in the air he can glide over long distances. Unfortunately you cannot beat enemies while riding him. Levels: Temple Tempest, Orangutan Gang, Ice Age Alley, Misty Mine.

Winky the Frog - Can jump very high and beat zingers. Levels: Winky's Walkway, Bouncy Bonanza, Millstone Mayhem, Rope Bridge Rumble.

Squawks the Parrot - Can't be ridden, but holds a flashlight that illuminates dark caves. Levels: Torchlight Trouble.

### \*\*\*BADDIES\*\*\*

Kremlings

Kritter - Coming in many different colors, including blue, green and gray, this guy sometimes walks, sometimes jumps back and forth, sometimes walks and jumps. Similar to Kaboings in DKC2. Either jump on him or roll through him. Levels: Almost every one.

Krash - There's two varieties of these mine-cart dwellers. The ones in Mine Cart Carnage comes at you and must be jumped over. The ones in Mine Cart Madness are in stationary carts and can be jumped on. Reminds me of Klank in DKC2. Levels: Mine Cart Carnage, Mine Cart Madness.

Klap-trap - This little blue alligator walks back and forth, chomping. You can't roll into him but can and should jump on him. Similar to Klampons in DKC2. Levels: First seen in Stop & Go Station, very common after that.

Klump - This slow, fat guy walks toward you. Donkey Kong can jump on him, but Diddy has to roll. Similar to Kannon in DKC2. Levels: Jungle Hijinx, Torchlight Trouble, Trick Track Trek, Platform Perils.

Krusha - This musclebound Kremling is invincible to Diddy (unless he uses a barrel) but can be jumped on by Donkey. Reminds me of Krunchas in DKC2. Levels: Millstone Mayhem, Snow Barrel Blast, Torchlight Trouble, Trick Track Trek.

Silver Krusha - Can only be killed with a barrel. Levels: Platform Perils.

RockKrok - When the barrels say go, they run back and forth. They can't be killed, but they go to sleep when the barrels say stop. Levels: Stop & Go Station.

#### Miscellaneous

Gnawty - A little beaver who walks back and forth and can be jumped on or rolled into. Color doesn't matter. Levels: Many.

Slippa - A snake that slithers back and forth. Jump on it. Levels: Many.

Necky - Some of them stand still and throw nuts at you, others fly at you. Others are stationary.

All of them can be beaten by jumping. Levels: Many.

Mini-necky - Usually stationary, it spits nuts at you horizontally. Levels: Elevator Antics, Tanked

Up Trouble, Vulture Culture, Ice Age Alley, Trick Track Trek, maybe others.

Army -An armadillo that curls up and rolls at you. With Donkey, jump on it once, with Diddy,

jump or roll into it once and then jump on it again quickly. Levels: Ropey Rampage, Slipslide

Ride, Rope Bridge Rumble, Misty Mine, Platform Perils.

Zinger - A bee of many colors that is sometimes stationary and sometimes moving. Unless you

have Winky or a barrel, they're invincible. Levels: Many.

Manky Kong - A scruffy monkey that rolls barrels at you. Levels: Orangutan Gang, Oil Drum Alley, Trick Track Trek.

Mincer - A blade, totally invincible, some move. Levels: Torchlight Trouble, Poison Pond, Manic Mincers.

#### Underwater

Chomps - A shark that moves back and forth. Only Enguarde can beat him, with a stab. Levels:

All underwater except Poison Pond.

Chomps Jr - Smaller and faster than Chomps, beat him with a stab only. Levels: All underwater.

Bitesize - A little Piranha, swims back and forth, beat it with a stab. Levels: Coral Capers, Clam

City, Poison Pond.

Squidge - A squid, I can't describe its movements. Beat it with Enguarde. Levels: Croctopus

Chase, Poison Pond.

Clambo - Stationary, it fires pearls every few seconds, totally invincible. Levels: Coral Capers,

Clam City.

Purple Croctopus - Moves in a circle, often around something. Totally invincible. Levels: Coral Capers, Clam City.

Blue Croctopus - Chases you, and is quite fast. Levels: Croctopus Chase.

### \*\*\*KONG COMPARISON\*\*\*

Speed and Jumping - Diddy can jump higher and farther than Donkey, and is faster too. However Donkey can reach little higher.

Barrel Carrying - Diddy has the edge, as he carries barrels in front of himself, meaning he can use them as a shield and can just walk up to a bonus room door and the barrel does the rest. Donkey holds barrels above him, and has to throw them at a door. He can throw farther however, and is less likely to touch an enemy with the barrel.

Enemies - Some enemies, (Klump, Krusha and Army) are easily beaten by Donkey.

### \*\*\*WORLD 1: KONGO JUNGLE\*\*\*

#### JUNGLE HIJINXS

This level has no less than four balloons, more than any other. To get the first one, climb up the cliff and go back into the treehouse. Then at the cliff with the K, jump up and into the trees with Diddy, get another one, and then roll off the tree and jump to the right. You need roll jumps and Diddy to reach the next tree, with another re balloon. Then roll jump right again, and you'll find another tree with a green balloon! Wow!

Animal token: Just after the midway barrel, you'll find an Espresso token in plain sight under a necky.

Bonus room 1: After getting Rambi (who is in plain sight) go right and jump over the hole. Walk right into the wall.

Inside: Run right and get all the bananas and the red balloon at the end. It floats away quickly, so hurry!

Bonus room 2: Just after exiting bonus room 1, drop down and walk into the wall near the hidden barrel.

Inside: There are three barrels flashing among the four animal tokens. Jump and hit one to freeze it. If all three reveal the same token, you'll get it. Try jumping when you see the one before the one you want.

#### ROPEY RAMPAGE

You'll encounter some ropes here. There are no big secrets, except that you should use Donkey to beat the armys. Also some ropes start swinging when grabbed.

Animal token 1: Just after the first DK barrel you'll find a swinging rope. When it's on the left, jump and you'll grab the Rambi token, off the screen above a tree.

Animal token 2: This is a little tougher. When you blast out of the first bonus room, you'll bust a tire out of the ground. Roll it right and then bounce off the screen onto the tree. Then jump down onto the weak ground and the token pops out.

Bonus room 1: Oh boy, this is tough. After the O, drop down the pit to land in a barrel cannon that blasts you in. It's very hard to find without help.

Inside: Jump across the ropes and grab the N at the end.

Bonus room 2: Another tough one, fall down in the pit before the arrow sign.

Inside: A red balloon flashes between four barrels, faster and faster. When it disappears, jump and hit the barrel it was last on before it disappears. If you're right, the balloon is yours.

#### REPTILE RUMBLE

Again, pretty easy. There's some slippas here, and some zingers. There's also some tires, giving you some practice on tire bouncing which you will need to be accurate on later. There's no secrets here. Oh, and don't worry - you can crawl through small spaces.

Animal token: Couldn't be easier - bounce off two krittlers to reach an Enguarde token near the end.

Bonus room 1: Don't grab any barrels until you reach the K. Be sure to kill all the enemies though. When you see it, switch to Diddy, go back and pick up a barrel and walk up to the wall next to the K and the barrel busts it open. Donkey can do it too, only he has to either throw it or stand next to the wall and set the barrel down.

Inside: Crawl through, getting the red balloon.

Bonus room 2: After exiting bonus room 1, bounce up to the DK barrel, then jump left to land in a barrel cannon, just sitting there.

Inside: Jump in the first barrel and go for a ride, collecting lots of bananas!

Bonus room 3: Give me a break. Just after the N, go right and kill the slippas, then bounce up and grab one of the barrels. Go back down and bash it against the right side of where the slippas were.

Inside: Bounce up on the tire on the moving platform for some bananas.

#### CORAL CAPERS

This is an easy stage. Enguarde is here twice, and you can use him to kill all the enemies except croctopuses. Go for all the KONG letters here too. There's some bananas under the first croctopus - go through a fake wall next to the banana. Also, after getting Enguarde, you can get a red balloon if you're quick, but watch out for the croctopus.

Animal token: After the third and last DK barrel, go up to meet a chomps. Go through a fake wall to the right of him to find an Espresso token.

#### BARREL CANNON CANYON

This stage has a much deserved place in the group of Supersecret stages, three stages I think with the most secret stuff. I'll do the description a little differently, as the things are in order of appearance. If you use the shortcuts, you'll need to do little or no barrel blasting at all.

Animal token 1: After the K, go right with Diddy, and roll off the cliff under the main ledge. Jump before you stop rolling and if you jump far enough, you'll land near a barrel cannon that blasts you to a Winky token.

Shortcut 1: Go back to the start and jump above the cave you enter the stage from with Diddy. Get into the barrel cannon above it. Then jump into the next barrel cannon for some bananas. You'll stop on a DK barrel.

Animal token 2: Drop down from the DK barrel. There will be three kritters ahead. Before they jump, jump yourself and if you hit the min midair, you'll bounce up to an off screen tree. Jump right to the Rambi token.

Shortcut 2: Above the Rambi token. It gives you many more bananas and sends you on or near the midway barrel.

Bonus room 1: Go back left from the midway barrel and jump over the autoblast barrel. Jump far enough left to land in another autoblast barrel. Now it seems you should time your blast so you land in another autoblast barrel. Deliberately miss it and you'll blast through the cliff, into the bonus room! This is another tough one to find.

Inside: Jump into the first barrel. Instead of having to time your blasts just right, just keep banging on B and you'll blast from barrel to barrel, collecting everything, including a red balloon.

Bonus room 2: From the midway barrel go right, killing all the krittters before picking up the TNT barrel. Then pick it up, jump over the last hill and slam the barrel into the left side of it.

Inside: You'll have the choice of blasting up from the moving barrel in three spots. If you want an Enguarde token, blast up on the left. If you want a red balloon, blast up in the center. Either way, you'll fall past the barrel cannon and leave the room.

Shortcut 3: This is tough to get into. When you find a barrel cannon between two krittters, get in and blast up so you do not land in the autoblast barrel above. Instead, bounce and land on the left krittter. You must time it so you hit the krittter when he is jumping and you do not land in the autoblast barrel (but if you do you can go left and try again). If you make it, bounce left and onto a treetop. Jump into the barrel above it for even more bananas. You'll stop blasting at the end of the level.

KONGO JUNGLE BOSS: Very Gnawty

This boss is PATHETIC. Very Gnawty will make small hops at you. Jump on him and he'll cough, then start hopping again, this time faster. Jump on him again and he'll start hopping even faster. Keep this up until he's been jumped on five times. Then he's dead and you'll have beaten this world.

\*\*\*WORLD 2: MONKEY MINES\*\*\*

WINKY'S WALKWAY

This is another very easy stage. You'll find some black barrels that emit gnawtys and can't be destroyed, and a lot of stationary neckys. Bounce off them to reach the Winky crate and K. Just don't fall off the scaffolding.

Animal token: You need Winky to reach this. Time your jump to the Espresso token so the zinger doesn't hit you.

Bonus room 1: The only bonus, and all you have to do is jump up to it with Winky or bounce off the necky.

Inside: There's 91 bananas here, but you can only get 21 without Winky. The N is here too.

MINE CART CARNAGE

Finally, a challenge. If you want to skip the entire level, you can by simply jumping over the blast barrel and falling next to the cliff and you'll land in a blast barrel that sends you all the way to the end! If you opt not too, you'll have to ride one mine cart. Hold Y the entire time, as it makes it much easier to jump over breaks in the track. It's pretty easy until the midway barrel.



Then, you must deal with crash carts coming the other way that you must jump over, and wrecked carts that you also must jump over. Both of these will cost you a Kong. Also there's a red balloon, but you must time your jump just right to reach it. Once you hit the midway barrel you can't go back, so only do so if you're confident that you can finish the stage.

Animal token: You can't miss this Enguarde token, just before the midway barrel.

#### BOUNCY BONANZA

This level is one of the hardest yet. It has a lot of tires, and is pretty long. Near the end you'll have to time your bounces just right to avoid zingers. Also, you can roll some tires, and you must to reach the midway barrel. You need to be accurate with tire bouncing, but if you can master that, this is a piece of cake. Roll the same tire you used for the midway barrel onto the tire, then bounce up and right through a fake wall to the N.

Animal token: Roll the first tire you see back to the start (careful of the zinger!) and bounce up to a Rambi token.

Bonus room 1: Pick up the second barrel (you must use Diddy) and carry it right past a DK barrel in the air to two zingers. Drop between them (if you use Donkey, the barrel will shatter on the top one) and ram it against the right side of their area. Easier said than done.

Inside: Jump and touch barrels to freeze them, and if they all freeze on the same thing, you'll get it. Try jumping when you see the thing before the one you want. You should go for either the Winky token or the red balloon.

Bonus room 2: This is the second easiest bonus room to find in the game (Manic Mincers has the easiest). After the second DK barrel, either bounce up or drop down (depending on the route you took) and go through the door.

Inside: Get Winky (there's not much else to do).

Bonus room 3: Above the last moving platform of the level, either roll a tire (be careful not to roll it into the pit) or use Winky (who can also help take out the zingers)

Inside: There's a spinning barrel here. Time your blast so you shoot straight up, and collect some bananas.

#### STOP & GO STATION

The main feature of this stage are the Stop & Go barrels, which you must periodically hit to avoid being nailed by Rockkroks. Also you can skip most of the level by walking through

the starting door. There's klap-traps here too, but they aren't much of a problem.

Animal token: When you find the second DK barrel, go back left and get on the platform with a Rockkrok. Then jump left when the platform is at its highest for an Espresso token.

Bonus room 1: Grab the barrel just after the midway barrel and take it right to a wall... bash it in!

Inside: Blast between the spinning barrels, getting bananas. There's a big bunch in the center.

Bonus room 2: When you see the first DK barrel after bonus room 1, roll the tire (which you need to reach a barrel) left to the column of bananas. Bounce up and you'll land in an off-screen barrel cannon.

Inside: Blast up on the right for a Winky token!

#### MILLSTONE MAYHEM

Tons of giant millstone driven by gnawtys here - they move back and forth, and you can run by when they move away from you. Oh, and you can get Winky here - after the midway barrel, jump and hit the panel in the ground and a tire pops up. Roll it right, bounce up to the higher platforms and get on top of the ceiling.

Bonus room 1: At the very start, bounce up to the entrance door via a tire, and then jump to the barrel cannon off-screen.

Inside: Blast up on the right for the K.

Bonus room 2: when you see the first pit, jump in and a barrel cannon blasts you up. Land on the panel to reveal a tire. Push it right past the 0 and when you come to a millstone, bounce up (don't roll the tire into the pit!) to land in the cannon above the stone.

Inside: Jump and hit the flashing letter to spell RARE. If you touch a kremling head the letters spin the other way. Don't touch any letters other than the flashing one! If you do it right, an Enguarde token will be under your belt.

Bonus room 3: Take the third TNT barrel right and when you see a millstone over a hole, drop in and blow open the right side of it.

Inside: Follow the green balloon closely and when it stops flashing, hit the barrel it was last on. If you're right, you'll be two lives richer.

#### MONKEY MINES BOSS: Master Necky

This is another pushover. Master Necky's head appears and he spits a nut at you. He can

appear

on either side. Jump over the nut and then bounce up on the tire and hit him on the head before

he can retract it. He's a goner after five hits.

\*\*\*WORLD 3: VINE VALLEY\*\*\*

#### VULTURE CULTURE

This stage involves a lot of neckys and barrel blasting. Most of the barrels here can only blast you in three directions. If necessary, bounce off neckys to reach each piece of land. It isn't too hard.

Animal token: None

Bonus room 1: When you find the first necky that throws nuts, kill him and jump down to unearth the hidden K. Then roll the tire right, to the column of bananas. Be careful not to roll it into the pit. Then bounce up to an off-screen barrel cannon.

Inside: Jump and spell out the worn KONG, being careful not to touch kremling heads or wrong letters. If you succeed, you'll have an Espresso token.

Bonus room 2: Before the continue barrel, bounce off two moving neckys and then hold right to land on a mini-necky and then a hidden barrel. Bust open the left wall.

Inside: There's two klap-traps here. Jump on one and it spits a banana bunch out. Pick it up. The klap-traps go faster with each hit. If you can collect ten bunches quickly without being hit, you'll get a red balloon.

Bonus room 3: Really easy. When you find a necky raining nuts, beat him, jump down to the hidden item and you'll bust a barrel out. Then, bust it against the wall below the necky's perch.

Inside: Jump and bang on B to blast through the barrels fast and get a red balloon.

#### TREE TOP TOWN

This level's got not much except barrels, barrels and more barrels. Just time your blasts just right.

After the midway barrel you'll tangle with autoblast barrels - blast when the next two barrels are almost aligned. It's pretty hard.

Animal token: At the end, use a roll jump to pick up the Espresso token without getting hit.

Bonus room 1: At the very start, lure the first gnawty right, then bounce on him and bounce up to the barrel cannon behind the start.

Inside: Jump on the barrels to freeze them. Try to spell KONG for a red balloon.

Bonus room 2: In the second barrel sequence past the midway barrel, you'll see a single banana

under a ledge. From the last barrel, blast when the barrel is at its lowest to blast to bonus land.

Inside: Blast up to the N in the center.

#### FOREST FRENZY

This level is all about ropes. Many of them move only when touched, and move you through minefields of zingers, moving zingers and neckys. All the KONG letters are very hard to get.

Also, there's a red balloon guarded by a zinger in plain sight... you decide for yourself whether it's worth it.

Animal token: None

Bonus room 1: This room earns itself a much-deserved place in the Superhard Five, the six toughest bonus rooms in the game. Stay on the bottom of the rope when the neckys appear. Go up to avoid the first low necky, then go back down. When you're about to hit the second low necky, slide down of the rope to land in a barrel cannon. If you don't time it right, you're history.

Inside: Choose the barrel the Rambi token was last on and it's yours.

Bonus room 2: After bonus room 1 you'll bust a barrel out of the ground. Don't pick it up yet. Instead kill the kritter, take the barrel up a step, set it down and kill the next kritter, take it up again... keep doing that until you reach the exit. Instead, turn around and smash the barrel against the last wall.

Inside: Jump on rope that automatically moves and get the bananas, then jump down and right to the exit platform which has an Enguarde token.

#### TEMPLE TEMPEST

In this stage millstones will chase you after you pass them, so hurry! Also at the end, slide down on the last rope for the G.

Animal token: You must have Diddy again. Bounce off the first gnawty to the top of the entrance, and from there, jump off the screen to grab a Rambi token.

Bonus room 1: Take the first DK barrel and carry it right with DK (he's less likely to hit a gnawty) and when you see a wall, throw it in.

Inside: You can gain three lives here by bouncing off each necky. For every one you hit after the seventh you'll get a life. This is a very rare feat, possible only here and in one other place later in the game. At the other side, get Espresso and leave.

Bonus room 2: There's an arrow of bananas pointing down, just drop straight down from the rope and you'll be off.

Inside: Jump on the klap-trap and grab the banana bunches he spits out. Just don't get hit and grab ten banana bunches and a Rambi token is all yours.

#### ORANGUTAN GANG

This stage is in the Supersecret bunch for good reason, with FIVE bonus areas (more than any other stage) and FIVE animal tokens (more than any other stage)!!! The stage itself involves traveling on treetops and vines, avoiding klap-traps and manky kongs. There's tons of the latter. Again my walkthrough is in order of stuff.

Bonus room 1: Go through the stage killing all the kritters until you find Espresso, who is crucial in this stage. Take him back to the first piece of land where a DK barrel was, remembering that he can't jump on enemies. When you get there, jump and glide left and under the start. There's an open door there.

Inside: This place is one of the Superthree, the three best bonus rooms in the game. Spell the names of each animal to earn a token. As long as you don't play any of the animal games, you can get four more tokens!!! Better yet, get all four, leave the stage and come back, and get them again!

Animal token: The rewards never stop! When you exit from the first bonus room you'll be almost at the end of the stage!!! Get off Espresso, bounce off the tire and bust an Enguarde token out of the ground on the left (and a DK barrel on the right).

Bonus room 2: Complete the stage and return (or kill yourself). Then get Espresso and then hit the midway barrel. Now you've got to get Espresso ALL THE WAY TO THE N without losing him to a manky. If you lose him, press start-select and try again. If you reach the N (dismount Espresso to kill enemies) fly right and land on a platform. Go right until you see a barrel. Dismount, switch to Donkey, throw the barrel at the wall, get back on Espresso and go in.

Inside: Dismount Espresso and bounce on the floating tire and bust out of the ground a DK barrel and two banana bunches.

Bonus room 3: You don't need Espresso anymore. Go to the last manky in the level (the one who throws the superfast barrels). Then take the barrel and drop down. Instead of dying, you'll be in a secret area. Go right, drop down again, and smash the barrel against the left wall.

Inside: Use the tire to bust two banana bunches out of the floor.

Bonus room 4: Take the barrel used for bonus room 3, and drop down between the trees, and jump over the hole. Go right, and bust the barrel against the wall (not the tall one, the lower one).

Inside: Bust the G out of the floor with the tire.

Bonus room 5: Take out the last manky, then go back and pick up the barrel (don't pick it up until you kill manky!) Then go right, whamming the barrel against the wall just before the arrow sign.

Inside: Finally something different. Get Espresso and fly right. If you jump as far as you can and fly at the apex of your jump, you'll make it to the other side, where a red balloon awaits you.

#### CLAM CITY

Another underwater level, this one with tons of clampos. It's gonna be pretty hard here. Use timing to get past the pearls, and take care of the other enemies with Enguarde. The question is, where the heck is Enguarde? Well, in the first vertical shaft, go left through a fake wall to find him and the K. Use stabs a lot, and keep Enguarde with you! At the end you'll have to go past three nasty croctopuses. Also, thin carefully before getting the banana bunches next to clampos. Got to the exit? Whew, I feel MUCH better.

Animal token: About the only easy thing in this stage, after the N (at the upper left corner of the chomps shaft) get a Winky token by slipping by the clambo's pearls.

#### VINE VALLEY BOSS: Queen. B

This won't be too hard if you know what you're doing. Use Diddy and pick up a barrel that appears and stand facing Queen. B and she'll fly right into it. If you use Donkey, throw it. After getting hit she'll turn red and fly up and down. You can't hurt her now, just run under her when she goes up. Each time she does this it's faster. Five barrels and she's out.

#### \*\*\*GORILLA GLACIER\*\*\*

#### SNOW BARREL BLAST

This is one of the longest stages in the game. It also has a lot of blast barrels. The enemies here are mainly neckys, and you won't have much of a problem until the end with the many blast barrels. After picking up the animal token, blast straight down in the third barrel for a TON of bananas and skip right to the exit! I've never beaten it the normal way, (and lost about 25 lives trying before discovering this by accident) but if you can you will get a blue balloon. The ground here is slippery, so be careful not to slide off a cliff. Also, use the metal barrel to take out some gnawtys just after it. Also, near the beginning, bounce off three neckys in succession to reach a relatively easy red balloon.

Animal token: Only go for this if you have both Kongs. Get in the fast spinning barrel and blast out at just the right time to snag the Rambi token. If you time it wrong, you'll hit a zinger.

Bonus room 1: get on the igloo at the very start and hold left to avoid sliding off. When the slow flying necky gets close enough, bounce off him to reach the off-screen barrel.

Inside: Select the barrel the Winky token was last on and it's all yours.

Bonus room 2: This is much easier with Donkey. After busting the midway barrel go left, kill the krusha (if you can) and drop down into the pit following the bananas and you're off!

Inside: Blast straight up from the 3-direction barrel cannon in the center to get the O. If you land back in the barrel, you can get more bananas.

Bonus room 3: Just before the Rambi token, you'll find a zinger that's down/right from the barrel cannon you're in. Blast straight down and you'll land on a ice platform. Jump right a few platforms to the barrel cannon. This almost is in the Superhard Five.

Inside: Blast between the spinning barrels collecting bananas.

#### SLIPSLIDE RIDE

My gosh, this level's hard. All of the ropes here are blue or purple. Blue automatically takes you up and purple takes you down. Most of this level consists of you going on ropes either having to time your jumps between ropes just right and do them very fast, or jumping up to ropes at just the right time. If you fail, you'll get a stinger from a zinger, or maybe fall into a pit. The worst part is at the end, where you must climb up two purple ropes by jumping between them like Mothra's after you (in case you're interested, there's zingers at the bottom). There's one saving point: With Donkey jump up from the first bonus room's location and you'll land in a barrel cannon that sends you 3/4 through the level. Also in this level are a few armys to make your life even happier.

Animal token: After the continue barrel (you have to skip the shortcut) bounce off a kriter to the rope above (leading to the O and two banana bunches). Jump down from the rope on the weak ground and Voila! Enguarde token!

Bonus room 1: Bounce off one of the first two kriterers to reach the rope at the start. Oops - no door. Oh well, I guess we have to go home. Hmmm... I wonder what that barrel's doing there...

Inside: Jump and spell out KONG by freezing the barrels for a red balloon.

Bonus room 2: You must have Diddy. Go through the level until the first purple rope, then jump right between the zingers. Pick up the barrel and jump back out (IOW, don't hit a zinger on the

way out) and slam the barrel against the left wall.

Inside: Jump and hit the letters to spell NINTENDO for a red balloon. It's hard.

Bonus room 3: Take the shortcut, go right, and drop down. Then go left, past a purple rope, to some blue ropes with zingers at the top of each one. Jump to the nearest one, then quickly jump left above the zinger to reach the barrel cannon. You should definitely have both Kongs here.

Inside: First jump across the ropes and get an Espresso token. Then slide down them, jumping off just in time to get the banana bunches at the bottom.

#### ICE AGE ALLEY

This stage is all about Espresso. To put it bluntly, you either use him to fly over the big pits (which you otherwise have to swing over) or do something that makes miracles look like everyday things. Remember to dismount and kill enemies, but don't go too far away from him or he'll disappear. What's that? Shut your stupid mouth and tell me where he is before I have a game over? Okay, he (and the K) are behind the start. Also, if you start the stage with one Kong, you can set a record for the shortest life - just jump immediately at the start (not that anybody who's not in a mental hospital would do that, but...)

Animal token: None

Bonus room 1: This is easy. When you see two neckys ahead, dismount Espresso, and bounce off them to reach the barrel cannon.

Inside: Blast from barrel to barrel, collecting bananas and an Espresso token in the center. Then get Espresso on the exit ledge.

Bonus room 2: Uhhh... this isn't in the Superhard Five for nothing. You've got to get Espresso to the metal barrel. One hit and it's over. There's no way you could get him back here, and remember to dismount before jumping on enemies and fly over pits well. You must hit the midway barrel and if you lose him after that, you're out of luck... go to another stage, beat it, and come back. Once you get to the metal barrel jump back up to the ledge (fly assisted) and fly right to a floating ledge with the barrel cannon and N.

Inside: Ladies and gents, your work just paid off. Just jump and freeze the barrels on what they are and if they're all the same thing, you'll get it. Thing is, they flash between RED, GREEN & BLUE BALLOONS!!!

#### CROCTOPUS CHASE

This stage narrowly beats Slipslide Ride for a place in the Terrible Three - the three toughest



stages in the game. You'll deal with some squidges at the beginning and end and some chomps which can be really hard to avoid. Mostly it's just croctopuses - the blue kind that chases you. Use Diddy - he can swim faster. When you pass a croctopus, he'll start chasing you and will keep chasing you until it reaches an alcove in the wall, where it stays (I DARE you to grab the objects where croctopuses stop).

Secrets:

O: This description is a little different from other stages. To get the O, swim through the wall to the right of the first barrel cannons.

Animal token 1: Easy. When you see a place where you can go up, down or right, go up and when the croctopus goes by, chase IT through this area and grab a Winky token.

Animal token 2: Definitely the toughest token in the game. When the first croctopus after the second barrel cannons stops, go back left and through the wall to find it and 40 bananas.

Enguarde and red balloon: When being chased y the first croctopus after the N, when the path goes right swim left through a narrow passageway. Enguarde and the balloon are in there.

TORCHLIGHT TROUBLE

Fairly simple. Squawks is here to help you, but if you want a big challenge you can not use him.

The first part involves you jumping over flaming oil drums and beating klumps - lots of them.

Use Donkey because he can beat them more easily. When you reach the midway barrel, you'll have to deal with krushas and mincers - DEFINITELY use Donkey here. All in all, it isn't too bad - just jump over all the mincers and you'll be done in no time.

Animal token: None

Bonus room 1: Use the barrel right after the midway barrel to smash the wall below it (yawn).

Inside: Another one where you try to freeze the barrels on the same thing. Go for the red balloon.

Bonus room 2: Take the last barrel, jump the mincer, and slam it into the wall (give me a break!)

Inside: Jump on the klap-trap and collect the banana bunches. A Rambi token will be yours if you can grab ten without getting hit. The G is there too, but you need Diddy to get it.

ROPE BRIDGE RUMBLE

Tires, tires, got to get over my mires! Oops, I'm drunk, sorry. Nothing good, and pretty easy.

Animal token: None

Bonus room 1: There's absolutely nothing at all that would tip you off that a barrel cannon is in the middle of the second pit, so this is in the Superhard Five. Thank heaven for tips.

Inside: Bounce across the tires and get Winky. He's a great buddy here when you're talking about the zillions of zingers.

Bonus room 2: After the arrow sign you'll see a single banana in the air - bounce up there.

Inside: Jump and freeze the barrels on the same animal token, and one will be yours.

GORILLA GLACIER BOSS: Really Gnawty

Jump on Very Gnawty's bother once and he'll make a high jump - run under him. Then he'll start hopping again, faster and farther. Jar his brain again and he'll make two high jumps. Keep hitting him until he's taken five blows and is down for the count.

\*\*\*KREMKROC INDUSTRIES INC\*\*\*

OIL DRUM ALLEY

This place can net you seven lives, which is why it's in the Supersecret group. Anyway, there's not much here except a lot of old enemies and oil drums (bounce off a kriter to get the O). The ones before the midway barrel are always flaming, the ones after it turn on and off. It gets pretty hairy near the end, with barrels and floating tires over (surprise!) pits. Time your bounces and be patient. Oh, there are seven hidden items here!!! Look for black squares in the ground. Use a jump off an oil drum to get the G. Oh yeah, Rambis here, but you'll be much better off without him - rhinos don't like getting their butts burned, and he's very difficult to maneuver. In case you use him, he's in one of the pits (it's not a real pit, of course).

Bonus room 1: Jump on the first black thing, then onto a barely visible rope at the top of the screen. You'll be carried over to the start. Then jump down and bust a TNT barrel out of the black square. Take it to the first oil drum and blow it up, then drop down.

Inside: Blast up in the center for a red balloon.

Bonus room 2: Shortly after the K you'll jump down from a ledge. Bust a barrel out of the black square. Bust it against the left wall. Darn it, I need a challenge! Wait, I shouldn't have said that...

Inside: Jump and hit the barrels to freeze them, but...

Bonus room 3: Believe it or not it's accessed from bonus room 2! You only have one chance to do this IN THE WHOLE GAME, so if you mess up, reset and come back. Try to get a single banana on all three barrels (no, I'm not nuts) and you'll get not a banana but a barrel.

You must have Diddy - pick it up, jump and then jump against the left wall. You can't just slam the barrel in because the bonus room will immediately be exited. Instead, jump against the wall and hold right, and you'll be in bonus room 3. This is in both the Supertough group and the Supersweet group.

Inside: As long as you're not blind or in a mental hospital you won't have any trouble spelling DONKEY, KONG, & COUNTRY here. DONKEY is worth a red balloon, KONG a green balloon, and COUNTRY a blue balloon! SIX LIVES!!!!!!!

Bonus room 4: Use the barrel behind manky kong to turn the next wall on the right into a bonus room.

Inside: Bang on B like crazy for some bananas and the N.

#### TRICK TRACK TREK

This stage involves you riding on a moving platform along a rail. Enemies of all kinds will drop down on you from scaffolding, and you've got to get out alive. This stage almost made it into the Supersecret bunch. The level itself is so simple I will shut up and save myself a lot of aggravation right now.

Animal token: A Winky token is right next to bonus room 3.

Bonus room 1: When the first moving platform stops, roll off it and jump right with Diddy. If you roll far enough before jumping, you'll make it.

Inside: Ride the platform around and jump for bananas.

Bonus room 2: After the second zinger in the second section jump right to some scaffolding with two gnawtys, and from there, jump to the barrel cannon.

Inside: Jump on the klap-trap and collect ten banana bunches that he coughs up without getting hit. If you do it right, you'll have a red balloon.

Bonus room 3: At the very end, roll through manky kong when he stops throwing barrels and you'll land on some lower scaffolding where it is.

Inside: The last one of the Supersweet bunch, hit the barrels to freeze them on red, green or blue balloons!

#### ELEVATOR ANTICS

This level is in the Terrible Three, because all the elevators... well, play it and you'll agree with me. Really simple.

Animal token: None!

Bonus room 1: At the start, jump to the rope with Diddy, climb up and enter the open door.

Inside: Spell KONG by freezing the barrels for a red balloon.

Bonus room 2: When you find three ropes with yellow zingers patrolling each one, get on the first one, then jump to the second one when the zinger goes down, then quickly climb to the top to avoid getting stung. Then when the zinger on the third rope goes down, jump to the rope above the zinger and quickly jump right on top of the ceiling. Go right to the barrel cannon.

Inside: Another wanna be for the Supersweet and Superhard categories, this one has a series of barrels. Thing is, it's got the O, an Espresso token and a green balloon!

Bonus room 3: On the last elevator before the exit, ride a platform down all the way to a doorway that's easily missed.

Inside: Blast up for a pile of bananas.

#### POISON POND

This stage is not recommended for environmentalists. Anyway this place has mainly mincers, but some chomps jrs, squidges and bitesizes. A few hints: Watch mincers to learn their movement pattern and swim by quickly and at the right time, and remember that squidges move diagonally upward, so stay near the bottom. You should be able to get all the KONG letters here (the K is above the start). Also Enguarde is here twice! The first time go behind the start through a fake wall to find him, and you can also get him after the midway barrel. Decide for yourself whether to get objects like banana bunches guarded by mincers and chomps jrs. Also at the end, swim near the top to get through a school of bitesizes. Good luck. Are you ever gonna need it.

Animal token 1: Just before the N you'll find three mincers going around a room. Swim through a fake wall at the top to find a Rambi token.

Animal token 2: After the Rambi token go right through a shaft lined with holes where you can avoid the mincer. Then you'll find another room with three mincers. Go through another fake wall on the left to find an Espresso token and small shortcut.

#### MINE CART MADNESS

WHOA!!! In this level everything comes really fast, so you've got to think fast. Also you can now jump out of your cart, which means you'll have to jump from cart to cart a lot. After the continue barrel DON'T JUMP, your cart just lands on some lower tracks. Also you've got to jump over enemies like neckys. At the end, some carts will have krashes in them - stomp on them and then get in their carts. Uhhh... don't go for all the KONG letters here.

Animal token: Just after the O don't jump into the next cart. Instead let yourself drop apparently off the screen. When you see another cart on some lower tracks, jump into it. An Enguarde token is yours for the rest of the game (great, I sound like Pat Sajak now!)

Bonus room 1: After the K jump up and onto the hanging rope, preferably with Diddy. Climb up and get in another cart. When you see a break in the bananas, jump and you'll be there.

Inside: Blast through the spinning barrels to get a Rambi token and a red balloon.

Bonus room 2: After the N, jump up to the floating tire, then to the barrel cannon with Diddy.

Inside: Freeze the barrels on animal tokens and match up three of the same token to get one!

Bonus room 3: At the end of the stage jump back left from the scaffolding to a floating tire. Bounce up on several to reach the barrel cannon.

Inside: Bounce up on the tire from a pack of bananas.

#### BLACKOUT BASEMENT

The lights turn off every second, making everything invisible. Try to jump on enemies when the lights are on, and also make your jumps when they are on. The worst part of this stage are the moving platforms. Don't sweat it.

Animal token: Get this Enguarde token with a rolling jump. It's in plain sight but hard to get.

Bonus room 1: When you find four dropping platforms, there's a banana under the last one. Very suspicious... drop down there!

Inside: Blast from barrel to barrel, collecting bananas and the N in the center.

Bonus room 2: You need bonus room 1 for this. When you come back you'll bash a metal barrel out of the floor. Carry it right, then turn around and throw it at the wall. For the first and only time, it doesn't break. Instead the barrel bounces back. Jump and ride on it (if you miss, you're screwed) right, bowling over enemies, ignoring the G, until the barrel goes back and hits a wall.

Inside: Jump and hit the barrel the red balloon was last on and it's yours... the lights will be on.

#### KREMKROK INDUSTRIES INC BOSS: Dumb Drum

As always, the boss is pathetic. Dumb Drum tries to slam down on you. When he appears above you, get out of the way and he'll drop two krittlers. Kill them and he'll try to slam down on you

twice, this time faster. Run away both times and he'll drop two slippas. Kill both and he'll try to slam down three times even faster... you get the idea. The third time he spews klap-traps, the fourth klumps, and the fifth, armys. Use Donkey for the latter two. After that, he'll explode.

### \*\*\*CHIMP CAVERNS\*\*\*

#### TANKED UP TROUBLE

This level is simple: either ride the moving platform and collect all the fuel cans, or die. The number of lights on each can shows how many fuel lights it restores. You can't miss any and survive. Also avoid enemies (duh!). If the platform runs out of fuel it falls off the track... if you happen to be standing on scaffolding at the time, you'll see either Donkey shaking his head at you or Diddy stomping on his baseball cap, like when you lose a bonus round. Then you'll lose a life. The N and G may be hard to get.

Animal token: I see the Enguarde token above the scaffolding at midway but don't know how to get it.

Bonus room 1: The last of the Superhard group, when the platform goes up the first time, jump off and fall parallel with the track and you'll blast off.

Inside: Choose the barrel the red balloon was last on.

#### MANIC MINCERS

Mincers, more mincers, Rambis, mincers.

Animal token: From the exit of bonus room 2, get on the ledge, and jump up and left to find a Winky token in the air.

Bonus room 1: After the second TNT barrel is a hole with a krusha. Kill him with Donkey and blow the right wall to kingdom come (or with Rambis)

Inside: Keep jumping on the three klap-traps. Grab ten banana bunches for a red balloon.

Bonus room 2: I'll let you find it. If you can't go to the nearest mental hospital, it'll save you a lot of aggravation.

Inside: Run under the mincers and pick up the G. If you get hit you'll exit but won't lose a Kong.

Bonus room 3: After getting the animal token go through bonus room 2 again, pick up a barrel, make a big jump right to avoid landing on a gnawty and smash the wall right of the arrow sign.

Inside: Choose the right barrel for a red balloon.

## MISTY MINE

More enemies than any other level! The main feature of this stage are the MANY things that look like mini-Dumb Drums that spew enemies like klap-traps, gnawtys, slippas and armys. You can blow them up with a TNT barrel, otherwise, just move on. There's a lot of ropes too, and if you can, bounce off eight or more enemies in succession for big lives!

Animal token 1: Pick up the fourth TNT barrel with Donkey and jump over the enemies and canisters. If you make it to the one with the Rambi token under it, quickly get to the side and throw that barrel at it!

Animal token 2: An Espresso token is in the air, fly off the left ledge with Espresso to get it.

Bonus room 1: After the continue barrel get on the first rope and when it stops, slide all the way down to find the open door.

Inside: ALL THE KONG LETTERS ARE HERE!!! Ride the rope to get them and Espresso at the end.

Bonus room 2: After the Espresso token, use Donkey and pick up the TNT barrel. Jump over the enemies and canisters and when you reach a hole, drop in, stand next to the right wall, and set the barrel down and in you go. It's easier to jump over enemies with Donkey.

Inside: Freeze the barrels by hitting them and collect any animal token if they all are the same.

## LOOPY LIGHTS

All the klap-traps here jump when you do, so make high jumps to beat them. Also, be sure to hit the On & Off barrels. They switch to off quickly, so hurry. If they go off, you just might walk into a pit... how humiliating.

Animal token: None

Bonus room 1: Drop into the first pit.

Inside: Blast from barrel to barrel for the K and some bananas.

Bonus room 2: This is a bit hard. When you find a necky guarding a light barrel, kill him but don't use the barrel! You may get hit doing so. Then take the barrel right down some steps and jump over a pit. Turn on the lights, set the barrel down, kill the klap-trap, pick the barrel up and ram in into the right wall (what a mouthful!)

## PLATFORM PERILS

The very last stage of the game is also in the Terrible Three. It's got a lot of dropping

platforms,  
many with enemies on them. Some of the enemies are beaten quicker with Donkey, so use him. It's pretty simple until the arrow sign. Then you've got to get across a lot of platforms by killing the silver krusha on each one. In twelve words or less, either take each barrel and kill the next krusha with it, or die. (Actually that's thirteen words). Use Donkey because he can throw barrels farther.

Animal token: When you find a platform with a necky to the right and two bananas above it, drop with it until you see another platform to the right. Jump onto it and jump right from platform to platform, picking up the Winky token.

Bonus room 1: When you get on the very first platform, jump off it and fall directly below it and you'll land on an invisible platform that takes you over to the barrel cannon.

Inside: Jump and freeze the barrels to spell KONG for a red balloon.

Bonus room 2: One's at the beginning, the other at the end!. On the very last dropping platform (with a gnawty) drop with it and then jump with to some scaffolding under the main scaffolding that leads to the barrel cannon.

Inside: Jump and hit the barrel the Enguarde token was last on to get it.

CHIMP CAVERNS BOSS: Master Necky. Sr

He'll spit a nut, jump over it and bounce up to him via the tire. Only difference between him and his son is that he spits one additional nut for each time you hit him, but he's still a pushover.

\*\*\*GANGPLANK GALLEON\*\*\*

There are no stages here, just the final battle.

Phase 1: Finally, at the very end of the game, an enemy who I can't beat in 30 seconds or less. King. K Rool takes nine hits, unlike all the other bosses which took five. You actually might have a challenge here! First run right to meet the obese king of reptiles. He'll throw his crown at you - jump over it and hit him on the head. He'll make a groaning noise like when you beat a krusha. Now he'll run across the ship - jump over him. Then he throws his crown again, faster. Jump over it and hit him on the head. Now he'll run across twice (considering how fat he is, I'm quite surprised he can run that fast) the second time faster than the first. Jump over him both times and hit him on the head when he throws his crown.

Now he'll make one huge leap to the other side of the ship and use his massive butt to shake some cannonballs out of the rigging. They fall one by one, bouncing off the deck once



before  
falling off the screen. You can't hide between them - instead just after one falls off the  
screen,  
roll onto where it was so the next one won't hit you. After this he'll throw his crown,  
jump it and  
hit him on the head. Now he'll jump to the other side of the ship, this time a little  
harder. Balls  
will fall across the screen TWICE, so roll between them twice. Then hit him on the noggin  
when  
he throws his crown. He'll jump again, this time with balls falling thrice. I don't need  
to tell you  
what to do next. After the sixth hit, it's time for the fat monkey to sing... or is it?

\*\*\*THE END?\*\*\*

No, it's NOT the end! You'll see some credits, except they all kredit kremlings! Hmmm...  
that's  
a little suspicious. Then King. K Rool gets up. Stand near him but not too close, as he'll  
jump  
toward the center of the ship - roll! He'll throw his crown - him on the head (honestly,  
I've said  
that so much in this file I sound like a robot). Now he'll jump again, but this time jump  
back  
toward the side he started on, making smaller jumps. It's tougher to roll under him now.  
Do so  
and he'll THC, HHOTH! He'll now jump across the ship threefold, making smaller jumps each  
time. After this he'll throw his crown... jump over it, hit him on the feet (just kidding)  
and watch  
the ending dude - you've earned it.

\*\*\*THE REAL END\*\*\*

Cranky will give you a little lecture and tell you that there are some bonus rooms you  
still haven't  
found, unless you got into them all. You don't have to 'win' them or collect anything,  
just visit  
every one and. To see if you have, after beating Platform Perils go to Candy Kong and save  
your  
game. If it says 100%, you've got them all! If it doesn't the number of percents below 100  
is the  
number of bonus rooms you haven't found, as you get 1% for each completed level and 1% for  
each bonus room. You'll get the final percent for beating King. K Rool, giving you 101%  
completion! Cranky says that you're almost as good as he used to be (and me too, but they  
made  
this game when I was three and I didn't exactly get to complain). CONGRATULATIONS!!!!!!!!!!

You'll see your banana hoard, filled with bananas (notice how you can see bananas in the  
background of each boss arena, so many in fact the ones you see are only a fraction of  
your real  
horde). Don't ask me how King. K Rool got all those bananas out of there without getting  
busted  
by the monkey police... never mind. Then you'll see all the heroes, enemies, helpers and  
animals  
in Donkey Kong's treehouse. Speaking of which...

\*\*\*TOKEN BONUS GAMES\*\*\*

ENGUARDE

This place has little hallways in an area of red water (!) filled with icons. You can also

go directly  
right, up or left from the start through walls to find rooms filled with tons of icons.  
I'd  
recommend first going through each corner, never backtracking and collecting icons. After  
visiting each corner or when time runs low, go back to the start and go straight down  
through the  
wall to find the giant doubler icon to double your tokens!

#### RAMBI

It's impossible to get the doubler and make it worthwhile, so I suggest charging right,  
getting all  
the icons on the ground. Then on the right side climb up the platforms and then go back  
left,  
jumping from platform to platform, collecting icons. If you really want the doubler you  
have to  
climb on top of the start door, then jump up on some higher platforms where you can't see  
yourself. You must cross all the way to the right side and jump over the right wall to get  
it, and  
you might fall off and can't get any icons on the way.

#### EXPRESSO

First, jump and fly to get a little extra height so you can get above the start door. Go  
left and drop  
down. Climb back up collecting icons. Then go back over the wall and go right, flying  
through  
each of the three icon filled areas. Fly right, then fly back left from the cliff, and  
then go along  
the ground collecting icons. Climb up the cliff on the right and proceed to the next area.  
When  
time runs low, go to the third area of icons. Then climb the right cliff, and at the top  
jump and fly  
to go higher to get over the wall to the doubler.

#### WINKY

Go left, bounce up on the tire, and climb up the platforms getting icons. At the top, go  
right and  
go down through the second area, getting even more tokens. Then in the third area, climb  
up,  
getting more tokens. At the top, go up and left over the wall (unlike the Espresso area,  
the path is  
visible) and go through this path to the doubler. Then go back and collect as many more  
tokens  
as you can before time runs out.

So that's Donkey Kong Country. If you liked it, try Donkey Kong Country 2 - it's pretty  
nifty. Oh  
yeah, good luck!!!